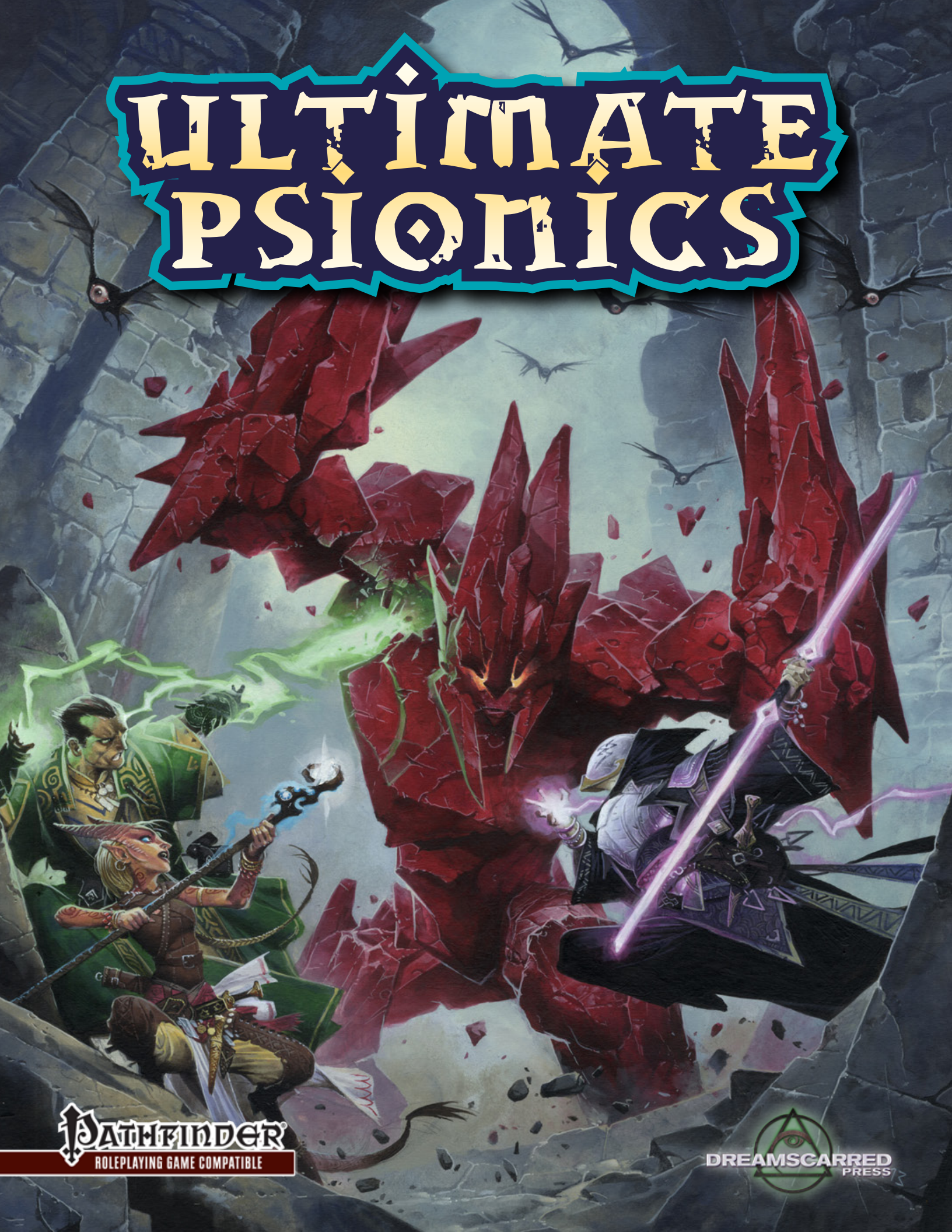
Ultimate Psionics



Pathfinder
ROLEPLAYING GAME COMPATIBLE

DREAMSCARRED PRESS

Ultimate Psionics

Authors: Andreas Rönnqvist, Jeremy Smith
Contributing Authors: Eric Hindley, Philip J. Leco, II
Interior Design: Erik Nowak
Interior Layout: Jeremy Smith
Cover Artwork: Wayne Reynolds
Interior Artwork: Gordon Napier, Joe Shawcross, Rick Hershey, Lance Red, Brian Fajardo, Jacob Blackmon, M. S. Corley, Victor Corbella, Jason Rainville, Matt Morrow, Vincent Franky, Bruno Balixa, Dennis Saputra, Dio Mahesa, Jesús García López

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Introduction

The strange noise, like whirring blades or spinning swords, steadily grew as Azure and Maikra explored the abandoned hospice. When they heard Anara's screaming, they knew they were in the right place. The question was if they would be too late.

As they burst into the room, the operation was about to begin...

From the Authors

My love of psionics started all the way back in 2nd Edition, with PSPs, sciences, devotions, and the psionicist. In 3rd Edition, the psion brought the psionic rules into the d20 standard, but it wasn't until 3.5 that psionics well and truly captured my attention. Prior to 3.5, I would gladly play a variety of character concepts, but once I found the 3.5 psion, I was hooked. Whether playing a nomad, an egoist, a psychic warrior, or a kineticist, I always wanted to play something psionic.

Then in 2006, with much anticipation, I got my hands on the latest supplement for psionics. Eagerly flipping through the pages, I was crestfallen at what was included, and more importantly, what was not included in the book. Having been active in the psionics community for years, I was well aware of the many fascinating and well-thought ideas that had been created for psionics that had been ignored or overlooked. I decided to do something about it and approached several other members of the psionics community about putting together a psionics supplement using the awesome ideas developed by us, the psionics fans.

That supplement would turn into Untapped Potential and would launch what would later become Dreamscarred Press, which would then introduce me to Andreas, the first freelance author for the company, who would later become more than just a partner for Dreamscarred, but a true friend.

- Jeremy

I was there when the greatest of developers from the psionics community decided they could, and should, release a book of their own. I watched in awe as people I had come to know and respect did what I had always thought was, well, impossible. They released a real book - and we loved it! I learned how it was possible through the Open Game License, and I talked to them about their experience. Jeremy even said, though he probably doesn't remember it, that if you only had the dedication, anyone could do what they had done. He set the spark that would turn into a shining star, that if he could do it, then I could too.

I had lots of great response on an idea I had developed for turning the mind blade into a set of feats. I polished and expanded on the idea, and turned to Jeremy, who had become the "face" for Dreamscarred Press, if he was interested in publishing something more supplemental for psionics. What began as an exchange of emails turned into a friendship that still blossoms to this day.

I never could have foreseen what that little spark would turn into and that one day, I would be writing this introduction for a book like this.

- Andreas

Welcome!

Welcome to the ultimate book on psionics for the Pathfinder Roleplaying Game! Use the power of the mind to battle foes, solve riddles, and achieve unfathomable levels of might! Whether playing a calm, studious psion, or a brash, emotional wilder, you decide what character you'll play in the story that unfolds.

This book is the culmination of over four years of time spent in developing and playtesting, with the worldwide gaming community as the testers. From the initial upgrade and revision of the 3.5 psionic rules into Psionics Unleashed, to the brand new material for Psionics Expanded, to the additional material in Psionics Augmented, Volume I, this book has gone through extensive and thorough review to bring you psionic rules worth playing. Not only are they heavily tested and meticulously reviewed, but they are designed to be FUN! After all, a new set of balanced rules doesn't do much to make your game better if it's not fun to use.

Before we started work on Psionics Unleashed, we were a small publisher for the d20 system. We loved psionics and wanted to see it supported. And since very little support for psionics was being done by the other publishers, we decided to do it ourselves. Although we are a company with partners on opposite sides of the world, we found that we not only worked great together, but a friendship was quickly born. We discovered that we spurred each other creatively to become better developers and better writers. We discovered that what was originally intended to be a company that produced a few small PDFs quickly grew into a series of books all centered on psionics.

That growth brought with it learning how to manage small and large books and the pitfalls associated with both. We also had to learn how to run a publishing company, handle artwork, keep a handle on freelance writers, make sure editing wasn't overlooked, and balance playtesting with knowing when to stop fiddling with the material.

As we learned and grew, we branched out into other game systems, published gaming toolkits and alternate rule systems, and even created our own campaign setting. And then, as we had finally seemed to get a handle on what we were doing, we faced our biggest challenge as a company. The end of 3.5 and the birth of 4th Edition, which would not use the Open Game License that allowed us to so easily publish our books.

We were unsure of how to handle the transition to 4th edition. We tried to develop new content for it using the new license, but something seemed to be missing. That fire we had for the 3.5 psionic rules just wasn't burning for 4th Edition. And then along came Pathfinder. We watched as a big publisher decided to do the biggest open playtest for a roleplaying game the world had ever seen. After discussing the options, we decided to jump into supporting Pathfinder and letting go of 4th Edition. Back was the fire for the game we were supporting. And even better, we were poised to use our love for psionics

and our knowledge of the industry to undertake our own largest project – we decided to update the 3.5 psionic rules to fit Pathfinder. And we did it in the same way that Paizo did with their playtest – by conducting our largest open playtest. That playtest would become Psionics Unleashed, which served as the foundation for this book.

Every step of the way, we've let our passion define our work and we've taken chances to bring psionics alive for Pathfinder. The outpouring of support during that open playtests and the many fans that have rallied around us gave us energy. We came back to psionics with our own ideas, building upon both our legacy from 3.5 and the new core psionics rules we had helped shape with the psionics community.

With the coming of Kickstarter, we saw a chance to take our vision and passion to our community of fans, and ask for help. And what a tidal wave of help it was! Never before have we been as overwhelmed by the support we saw during that time, and we were given the means to create that vision. We've toiled and worked for years on the tome you hold in your hands today. We're incredibly proud of it, because it isn't ours alone, it is yours too. You, our fans and community, helped us create this, with your support and your passion. Together, we've created Ultimate Psionics, to date our finest book.

But instead of going on, we're sure you have games waiting to be played, untold adventures to partake of with your friends, and that you might be eager to read this book. We won't keep you, but we will leave you with our heartfelt and sincere thank you. For your support. For your passion. Enjoy!

- Jeremy & Andreas
Dreamscarred Press

Dedication

We dedicate this book to our wives and children who make our lives better just by being in them. We dedicate it to you, our fans and supporters. We dedicate it to the open gaming community and all the people that make it thrive. And we dedicate it to those who have come before us, who have cleared the path and allowed us to achieve so much.

Ultimate Psionics

You've read about wizards, clerics, bards and paladins, and yet none of them quite seem to fit your style. None of these options leave you satisfied. Why? Because you know that the power of the mind offers unlimited possibilities, and you want to tap into that energy, the energy known as psionics. You knew there was more than the arcane, the divine, the muscle, or the song, and that is what you will find here.

Unlock the power of the mind; unlock the possibilities of psionics.

What Is Psionics?

Psionics, in its simplest form, is harnessing the power of the mind and using it to perform tasks, feats, and awe-inspiring acts. It is the act of using the mental power innate in a psionic character to perform actions that others deem impossible.

While all characters have the capacity to harness this power of the mind, it is only by tapping into this potential that psionic characters are created. A psionic character has learned to tap into and utilize this internal energy, using it to expand their abilities or even to learn more about themselves. Once a psionic character has learned this pathway of psionics, it often becomes a path they cannot help themselves from further exploring. Like a moth drawn to a flame, so too is the mind drawn to the power of psionics once it has learned to tap into it.

About Powers

If this is the first time you have been exposed to psionics, below is a brief introduction to how psionic powers work within the game.

A psionic power is a one-time effect, similar to a spell to the uninformed. Unlike spells, which are cast, psionic powers are manifested to achieve their effect. Every psionic character or creature has a daily supply of power points that can be used to manifest psionic powers that the character has unlocked or discovered. There is no limit to the number of times a psionic character can manifest a power, but for the daily power point supply.

A power is manifested when a psionic character pays its power point cost. Some creatures have psi-like abilities, which allow them to automatically manifest powers without having to pay the cost associated.

In this core psionics rulebook, you can learn everything needed to discover and utilize the psionic art. Then, let the world of your character stand awestruck by your character's mental power, turning mere thought into reality.

A Massive Book

This book is the completion of four years of work to bring an updated and robust set of psionic rules to the *Pathfinder Roleplaying Game*. While many parts of the underlying system are unchanged from the previous edition, there are a many new additions, especially in the way of class features and character options, from previous editions.

Ultimate Psionics combines the content found in *Psionics Unleashed: Core Psionics System*, *Psionics Expanded: Advanced Psionics Guide*, and *Psionics Augmented, Volume I*, into a single integrated book. It incorporates concepts found in the *Pathfinder Core Rulebook*, *Advanced Player's Guide*, *Advanced Race Guide*, *Ultimate Combat*, and *Ultimate Magic*. Things like archetypes, alternate racial traits, the alchemist and gunslinger classes, and much more.

Ultimate Psionics is intended to have options for just about any psionic character concept you could come up

with, including psionic versions of the core classes, and even psionic options for the non-psionic races.

Using This Book

This book is divided into eight chapters, along with an appendix containing the creature details needed for players and a glossary defining the frequently used terms found in this book. The overview of each chapter is given below.

Chapter One (Races): This chapter gives ten psionic races you can use to create characters. Detailed are the mechanical aspects of that race, as well as information dealing with that race's society, psychology, and other details to help create a fully-developed character.

Chapter Two (Classes): In the second chapter there are ten base classes, the aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, and wilder.

Chapter Three (Skills and Feats): Rules about new psionic skills, as well as new uses for existing skills, and scores of new feats are provided in this chapter. While many of the feats are exclusively available to psionic characters, there are also item creation feats, general feats, combat feats, and more!

Chapter Four (Psionics): The fourth chapter explains how the psionic system works. This includes how manifesting powers works, how psi-like abilities work, the rules for augmentation, and even how psionics interacts with magic. In addition, advice for game masters is provided, including a way to change the look and feel of psionics without having to change any mechanics.

Chapter Five (Powers): This chapter gives hundreds of psionic powers that manifesters can choose to add to their arsenal of powers known. These powers include those for primary manifesters like the psion and wilder, but also combat-oriented powers for the psychic warrior, and even powers for class-specific archetypes like the gifted blade or prestige classes like the sighted seeker. Lists detailing which powers are available to which class are also provided.

Chapter Six (Advanced Options): Beyond just the base psionic races and classes, this chapter provides archetypes and alternate racial options to customize your character concept. Both standard and racial archetypes are provided, as well as favored class options for each of the psionic races and psionic class options for the core classes. In addition, options to change the way powers look, sound, or even smell are provided. Finally, there are traits, originally presented in the *Advanced Players Guide*, for those using traits in their games.

Chapter Seven (Prestige Classes): Nine new prestige classes are presented in this chapter. These prestige classes range from manifesting-based, such as the metamind, to combat-oriented, such as the war mind, and other specialized classes, such as the elocater and psion uncarnate.

Chapter Eight (Psionic Items): New psionic items are given in this chapter, including the rules necessary to create these psionic items. Cognizance crystals, crystalline focus items, dorjes, psicrowns, power stones, weapons and armor, universal items, and psionic tattoos are all detailed in this chapter.

Appendix: The astral construct, astral swarm, and psicrystal creature statistics are given in the appendix. The astral construct and astral swarm are creatures typically used by the shaper, one variety of psion. The psicrystal is a crystalline companion found with many psionic characters. Unlike familiars, which are restricted to certain spellcasting classes, nearly any variety of psionic character can have a psicrystal.

Chapter 1
Races

"There's the party animal," Adrian quipped as the scourge ilk burst from the shadows. The soulknife formed his mind blade reflexively, its blue-white glow casting odd shadows in the surrounding cavern.

"Shut up and stab it already," Illira retorted, summoning her psionic power to lash out at the vile beast that had terrorized the nearby villages.

Races

Presented in this chapter are a variety of psionic races, just as varied in nature as the standard races. Seemingly ubiquitous in presence, the elans hide their unusual nature by blending in with the mortals they once were. The half-giants are most often to be found in the harshest of climates that other races would shy away from, while maenads typically take homes on the coast or island chains, respecting the dichotomy of the ocean that so well mirrors their own internal conflict of emotions. Xephs, although closely resembling humans, make their homes away from the firm structures of most societies, while dromites build hives underground, their alien appearance ostracizing them from the xenophobic nature of less accepting races. Blues, like the dromites, are often ostracized from all societies, including the goblin tribes that give birth to them, although in some cases, they can rise to become leaders of these primitive tribes. Ophiduans, with their monstrous appearance, have chosen to build up their own society, rather than worrying about fitting into the society of other races, while the duergars battle against their dwarven brethren. Those of psionic heritage can be found in just as broad of lands as the standard races, getting enmeshed in political dealings and simply trying to survive.

Choosing a Race

After you have determined your ability scores, but before you put them on your character sheet, you should choose the race for your character. At this time, you'll also want to choose your character's class, as many races have features that work better or worse depending on your class selection. Once you have determined your character's race and class, assign your ability score rolls to particular abilities, and then adjust the ability scores based upon the race you've selected (see Table 1-1: Racial Ability Adjustments), and then continue to fill in the details of your character.

Racial Characteristics

Your character's race determines many of his or her qualities.

Race Adjustments

Your choice of race determines some adjustments to your ability scores, as detailed on Table 1-1: Racial Ability Adjustments.

Apply these adjustments to your character's ability scores, even if it would bring an ability score above an 18 or below a 3 (although you cannot have an Intelligence below 3).

In addition, Table 1-1 gives each race's automatic languages. All characters know how to speak Common, in addition to racial languages they may also speak. Characters with a high Intelligence speak additional languages, gaining one per point of Intelligence bonus. Select your character's bonus languages (if any) from the list of languages in the race's Racial Traits entry.

Literacy: Unless your character has some literacy impediment, he or she can read and write all the languages he or she speaks.

Psi-Like Abilities

Many of the races within this chapter have psi-like abilities. These function in a fashion similar to spell-like abilities, and are described in full in the Psionics chapter.

New Subtypes

The new races presented in this chapter include the introduction of several new subtypes for the humanoid racial type. These include the aberrant and insectoid subtypes.

Aberrant: This subtype is applied to elans and other humanoids of an unusual nature.

Forgeborn: This subtype is applied to forgeborn.

Insectoid: This subtype is applied to dromites and other insect-like creatures.

Noral: This subtype is applied to norals.

Xeph: This subtype is applied to xephs.

Table 1-1: Racial Ability Adjustments

Race	Type (subtype)	Ability Adjustments	Automatic Languages
Blue	Humanoid (goblinoid)	+2 Int, +2 Dex, -2 Str	Common, Goblin
Dromite	Humanoid (insectoid)	+2 Cha, +2 Dex, -2 Str	Common
Duergar	Humanoid (dwarf)	+2 Con, +2 Wis, -2 Cha	Common, Dwarven, Undercommon
Elan	Humanoid (aberrant)	+2 to any one	Common
Forgeborn	Humanoid (forgeborn, half-construct)	+2 Str, +2 Int, -4 Cha	Common, Forgeborn
Half-giant	Humanoid (giant)	+2 Wis, +2 Str, -2 Dex	Common
Maenad	Humanoid (human)	+2 to any one	Common, Maenad
Noral	Humanoid (noral)	+2 Con, +2 Wis, -2 Dex	Common, Noral
Ophiduan	Humanoid (reptilian)	+2 Dex, +2 Wis, -2 Cha	Common, Ophiduan
Xeph	Humanoid (xeph)	+2 Dex, +2 Cha, -2 Str	Common, Xeph

Blues

Once thought to be a subrace of the goblins, blues are related to goblins, being a goblinoid race, but are actually defined as their own race. Able to interbreed with goblins, similar to humans interbreeding with elves, blues often infiltrate goblin tribes to procreate with the females of the tribe, having a limited population of blue females to choose from. Many blues with strong psionic ability learn to control their physical form using psionics to assume the look of a normal goblin, thereby allowing easier integration into a goblin tribe. The blood of blues runs stronger than goblins, and therefore a tribe that knowingly or unknowingly allows blues to breed with them will over a matter of a few generations be composed completely of blues. Because of this, the blues were once hunted into near extinction by their goblin kin, prompting their stealthier and cautious ways. The blue elders will often breed and then leave a tribe, looking for a new place to spread their blood before it is destroyed.

Physical Description: Short with leathery blue hide, large eyes and ears and a mouth filled with fangs, blues stand between 3 and 4 feet tall, with males slightly taller and heavier than females. Most blues have black hair on their heads, although some choose to go bald. To most, the blue is simply an oddly-colored goblin. Very few things make them stand out from their racial cousins, at least physically, aside from their skin tone.

Society: Where goblins are disorganized, driven by their passions and need for activity, blues are quite the opposite. They are determined, focused, and driven to organization and structure. A tribe of goblins that doesn't kill a newborn blue will often come to be dominated by that blue, whose natural organizational skills and intelligence allows it to either rule the tribe outright, or manipulate the less intelligent goblins. These tribes tend to become focused and unified, whipped into structure not necessarily by the leadership qualities of the blue, but by his psionic power and intelligence. As a result, most of the dominant goblin societies are actually lead by a powerful blue; the few tribes of only blues that have popped up tend to welcome order and competition, finding common cause with the ophiduans.

Relations: While driven and intelligent, most blues are colored by the dark ways of the tribes where they grew up. These blues tend to look down on all other races and wish to dominate and enslave them, which naturally makes them enemies to most races, but even a more mild-natured or civilized blue will be met by suspicion by half-giants, elves, dwarves, gnomes and dromites, while the maenad and ophiduan societies often find much in common with a blue's worldview, seeing the need for structure and order, which can equate to expansionistic and conquering tendencies.

Alignment and Religion: Few blues are religious, believing themselves to be superior to the weak-willed people around them that need supernatural crutches to cope with a hostile world. Most blues tend to be lawful evil, tainted by their lives among the goblin tribes. Laws tend to protect the selfish more than the altruistic and therefore a blue would rather learn to use the rules than break them.

Adventurers: Blues often become adventurers having been driven out by their home tribe, or they come from one of the few existing blue tribes. Even so, to wander means that they are either desperate (often for power) or cocky and unafraid. Blues find adventuring a means to an end, a way for them to become rich, powerful, and connected, with death one of the possible outcomes. To a blue, that is a fair bargain to be made.

Names: Most blues outside of goblin society take a name from other humanoids, which means that their naming conventions are as varied as that of all other races combined. However, many often add a descriptive

title, such as “Oman the Magnificent” or “Andra the Wild” to enhance their individuality.

Blue Racial Traits

+2 Intelligence, +2 Dexterity, –2 Strength: Blues are smart and quick, but their small size makes them weak.

Goblinoid: Blues are of the humanoid (goblinoid) subtype.

Small: Blues are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Blues are fast for their size, and have a base speed of 30 feet.

Darkvision: Blues can see in the dark up to 60 feet.

Naturally Psionic: Blues gain the Wild Talent feat as a bonus feat at 1st level. If a blue takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude: When a blue takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Pariah: The appearance of the blue can affect the reactions of those nearby. A blue takes a -1 penalty to Charisma-based skill checks when dealing with non-goblinoid humanoids, but gains a +1 bonus to Charisma-based skill checks while interacting with goblins.

Repletion (Su): A blue can sustain his body without need of food or water. If he spends 1 power point, a blue does not need to eat or drink for 24 hours.

Keen Senses: Blues receive a +2 racial bonus on Perception skill checks.

Stealthy: Blues receive a +2 racial bonus on Stealth and Ride checks, and blues always treat Stealth as a class skill.

Weapon Familiarity: Blues treat any weapon with the word “goblin” in its name as a martial weapon.

Languages: Blues begin play speaking Common and Goblin. Blues with high Intelligence scores can choose from the following: Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

Dromites

Small and insectoid in appearance, dromites stand out in most crowds of humanoids. Their antennae, faceted eyes, carapace, and small stature make them visibly different from most. Hailing from a hivemind-like history, dromites have come to love and appreciate individuality while still continuing to live in a hive and collective environment. This individuality, together with a strong liberal view on life, means that while different, dromites rarely have a problem making friends or finding a place to live or work.

Physical Description: Around the height of gnomes and halflings, dromites stand between 3 and 4 feet tall, but tend to be sturdier in nature. Dromites have a natural resistance towards the energy of their caste granted by the chitin that covers parts of their body. The caste of a dromite is easily recognized by the coloration of the carapace: red for Fire Caste, pale blue for Ice Caste, white for Voice Caste, and green for Glimmer Caste. The skin of the dromite not covered by chitin ranges from a pale white to a dark tan. Dromites have faceted eyes which often shine with a psionic energy, and large antennae that constantly quiver. Their small mouths are devoid of external mandibles, but when eating, small internal mandibles are used to help eat. Dromites have three fingers and a thumb, each covered in a pointed carapace, with the same for their four toes. This gives the dromites a look very different from other humanoids. Dromites are asexual, being neither female nor male, except in the case of the Hive Queen and Hive Consorts. In this situation, rituals are performed that grant gender and reproductive capabilities.

Society: Most dromites organize themselves into hive cities - giant towers that are as much subterranean as they are exposed above ground. Here they embrace their caste as well as their individuality, striving to find their path in life. For some, this means striving to become a Hive Queen or Consort, the elected leaders of a hive, while for others it means learning a craft or toiling in a mine to make ends meet. While externally very idealistic, a society with very few laws and defining aspects also tends to become chaotic and disorganized. Most hive cities tend to walk the line between individual freedoms and communal responsibility. while there are a few zealots amongst the dromites who dream of a better time, when they were all united as one mind.

Relations: The dromites get along splendidly with halflings and gnomes most of all, and the jovial ways of both xephs and half-elves tends to put dromites at ease. The cold, distant, ways of ophiduans and maenads make the dromites curious, wishing to prod and experiment with them, to find out the reasons for their demeanors. Most other races are viewed by their individual means, but most dromites find the dwarves to be dull, boring and when drunk - gruff and coarse.

Alignment and Religion: Most dromites are religiously indiscriminate, finding grace and faith in a number of gods, sometimes part of the same pantheon, sometimes creating their own mixes of gods and faiths. Dromites tend toward no particular alignment, not even neutral. The best and the worst are found among them.

A Note On Names: Dromites have no gender, and thus their names are not divided between male and female. Generally, a dromite has a personal name, a caste name, and a homestead name - typically a hive city.

Personal Names: Niks, Rask, Sask, Neksak, Leksa, Heneks, Seleks, Seksa, Aksa, Olak, Leik, Svek, Hakkor.

Caste Names: Fire, Glimmer, Ice, Shatter, Thunder, Flash, Lightning, Sunspark, Icespear, Stormstrike.

Dromite Racial Traits

+2 Charisma, +2 Dexterity, –2 Strength: Dromites are self-willed go-getters and naturally agile, but are weaker due to their small size.

Insectoid Blood: Dromites are of the humanoid (insectoid) subtype.

Small: Dromites are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Dromites have a base speed of 20 feet.

Chitin: Dromites receive a +1 natural armor bonus and one of the following kinds of energy resistance of their choice at creation: cold 5, electricity 5, fire 5, or sonic 5. This choice is permanent and stacks with any future energy resistance gained through other effects.

Naturally Psionic: Dromites gain the Wild Talent feat as a bonus feat at 1st level. If a dromite takes levels in a psionic class, he instead gains the Psionic Talent feat.

Dromite Psionics: Dromites gain the following psi-like ability: 1/day—*energy ray*. A dromite always deals the kind of energy damage that its chitin has resistance to (for example, a dromite who has resistance to cold 5 deals cold damage with its *energy ray*). The manifester level for this effect is equal to 1/2 the dromite's level (minimum 1st).

Scent (Ex): This special quality allows a dromite to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Dromites with the scent ability can identify familiar odors just as humans do familiar sights.

Dromites can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a dromite detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The dromite can take a move action to note the direction of the scent. When the dromite is within 5 feet of the source, it pinpoints the source's location.

A dromite with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Dromites tracking by scent ignore the effects of surface conditions and poor visibility.

Compound Eyes: Dromites receive a +2 racial bonus on Perception checks.

Psionic Aptitude: When a dromite takes a level in a favored class, it can choose to gain an additional power point instead of a hit point or skill point.

Languages: Dromites begin play speaking Common. Dromites with high Intelligence scores can choose from the following: Dwarven, Gnome, Goblin, and Terran.

Duergars

There are stories of those who dug too deep into the bowels of the earth, spelunkers who opened ancient cities and awakened things from beyond our worst nightmares. There these miners discovered creatures more akin to gods sleeping beneath the earth, beings neither demonic nor angelic in their forms and minds. There was a clan of dwarves who cast all caution aside, tunneling deep, following richer and richer mineral veins until they found something that shattered their minds, broke their bodies, and remade them in a new image.

What returned from that unknown place where logic no longer made sense, where the laws of physics did not always hold sway, and the weak minds of the current races couldn't fathom were the duergars, who warned of a slumbering deity who would rule over all other deities if awakened. Duergars are reminiscent of the dwarves they once were, in that they are short and broad, of powerful stature, but that is where any likeness is lost. Their ways can seem to be callous and cruel, but it is from their experience deep in the earth that they are motivated. Even actions such as slavery are not only acceptable, but encouraged if it helps to continue the projects that keep That Which Sleeps Beneath from arising.

Physical Description: Duergars' eyes shine with a madness that has touched their entire bloodline. Their ashen skin is devoid of nearly all hair, except on their head and face, although male duergars tend to have a bald pate. While short and broad, standing roughly 4 1/2 feet tall, the rippling muscles of the duergars make most people uneasy, for beneath their skin, the muscles move of their own accord, snaking and twisting. Many duergars have long scars, often caused by their own delusions.

Society: Having witnessed what they perceive to be the truth of this world, there is no joy amongst the duergars, only eternal toil. Deep underground, deeper than the dwarven kingdoms, they toil on deranged constructions that twist and turn in ways that give others headaches and nightmares. Driven by an intense need to create and build, those who stop to listen hear the duergars humming and singing while building. The duergars themselves claim they are saving the world by distracting the terrible deity that slumbers beneath the earth, keeping it asleep for the sake of all life. Their society has no joys, no color, no individuality. Everyone wears the same clothes, the same armor, the same weapons, and by birth they seem to know the lullaby chants of the mentally unbalanced.

Relations: To the duergars, it is the other races who are mad. As a terrible monster that is beyond what words can describe threatens to awaken and devour the world and the gods themselves, the other races squander their lives away, playing useless games and waging meaningless war. Xephs, dromites, halflings and gnomes can provoke the insane rage of the duergars, for their constant activity threatens the duergar view of how to keep the titanic god sleeping. Other races are most often ignored or disdained for their failure to recognize the truth and the deadly threat. Most other races avoid the mad duergars, but there are those who wonder if the duergars might not be insane, and might actually be correct, and how terrifying that possibility might be.

Alignment & Religion: Almost all duergars worship the sleeping horror by working, building, constructing, and redefining, while humming and singing the twisted lullaby that runs through their minds. All other gods are inconsequential, for the horrid thing, That Which Sleeps Beneath, will consume all if it awakens. Lawful neutral, or perhaps lawful evil, tend to be the natural tendencies of the duergars, for they see no use in helping others with their pointless daily problems, when they are busy saving the world from the threat of imminent destruction.

Adventurers: Duergars only become adventurers because their unique brand of insanity plagues them with visions and whispers of the peace that others have in their heads. Driven by a need to fulfill these visions and quiet the voices within, duergars often seem obsessed

with what they are doing. While capable companions, many are scared to adventure with duergars, for their tendency to whisper in their sleep and their skin's unusual undulations can be unnerving.

A Note On Names: Duergars abstain from traditional naming conventions, often viewing names as a pointless exercise in a doomed world. When young, they are 'child,' and then become 'woman' and 'man'. Amongst the other races, they often take on a name because their companions ask them to; this name is often matter-of-fact and describes their perceived role in the world.

Names: Hammer, Smith, War, Hunter, Tailor, Shieldbearer, Slayer, Hatemonger.

Duergar Racial Traits

+2 Constitution, +2 Wisdom, –2 Charisma: Duergars are both tough and wise, but also gruff.

Medium: Duergars are Medium creatures and have no bonuses or penalties due to their size.

Slow and Steady: Duergars have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Duergars can see in the dark up to 60 feet.

Hardy: Duergars receive a +2 racial bonus on saving throws against poison, powers, spells, psi-like abilities, and spell-like abilities.

Stability: Duergars receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Dwarf Blood: Duergars count as dwarves for any effect related to race.

Light Sensitivity (Ex): Duergars are dazzled in an area of bright light.

Duergar Psionics: Duergars gain the following psi-like abilities: 1/day—*expansion* and *cloud mind*. These abilities affect only the duergar and his gear. The manifester level for these effects is equal to the duergar's level (minimum 3rd). The DC for *cloud mind* is equal to 10 + the power's level + the duergar's Charisma modifier.

Naturally Psionic: Duergars gain the Wild Talent feat as a bonus feat at 1st level. If a duergar takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude: When a duergar takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Duergars begin play speaking Common, Dwarven, and Undercommon. Duergar with high Intelligence scores can choose from the following: Aklo, Draconic, Giant, Goblin, Orc, and Terran.

Elans

Born not of a mother or father, but created, elans were once mortal beings. Built by a shadowy council to live as psionically awakened superior life forms, elans are capable of sustaining themselves with nothing but the power of the mind. Elans are no longer true mortals, having been unfettered by a secret ritual that created this new race and reborn anew, with but wisps and fragments of memories of their previous lives. Incapable of breeding, elans expand their numbers by choosing members of other races, most often humans, and transforming them into new elans. This would pose a problem for the continuation of the race, except elans do not die of old age. The secrets of the transformation ritual are typically limited to the elite members of the elan secret society and they take these secrets to the grave before sharing them with lesser beings.

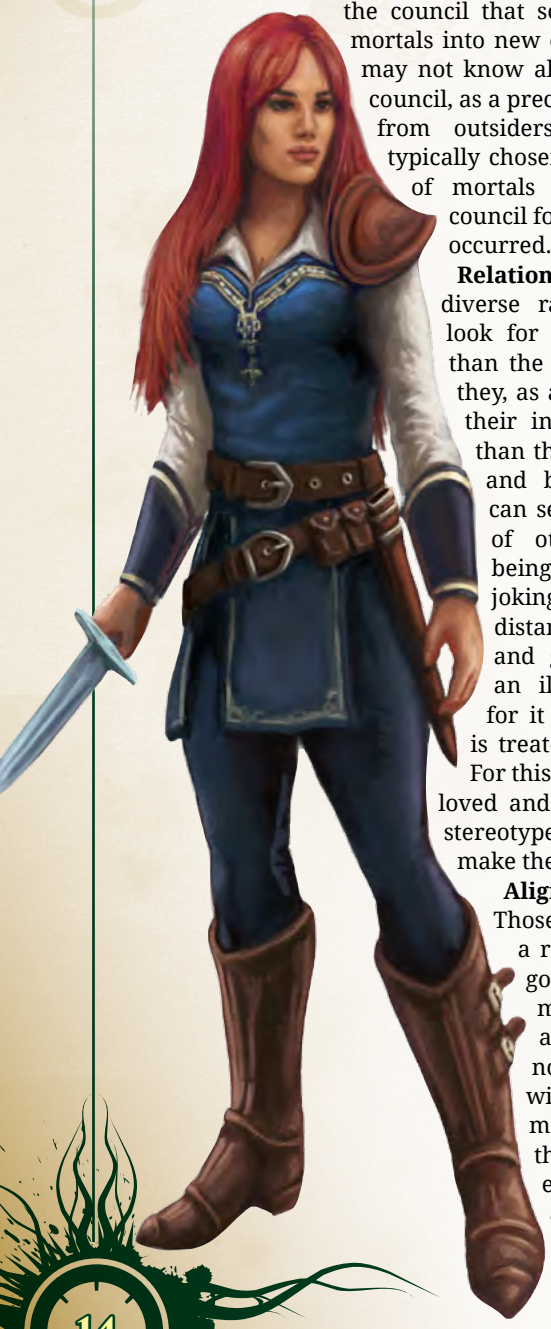
Elans are often chosen for being exceptional in some way: excelling in physical challenges, a quick wit or sharp intellect, or a natural ability with psionics. But none of the elans could ever be described as normal, mediocre, or standard. While most elans, even those of non-human origin, physically resemble humans, there is usually something that stands out about every elan.

Physical Description: With a diverse physical makeup, dependant on the will and whim of the council, there is one thing in common amongst all elans: they are literally brimming with energy, psionic energy. Their eyes seem to shine, their skin seems to sparkle, and their hair seems to be made of strands of color in the wind. Elans typically resemble humans in size and weight, with males typically slightly taller and heavier than females. Even those elans who were selected from other races will be transformed to more closely match humans in size and shape, at the direction of the council. Elans under a particular council will tend to have similar physical appearance, with the previous council favoring pale skin, red hair, and young in appearance, while the current council has started to favor darker hair and tanned skin. Elans will adopt the type of dress and physical style of whatever society they are insinuating, the better to avoid detection.

Elans do not sleep as mortals do, instead entering a deep meditative trance for 4 hours a day. Resting in this fashion grants the elan the same benefits that other races gain from 8 hours of sleep. The elan spends the time in this trance renewing her body by suffusing it with psionic energy, repairing wounds, and keeping the tissues and organs healthy.

Society: While few and far between, there is indeed an elan society, but it is more akin to the structure of a secret society. Elans tend to recognize one another at sight, but others can have a hard time separating them from normal races. In cities and places where many people gather, elans will generally strive to find a way to meet each other, often in secret to avoid implicating

each other or raising suspicions. Elans come together to share wisdom, to learn, and to help their peers. Often this learning is defined into layers, circles, strata, or other forms of separation, which leads to a mysticism surrounding the societies of elans. Sometimes elans name their order after something symbolical, such as the Brotherhood of the Heavenly Lantern; at other times it is more direct, such as the Enlightened Order of Ksaren. Elans, if anything, are infiltrators, preferring to live within the societies of others, striving to become part of their culture and ways, avoiding standing out and gaining unwanted attention. Many elans become wanderers because over time, others may take notice that the elan does not age and start to ask questions. For this reason, elans can be said to be nomadic, albeit at a very long cycle. Little is known to non-elans about the council that selects and transforms mortals into new elans, even new elans may not know all the members of the council, as a precaution from discovery from outsiders. New elans are typically chosen, although rare cases of mortals petitioning the elan council for transformation have occurred.



Relations: Coming from a diverse range of races, elans look for the individual rather than the race. They know that they, as a race, are created for their individual traits rather than their racial background, and because of this, they can seem to treat members of other races unevenly, being friendly to half-orcs, joking with dwarves, and distant towards halflings and gnomes. This is only an illusion of perception, for it is the individual that is treated, not the race itself. For this reason, elans are both loved and despised; they break stereotypes in ways that often make them stand out.

Alignment and Religion: Those elans who do embrace a religion tend to revere gods of psionics or the mind. Being composed and enlightened does not necessarily carry with it any specific moral views, and for this reason, there are elans of every kind of alignment. Many tend over time to drift towards lawful neutral, finding an ease with laws and regulations, but not caring deeply for or against other people, preferring solitude. Younger elans embrace everything on the alignment spectrum, sometimes radically changing moral compass in an attempt to find their way on their new journey on the road of immortality.

Adventurers: As natural nomads, and often culled from a naturally inquisitive and curious mindset, elans are explorers. Exploring allows them to challenge themselves, growing and developing their abilities. If anything, elans can fear becoming placid, for that will calcify their thinking, leading them to wallow in stasis. Many who are caught in this break the cycle by adventuring, pitching themselves against all manner of monsters and quests to find a better path.

Male Names: Armend, Absylon, Edam, Odolph, Yime, Ylderic, Irnad, Christaph.

Female Names: Adyel, Ydeline, Edrienne, Eimee, Eelis, Irnadette, Chirlot.

Elan Racial Traits

+2 to one ability score: Elans gain a +2 bonus to one ability score chosen at creation to represent their varied nature.

Aberrant Blood: Elans are of the humanoid (aberrant) subtype.

Medium: Elans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elans have a base speed of 30 feet.

Aberrant Nature: Although human in appearance, elans suffer from a nature slightly off from the rest of the non-elan society. They suffer a -1 penalty to Charisma-based skill checks when dealing with non-elans.

Naturally Psionic: Elans gain the Wild Talent feat as a bonus feat at 1st level. If an elan takes levels in a psionic class, she instead gains the Psionic Talent feat.

Resistance (Su): Elans can use psionic energy to increase their resistance to various forms of attack. As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Resilience (Su): When an elan takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage she is about to take by 2 hit points for every 1 power point she spends.

Repletion (Su): An elan can sustain her body without need of food or water. If she spends 1 power point, an elan does not need to eat or drink for 24 hours.

Psionic Aptitude: When an elan takes a level in a favored class, she can choose to gain an additional power point instead of a hit point or skill point.

Languages: Elans begin play speaking Common. Elans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Forgeborn

Believed to have been created centuries ago during a great war between psionic nations, the race of creatures referred to as the forgeborn were left to their own devices within the barren wasteland the war left behind. A hybridization of flesh and minerals, the forgeborn are varied in appearance and form, but were all created by merging psionically-empowered materials with the body of a humanoid to fashion a new creature.

The race seeks out humanoids to transform in order to increase their numbers and some say resume the conflict for which they were created. Although little is known about the creation process by non-forgeborn, rumors say that they take those critically wounded in combat and repair their bodies, wiping the new forgeborn's memories and giving new life to the otherwise-fallen. Some darker rumors say that the race has learned not only how to alter the living, but potentially the recently-deceased, but there has been little proof of this.

Although they may appear as some sort of bizarre construct, the forgeborn are intelligent and capable of thought, emotion, and reasoning. While much of their time is spent working out combat strategies and ways to harness the psionic energy that powers their forms, they are avid students of history.

Forgeborn benefit from longer lifespans than the human bodies that most of them were made from, but their inclination for combat means many never actually reach middle age. Among the forgeborn, such a fate is not mourned, for the fallen can sometimes be reclaimed and rebuilt into a new member of the race, resulting in a theology very similar to reincarnation.

Physical Description: Forgeborn are a tall and thick race, and stand a few inches taller than most humans, with their bodies flowing from well-muscled flesh to mineral components and back. The exact nature of the forgeborn's mineral varies between members of the race, from crystal, to steel, to darkwood, or even mithral. All forgeborn have small glowing orbs embedded within their skull and chest, which are the psionic power source that animates their form. Although both male and female versions of forgeborn exist, such distinctions do not matter in forgeborn society, since there is no need for copulation. While most forgeborn come from human bodies, members from other races are not uncommon.

Society: The origins of the forgeborn have led them to have a social structure not unlike an army, where forgeborn tend to cluster based upon role, rather than from a family or tribal structure. While the race tends to prefer combat over negotiations, they are neither vicious nor aggressive; they view combat as the best means to victory, rather than as a desired activity. All members of forgeborn society are given a role to benefit the civilization, and skill in that role is what measures a forgeborn's worth among his peers. There is an aesthetic element to some forgeborn, particularly in artwork depicting great battles, so forgeborn artisans are respected within their society.

Relations: Most races are uncomfortable with the unnatural form of the forgeborn, while the forgeborn view other races as inferior due to their reliance on sustenance and rest. Most members of the elan race, however, view the forgeborn as abominations that are a disgusting perversion of the elan transformation process.

Alignment and Religion: Forgeborn view victory as the most important outcome and put no stock in honor. They fight to win, not to be honorable, although they do accept surrender. The structure of command is integral to the proper functioning of an army, so few forgeborn go against the defined chain of command. Most forgeborn are lawful neutral.

Adventurers: Those forgeborn who choose to visit new lands are often seeking to find new potential recruits for the ranks or want to study new combat

tactics and the war histories of other nations. With little in the way of familial ties, few forgeborn get homesick, but feel an urge to return to share new information.

Names: Because forgeborn are built from members of other races, the names of forgeborn are varied and do not have common traditional names. Forgeborn names are drawn from any of the cultures around them.

Forgeborn Racial Traits

+2 Strength, +2 Intelligence, –4 Charisma: Forgeborn are strong and have quick minds, but are monstrous in appearance and have difficulty relating to other races.

Medium: Forgeborn are Medium creatures and have no bonuses or penalties due to their size.

Half-Construct: Forgeborn are of the humanoid type, with the half-construct and forgeborn subtypes.

Slow and Steady: Forgeborn have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Fearless: Forgeborn gain a +2 bonus against fear effects.

Natural Armor: Forgeborn are sturdier than other races and gain a +1 natural armor bonus to their AC.

Source Crystal: Unlike most half-constructs, forgeborn can be raised and resurrected.

Naturally Psionic: Forgeborn gain the Wild Talent feat as a bonus feat at 1st level. If a forgeborn takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude: When a forgeborn takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Forgeborn begin play speaking Common and Forgeborn. Forgeborn with high Intelligence scores can choose from the following: Dwarven, Elven, Maenad, Ophiduan, Xeph.

HALF-CONSTRUCTS

The half-construct subtype is from the *Advanced Race Guide* and is detailed below.

A half-construct race is a group of creatures that are artificially enhanced or have parts replaced by constructed mechanisms, be they magical or mechanical. A half-construct race has the following features.

• Half-constructs gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

• Half-constructs cannot be raised or resurrected.

• Half-constructs do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a half-construct can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the construct to survive or stay in good health.

Half-giants

Far back in their history, half-giants were slaves. While the stories vary from tribe to tribe, their former status as slaves is one common thread of every half-giant tribe's lore. As slaves, they fought their oppressors and earned their freedom, so nothing is more important to half-giants than their liberty. They will fight and even kill to stay free, and few things are capable of breaking a half-giant's will to live like slavery. Indeed, most half-giants would prefer to commit suicide rather than face incarceration or enslavement. For these reasons, most half-giants tend to be law-abiding and respectful, but they can have a tendency to solve problems by resorting to violence rather than risk being apprehended. Some myths claim that they were spawned from fire giants, while others say that they worked in volcanic forges. Regardless of the truth, half-giants are more resilient to heat, a trait that serves them well in the present, as they have a tendency to dwell in arid lands and deserts.

Physical Description: Standing over eight feet tall, half-giants are the largest of the common races, towering above even half-orcs, with males slightly taller and heavier than females. Their size makes them imposing but slow to react. Their skin ranges from nearly complete black to a deep tan, while their hair is almost always black. Their eyes range from blue to green, but a fair number have red eyes, making them stand out against other races. Most half-giants tend to wear little clothing, or very heavy armor, depending on the situation; in a social gathering, their tribal clothing covers very little to account for their tendency to reside in hot lands. In combat, they prefer to wear heavy armor, taking advantage of their natural strength and stature.

Society: Half-giants most commonly organize themselves into nomadic and shifting tribes, following charismatic and wise leaders for brief periods, without a strong societal pressure to remain in any given tribe. When enemies gather, empires rise, or war looms, the tribes might unite under their strongest and wisest leaders, protecting each other from the threat. In times of peace, they splinter into individual tribes, enjoying the freedom they hold so dear. As societies go, the half-giants are primarily nomadic hunters, taking down the giant sandworms of the desert or hunting elephants across the savannah and plains. Half-giants enjoy dancing, drinking and games of physical prowess such as wrestling, running, and spear throwing.

Relations: Half-giants appreciate the open nature of humans and half-elves and can sympathize with how half-orcs sometimes feel outside of society. Elves with their slow pace, dwarves and maenads with their rigid societies, and ophiduans with their expansionistic behavior generally make half-giants uncomfortable. Most other races are welcomed based on their behavior, although the carelessness of halflings, dromites, and gnomes worry the half-giants, who believe that it will

lead to these smaller races being taken advantage of and, therefore, possible subservience and slavery. Half-giants keep duergars at arm's length due to the use of slavery.

Alignment and Religion: Worshipping gods relating to freedom, nature, summer, and the hunt, half-giants are devout but very naturalistic. They manifest their worship with totem poles, believing the gods to be pleased with depictions of their power, thus protecting the tribe from evil. Most half-giants tend to be neutral or chaotic good, striving to help both the tribe and others as well as they can, although their belief in following the law to avoid incarceration can result in lawful half-giants. This does not mean that a half-giant won't resort to violence at the slightest sign of evil. Indeed, to most half-giants, jail, incarceration, and slavery are all seen as equally evil and to be fought to the last breath.

Adventurers: Half-giants are most often driven into adventuring by wanderlust, a religious conviction, or a belief that that they can do the most good by making the world a safer place. Very few adventure to make money, greed is a strange concept to most half-giants.

Male Names: Adoett, Abaque, Amayeta, Chumani, Donama, Maka, Macawi, Nashota, Odakota.

Female Names: Hurit, Huyana, Awentia, Cholena, Kimella, Mika, Nadie, Dabun, Pahana.

Half-giant Racial Traits

+2 Wisdom, +2 Strength, –2 Dexterity: Half-giants are tough and intuitive, but not too nimble.

Giant Blood: Half-giants count as both human and humanoid (giant) for any effect related to race. Unlike other creatures of the giant subtype, half-giants do not have racial Hit Dice.

Medium: Half-giants are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-giants have a base speed of 30 feet.

Low-Light Vision: Half-giants can see twice as far as humans in conditions of dim light.

Fire Acclimated: Half-giants receive a +2 racial bonus on saving throws against all fire spells and effects.

Powerful Build: The physical stature of half-giants lets them function in many ways as if they were one size category larger.

Whenever a half-giant is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him.

A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him.

A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Naturally Psionic: Half-giants receive Wild Talent as a bonus feat at 1st level. If a half-giant takes levels in a psionic class, he instead gains the Psionic Talent feat.

Half-giant Psionics: Half-giants gain the following psi-like ability: 1/day—*stomp*. The manifester level for this effect is equal to 1/2 the half-giant's level (minimum 1st). The DC for this power is equal to 10 + the power's level + the half-giant's Charisma modifier.

Psionic Aptitude: When a half-giant takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Survivor: Half-giants gain a +4 racial bonus to Survival checks.

Languages: Half-giants begin play speaking Common. Half-giants with high Intelligence scores can choose from the following: Draconic, Giant, Gnoll, and Ignan.

Maenads

A primarily sea-faring race, maenads are a dichotomy. To outsiders, they appear to be extremely reserved, yet they are rumored to be exceptionally emotional. Both sides are actually true. As a race, maenads must maintain control over their internal emotional turmoil, except when they unleash these bottled-up emotions in powerful displays. Born with raging emotions that threaten to tear their psyche apart unless properly controlled, maenads do not know why they have these powerful emotions warring within them. Their legends speak of being wronged by an ancient deity that the maenads revolted against and overthrew, resulting in the emotional curse they maintain to date. Maenads have a proclivity to martial studies, as it gives an outlet for their bottled emotions.

Physical Description: Standing slightly taller than humans, roughly shoulder to shoulder with half-orcs, maenads are physically impressive. Male maenads are usually equal in height, but slightly heavier than females. Maenads have thick, dark hair on their heads, but lack any other hair on their body; instead their skin is covered in flecks of sparkling crystals, giving them a peculiar sparkle. The coloration of these crystals define the look for each individual maenad, ranging from pale white to jet black, and many believe that the coloration is determined by their most powerful emotion. Maenads are naturally graceful and have fine features, possessing an elf-like beauty. They prefer heavier clothing, and wear armor if available, but tend to go barefoot, especially when aboard a ship.

Society: As a primarily sea-faring race, maenads tend to live either in coastal regions, or on islands and archipelagos. The nature of the ocean tends to soothe the internal turmoil of the maenad mind, for the calm waters that can turn to a deadly tidal wave are something to which a maenad can relate. As a result, much of maenad society revolves around the ocean: fishing, sailing, and swimming are the main activities of a maenad society. Most maenad villages tend to be no larger than a few hundred residents. Many maenads turn to tradition and ritual as ways to control their emotions. In some villages, this ritualization can take over, where every aspect of life is defined by a ritual that must be followed, although this sort of extreme situation is uncommon among the race as a whole.

Relations: Maenads are typically distant towards other races, although they are most comfortable with humans, who have various temperaments that are not very different from their own. The open emotions of halflings, gnomes, and xephs confuse maenads, who have a hard time understanding living in such a capricious and carefree fashion. Elven society flows at a good pace for most maenads, and the lightness of being soothes a maenad's spirit,. While the dwarves are often civilized, their brazen ways, physical tendencies, and love of drink tend to be off-putting for maenaeds, although they respect the dwarves' ability to hold a grudge. Maenads view the violent dispositions of half-orcs and half-giants as a good excuse to channel their emotions in combat, but recognize that they should partake in such events sparingly.

Alignment and Religion: Maenads prefer to worship gods of dichotomy to represent the dual nature of the maenads' emotion. Most maenads are lawful, seeing the structure of rules as helpful toward maintaining composure and self-control. Generally, they seek to help others also maintain their own self-control, and have a tendency toward good alignment as a result.

Male names: Adrian, Idonas, Alyx, Kristobal, Dymien, Dannis, Mixamis, Philisophos.

Female names: Alyxia, Dayanara, Dimiris, Kaia, Kalli, Kyte, Mylissa, Panalope.

Maenad Racial Traits

+2 to one ability score: Maenads gain a +2 bonus to one ability score chosen at creation, to represent their varied nature.

Medium: Maenads are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Maenads have a base speed of 30 feet.

Naturally Psionic: Maenads gain the Wild Talent feat as a bonus feat at 1st level. If a maenad takes levels in a psionic class, he instead gains the Psionic Talent feat.

Maenad Psionics: Maenad gain the following psi-like ability. 1/day—*energy ray*. A maenad can deal only sonic damage with this ability. It is accompanied by a tremendous scream of rage. The manifester level is equal to 1/2 Hit Dice (minimum 1st). The DC for this power is equal to 10 + the power's level + the maenad's Charisma modifier.

Sonic Affinity: Maenads add a +1 to the DC of any spell or power with the sonic descriptor.

Outburst: Maenads can dampen their mental processes for an increase in raw power called an outburst. As a result, they take a -2 penalty to Intelligence and Wisdom but gain a +2 bonus to Strength. The character must spend one power point at the beginning of each round during an outburst and may stop an outburst at any time.

Inner Rage: Maenads are able to rage one additional round per day should they have the rage ability and they gain an additional round per day every odd character level. In addition to using these rounds for rage, maenads may use them to fuel their outburst, instead of power points.

Ordered Rage: Maenads may take levels in the barbarian class even if they are of the lawful alignment.

Natural Sailors: Maenads have a +2 bonus to Swim and Profession (sailor) checks. In addition, they gain a +2 bonus to Acrobatics and Climb checks made on sailing ships.

Weapon Familiarity: Maenads are proficient with flails. Maenads treat any weapon with the word "maenad" in the name as a martial weapon rather than an exotic one.

Psionic Aptitude: When a maenad takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Maenads begin play speaking Common and Maenad. Maenads with high Intelligence scores can choose can choose from the following: Aquan, Draconic, Dwarven, Elven, and Goblin.

Norals

The norals are a race of humanoids with a symbiotic bond with the erliss, a small psionic creature also referred to as a dreamscar. Norals that have bonded with an erliss no longer dream, giving the creature its nickname, as well as giving the bonded norals the nickname of the dreamscarred. The symbiotic joining process has left the noral race open to the benefit of other creatures on their society, making them more likely to seek out information on other cultures and talented at social interactions.

Known for being physically clumsier than most, some surmise that norals lack agility because the bonding process has impacted their natural reflexes. Others argue it is because the race has a naturally stocky frame that simply does not lend itself well to precise movements. Despite this, the natural resiliency of their mental and physical forms has helped them overcome what is otherwise a liability for surviving the harsh lands near their settlements. However, their ability to block such assaults, combined with their natural ability to assault the minds of others, has given some a fear of the race as a potential subjugator of free will, a notion the norals find ludicrous for their views on free will as something to be nurtured and never to be threatened.

While some norals choose not to bond with an erliss, this is the exception, rather than the rule. The bonding process itself is done as a ceremony once a noral has reached adulthood and is considered an important step in the maturation of their younger generations. This ceremony is typically done in private, usually with only the noral's parents in attendance. Upon completion, the newly-dreamscarred noral is considered an adult and afforded all privileges as such.

Physical Description: Norals stand about as tall as humans, but are typically stockier in form. They have skin tones, eye color, and hair pigments of a similar range as humans, but a noral who has undergone the bonding process to become dreamscarred loses all skin and hair pigmentation, becoming an albino with pure white hair. A dreamscarred noral's eyes turn pure black, and the erliss at the base of their neck rapidly grows into its mature form, with four tentacles coming out of the base of the noral's neck, usually draping over the noral's shoulders. In addition, a dreamscarred noral's forehead and skull takes on a ridged and plated look, rather than the typical humanoid appearance.

The erliss is a tentacled creature that looks something like a sea star, with four or five arms that stretch out from the central core. Most often white, pale pink, pale blue, the erliss can exist comfortably in both water and on land. The small ridges across their appendages can quickly change color, which is often used to scare away lesser predators. On the underside of the creature, there is a small mouth. One of the tentacles has a small reddish opening that can extrude the romon, a slithering

Rejecting the Dreamscar

Most every noral bonds with an erliss, gaining all the benefits of the symbiotic link in what is known as the dreamscar. A rare few, however, choose to live a life without ever bonding with an erliss.

These norals who live without the bond lose the following racial traits:

- Symbiotic resistance
- Symbiotic surge

tentacle used to collect food, paralyze prey and, perhaps most importantly, initiate the psychic bridge that begins the melding process. The bonding is initiated by placing the erliss on the noral's neck, with its mouth flush against the exposed skin of the noral, and the tentacle placed at the base of the skull.

Society: The societal structure of the norals is one of a democratic republic. In their society, only norals who have gone through the bonding process may vote for the Ruling Council, which then governs. Unbonded norals do not get to vote, as they are seen as still being children or outcasts, causing most young norals to seek to complete the bonding ritual or to leave for lands where such a distinction does not matter. The resistance that norals have against mental intrusion gives them a strong sense of morality when it comes to the use of compulsions or domination – be it mental or physical. This leads few to seek the use of such tactics, although those who work as mediators push the envelope by using powers that only read thoughts, arguing that since they are not compelling the subject, it is simply a better way to achieve amicable solutions, while their natural ability to attack the minds of others is viewed as a to be used only in self-defense and never as a means to impose their will.

Relations: The benefits the noral race derive from the erliss make them naturally inclined to seek out new cultures that might grant them improvements to their own. Their natural inclination to understand other cultures and to easily interact with other races has helped them to take on a role of mediator for conflicts, while they try to maintain neutrality. When such attempts are unsuccessful, or when the norals are cast as favoring one side over another, the norals will instead withdraw and allow the other races to resolve matters on their own, even if it results in brutal combat.

Among the other races, the norals have the most difficulty working with the psionocratic ophiduan race, for they see the serpentine race's ruling style as barbarism wrapped in a supposed enlightened form of government. In addition, some cultures, such as dwarves, view the norals' preference to stay out of conflicts as passively condoning the actions of their enemies, earning enmity on more than one occasion.

One area where norals dislike the interactions with other races is in the proclivity of other races to kiss in public. Kissing for the norals is their means to breed more erliss, so they view such public displays as unseemly.

Alignment and Religion: Norals worship a pantheon of deities which reflect the many facets of daily life. While they have the full spectrum of alignments within their society, the general tendency of the race is toward lawful over chaotic, as the structure of the society and the bonding process and the responsibility of breeding the erliss leads most norals to respect the rule of law and the needs for organized social structure.

Adventurers: Norals who adventure are often those seeking the perceived glory of combat heard of from the other cultures they work with, or to rise in the view of society. Worldly experience, especially with other races, is prized within noral society for those seeking leadership roles. Conversely, others might go off on adventures to get away from the structure of noral society.

Male Names: Merixal, Deridal, Codinal, Soletal.

Female Names: Miliac, Antiac, Carinac, Olniac.

Noral Racial Traits

+2 Constitution, +2 Wisdom, –2 Dexterity: Norals are resilient in mind and body, but tend to be stocky and clumsy in their movements.

Medium: Norals are Medium creatures and have no bonuses or penalties due to their size.

Humanoid (noral): Norals are of the humanoid type with the noral subtype.

Symbiotic Resistance: The symbiotic bond between the noral and the erliss grants all bonded norals a +2 racial bonus on saving throws against disease and mind-affecting effects.

Symbiotic Surge: A noral is able to tap into the power of the symbiote to gain a temporary boost. Once per day, a noral can exhaust the symbiote to add 1d6 to a single d20 roll. This decision must be made prior to the result of the roll is determined.

Noral Psionics: Norals gain the following psi-like ability: 1/day—*mind thrust*. The manifester level for this effect is equal to 1/2 the noral's level (minimum 1st). The DC for this power is equal to 10 + the power's level + the noral's Charisma modifier.

Gift of Tongues: Norals are naturally skilled at social interactions and understanding other cultures. Norals gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

Low-Light Vision: Norals can see twice as far as humans in conditions of dim light.

Naturally Psionic: Norals gain the Wild Talent feat as a bonus feat at 1st level. If a noral takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude: When a noral takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Norals begin play speaking Common and Noral. Norals with high Intelligence scores can choose can choose any languages they want (except secret languages, such as Druidic).

Ophiduans

Confused with lizardfolk by the ignorant, ophiduans stand out among the other civilized nations in a fashion similar to the dromites, having a more monstrous and distinct appearance than most humanoids. Where other races share soft skin, flat teeth, protruding ears, and a tendency to be partially or fully covered in hair, ophiduans are distinct and very proud of it. Organized and expansionistic in nature, ophiduans view talent and skill, especially with psionics, as the key component for social station, rather than wealth, heritage, or influence.

Physical Description: Reptilian scales cover the ophiduans' hairless bodies, and their yellow, slitted eyes and sharp teeth give them a striking appearance. They stand tall, often a head above most humans, but are typically slimmer than humans, being lithe in build. Ophiduans have no ears, and their ridged brows are often what define their face. Most ophiduans are green-scaled, but there are those of blue, purple, black, or yellow in tone, a trait which is passed along to progeny. The only common color among all ophiduans is the dull grey of their stomachs, which reflects their common ancestry.

Society: Ophiduans are sometimes viewed as being cold in personality because they are reptilian in nature, but that does not define their society. Rather, a strong meritocracy defines them; to an ophiduan, leadership is constantly earned, as are most things in life. Respect, money, and friends, all are earned and the ophiduan society reflects this. There is very little compassion towards strangers, even within a society, but friends and family are expected to sacrifice for one another. Ophiduans tend not to be satisfied with themselves, feeling a drive to become better, seeking the elusive state of perfection. A leader amongst the ophiduans is often a very capable politician, a warrior, and psionically gifted, for otherwise he or she would not have risen to such a position, as he or she would not have proven capable of leading. This results in the ophiduan societies tendency to become organized and expansionistic in nature, as they strive to improve their cities, lands, and surrounding areas. Sometimes they expand by war, sometimes by politics, but never does an ophiduan society find any form of calm or stability, for it is always seeking to become better, trying to become perfect.

Relations: Ophiduans view most other races as strange, sometimes even soft. The whimsical ways of gnomes and halflings tend to irritate them, humans seem to constantly shift between their goals, and half-elves seem to be confused about who they are. Ophiduans can respect the dedication of the elves, but cannot relate to their perceived inactivity and slow-acting ways. Dwarves impress the ophiduans with their ability to build lasting empires and their perfection of the crafts, but their inability to adapt and to strive forward annoys them. Half-orcs and half-giants, strangely enough,

are often appreciated, for if anything they tend to be direct and strive towards action, something ophiduans can appreciate. Xeph are valued for their individual philosophy, but disdained as a society for their seeming acceptance to maintain what they have and not to improve or expand. Dromites are appreciated for they too have a constant drive towards a goal. Few ophiduans know what elans are and thus have no specific relations to them.

Alignment and Religion: Ophiduans tend to revere their greatest leaders as gods in the flesh, although they never go so far as to actually worship them; rather an ophiduan will follow the great leader and be inspired. The gods of other races and religions are therefore also viewed like this, as representations of great individuals to be admired, aspired towards, and emulated. However, ophiduans also believe that each individual carries within them the seed of divinity if they strive hard enough, and thus ophiduans typically do not bow before any gods. While varying between good and evil, almost every ophiduan tend towards lawful, for the structure of a stable society is necessary to achieve perfection.

Adventurers: Striving for perfection is the typical reason an ophiduan begins adventuring. What other way to train yourself, test yourself, and raise yourself up towards divinity, than to meet and overcome challenges.

Male names: Mixal, Xiphoter, Maxev, Ioxua, Iaxot, Nixokas, Antax, Tanix, Tyxor, Kraxan.

Female names: Azlei, Iezi, Sazari, Krizani, Emizi, Samazi, Amazi, Kazeri, Mezan, Kriza.

Ophiduan Racial Traits

+2 Dexterity, +2 Wisdom, –2 Charisma: Ophiduans are lithe, quick, and intuitive, but cold in demeanor and monstrous in appearance

Reptilian Blood: Ophiduans are of the humanoid (reptilian) subtype.

Medium: Ophiduans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Ophiduans have a base speed of 30 feet.

Scaled Hide: An ophiduan's skin is hardened scales and grants the character a +1 natural armor bonus to AC.

Naturally Psionic: Ophiduans gain the Wild Talent feat as a bonus feat at 1st level. If an ophiduan takes levels in a psionic class, he instead gains the Psionic Talent feat.

Serpent's Bite (Ps): Once per day, an ophiduan can alter his jaws, gaining a bite attack that deals 1d8 points of damage, plus an extra 1d8 points of damage per five character levels beyond 1st. This effect lasts for 1 minute. The manifester level is equal to the ophiduan's level.

Darkvision: Ophiduans can see in the dark up to 60 feet.

Poison Resistant: Ophiduans gain a +2 racial bonus on saving throws against poison.

Psionic Aptitude: When an ophiduan takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Weapon Familiarity: Ophiduans treat any weapon with the word "ophiduan" in the name as a martial weapon rather than an exotic one.

Languages: Ophiduans begin play speaking Common and Ophiduan. Ophiduans with high Intelligence scores can choose can choose from the following: Aquan, Draconic, Dwarven, Elven, and Goblin.

Xephs

Known for their fleetness of foot and natural agility, xephs have a quick wit and the ability to find humor in nearly anything. This disposition can result in others viewing them as carefree or whimsical, but in truth, there is a deep philosophy behind their world view. To a xeph, the world is what you perceive, and their preference is to perceive it in a fun or humorous way, rather than as a morose place. Xephs are known for creating pieces of art of subtle beauty, and their racial homeland is said to be a great rift in the ground, where forests grow and the xephs thrive, using their ability to generate intense bursts of speed to travel the world.

Physical Description: Standing about a hand shorter than a standard human, with males typically taller and heavier than females, xephs have deep olive or brown skin and pupil-less, amber-yellow eyes. While some find their lack of pupils unnerving, there is something about their attitude and world view that win over most people if given the opportunity. Most xephs prefer to fashion their dark black hair into a long braid. Xeph facial features have a tendency to be more angular and elongated than other humanoids, which along with their eyes, gives them a distinct look.

Society: The xephs tend toward creating tightly-knit societies, often small in size and unassuming. When a xeph doesn't feel at home, they are encouraged to find their 'home of the heart' in the wider world, or helped to integrate better with the village. Most xeph societies tend to be ruled by community consensus and on giving the xeph time to define their own life and world. Many find joy in the simplest of manual labors, often preferring to shy away from more advanced tools, loving what they see as a more in-touch experience. Craftsmen extraordinaire, the xephs enjoy creating, preferably with others, which means that their crafts are often sought by traders and merchants, providing the villages with sufficient resources that cannot be easily found or created by the xephs.

Relations: Xephs tend to get along better with humans, gnomes, and halflings, much because they tend to share a positive outlook on the world. They share a love of artwork and craftsmanship with elves and dwarves, meaning they generally also get along with them. Elans unnerve most xephs, as if they can feel that something is wrong with elans, while they find the strange logic of the dromite and maenad societies to be confusing. Half-orcs and half-giants tend to grate on xephs, with their war-like ways and brusque behavior.

Alignment and Religion: Tending more towards a unifying philosophy rather than a true religion, xephs believe that what one individual views as a god, another manifests in their life as a philosophy. As a result, xephs tend to be accepting of others' religions, even if they do not themselves believe the same. Xephs tend to be good, with the race as a whole tending toward chaotic.

Adventurers: Learning more about the world is a way to learn about the self to a xeph, and thus a journey is as much spiritual and internal as physical and external. Adventuring is exploring the mind, challenging morals, and defining who you are. Many don't catch onto this metaphysical and philosophical aspect of adventuring for xephs, and instead view them as jovial or humorous, even when faced with adversity.

Male Names: Idrian, Earon, Ubiel, Ivraham, Yli, Ylijah, Alish, Ormak.

Female Names: Uda, Udiva, Ymira, Hadyri, Chyrmona, Nyri, Nerith.

Xeph Racial Traits

+2 Dexterity, +2 Charisma, –2 Strength: Xephs are quick and outgoing, but not very strong.

Medium: Xephs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Xephs have a base speed of 30 feet.

Darkvision: Xephs can see in the dark up to 60 feet.

Innate Resistance: Xephs receive a +1 racial bonus on saving throws against powers, spells, and spell-like effects.

Naturally Psionic: Xephs gain the Wild Talent feat as a bonus feat at 1st level. If a xeph takes levels in a psionic class, he instead gains the Psionic Talent feat.

Burst (Su): Three times per day as a swift action, a xeph can put on a burst of speed to increase his speed by 10 feet, plus 10 feet per four character levels beyond 1st, to a maximum increase of 30 feet at 9th character level and higher. These bursts of speed are considered a competence bonus to the xeph's base speed. A burst of speed lasts 3 rounds.

Psionic Aptitude: When a xeph takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Languages: Xephs begin play speaking Common and Xeph. Xephs with high Intelligence scores can choose from the following: Aquan, Draconic, Dwarven, Elven, and Goblin.

Age, Height, and Weight

While you can determine your character's age, gender, height, weight, and appearance, the tables below offer rough guidelines to determine some of these physical details.

Character Age

Your character's age is determined by choice of race and class, as detailed on Table 1-2: Random Starting Ages.

Table 1-2: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer Soulknife Wilder	Bard Fighter Paladin Ranger Psychic Warrior	Cleric Druid Monk Psion Wizard
Blue	12 years	+1d4	+1d6	+2d6
Dromite	13 years	+1d4	+1d6	+2d6
Duergar	40 years	+3d6	+5d6	+7d6
Elan	20 years	+2d4	+2d6	+3d6
Forgeborn	5 years	+1d4	+1d6	+2d6
Half-giant	30 years	+2d6	+3d6	+4d6
Maenad	40 years	+1d6	+4d6	+6d6
Noral	25 years	+1d6	+2d6	+3d6
Ophiduan	18 years	+1d4	+2d4	+2d6
Xeph	18 years	+1d4	+2d4	+2d6

As your character ages, her physical ability scores change, as detailed in Table 1-3: Aging Effects.

Table 1-3: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Blue	25 years	50 years	70 years	+2d10 years
Dromite	30 years	55 years	75 years	+2d20 years
Duergar	125 years	188 years	250 years	+2d% years
Elan	200 years	400 years	1,000 years	—
Forgeborn	50 years	75 years	100 years	+4d20 years
Half-giant	60 years	80 years	120 years	+4d% years
Maenad	90 years	150 years	220 years	+2d% years
Noral	65 years	100 years	150 years	+4d20 years
Ophiduan	40 years	75 years	100 years	+2d20 years
Xeph	45 years	85 years	120 years	+2d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Height and Weight

You can either choose your character's height and weight from the ranges given in the racial description, or you can roll randomly from Table 1-4: Random Height and Weight.

Table 1-4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Blue, male	3'10"	2d4	40 lb.	x1 lb.
Blue, female	2'10"	2d4	35 lb.	x1 lb.
Dromite	2'8"	2d4	30 lb.	×1 lb.
Duergar, male	3'9"	2d4	110 lb.	x(2d4) lb.
Duergar, female	3'7"	2d4	80 lb.	x(2d4) lb.
Elan, male	4'10"	2d10	120 lb.	x(2d4) lb.
Elan, female	4'5"	2d10	85 lb.	x(2d4) lb.
Forgeborn, male	5'4"	2d10	170 lbs	x7 lbs.
Forgeborn, female	5'0"	2d10	130 lbs	x7 lbs
Half-giant, male	6'4"	2d12	220 lb.	x(2d6) lb.
Half-giant, female	6'1"	2d12	180 lb.	x(2d6) lb.
Maenad, male	5'4"	2d10	150 lb.	x(2d4) lb.
Maenad, female	5'3"	2d10	120 lb.	x(2d4) lb.
Noral, male	4'10"	2d10	150 lbs	x5 lbs
Noral, female	4'5"	2d20	110 lbs	x5 lbs
Ophiduan, male	5'1"	2d10	120 lb.	x(2d4) lb.
Ophiduan, female	4'7"	2d10	85 lb.	x(2d4) lb.
Xeph, male	4'8"	2d10	100 lb.	x(2d4) lb.
Xeph, female	4'4"	2d10	75 lb.	x(2d4) lb.

CHAPTER II
CLASSES

Dukalti raised his spear and braced for impact, shouting over his shoulder "'How big can they be', you said. I'll tell you, plenty enough! And HUNGRY!"

"Don't worry, they probably like brains, so you should be safe!" Nomon the Vanquisher shouted to his best friend, his astral suit cracked in several places.

Classes

The innate power of the mind is present within all creatures. But it is those who choose to take levels in psionic classes who can unlock and develop this immense power contained within. This mental energy exists in many forms: Intelligence, Wisdom, and Charisma are direct links to the conscious mind, but the physical abilities: Strength, Dexterity, and Constitution, are also factors. Each of these component pieces is like a single facet of a greater whole.

Psionic characters do not simply tap into the power of the mind, but the power of the mind and the body together. The psionic classes utilize the totality of consciousness to transform thoughts, ideas, and dreams into the real world.

The ten new base classes presented in this book are equivalent in power to the core classes found in the *Pathfinder Roleplaying Game* and the classes found in the *Advanced Player's Guide*. Game Masters (also called GMs) are encouraged to allow players to choose freely from these classes and the other additional rules and options in this book, but each GM must make a personal decision about what is and isn't allowed in his campaign, and the relative prevalence of such character classes in his or her world.

Each new class presents interesting character themes and special abilities as detailed below. The ten psionic base classes, in the order they are presented in this chapter, are as follows.

Aegis: Surrounded by a protective suit of ectoplasm, the aegis customizes his astral armor to suit his personal taste and the circumstances of the moment. Where a soulknife always has the right weapon for the job, the aegis is always protected from danger.

Cryptic: Seeing reality as merely a variety of patterns joined together, the cryptic is capable of finding anything hidden, while at the same time hiding herself away, even in plain view.

Dread: The dread is the living embodiment of fear, using that powerful emotion to incapacitate enemies and strengthen himself.

Marksman: Combining mental power with thrown or ranged attacks, the marksman is a deadly wielder of ranged weapons.

Psion: A master of the mind, a seeker of knowledge of psionics.

Psychic Warrior: A soldier who combines psionic power with physical prowess.

Soulknife: A warrior who creates a unique weapon out of mental energy.

Tactician: Joining allies together into a single cohesive unit, the tactician learns how to turn strategy into reality with his combination of combat expertise and coordinating ability.

Vitalist: Masters of healing energy, the vitalist links his allies into a collective that can share healing across any boundary, instead of reserving it for only himself.

Wilder: A natural talent with psionics who channels emotion to wield uncontrolled power.

Table 2-1: Ability Modifiers and Bonus Power Points

Ability Score	Bonus Power Points (by Manifester Level)																			
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
10-11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12-13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
14-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
16-17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
18-19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
20-21	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
22-23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
24-25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
26-27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
28-29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
30-31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
32-33	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93	99	104	110
34-35	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120
36-37	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110	117	123	130
38-39	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
40-41	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150

The Power Point Reserve

Psionic characters fuel their abilities through a pool, or reserve, of power points. Your power point reserve is equal to your base power points gained from your class, bonus power points from a high key ability score (see Abilities and Manifesters, below), and any additional bonus power points from sources such as your character race and feat selections.

Multiclass Psionic Characters

If you have levels in more than one psionic class, you combine your power points from each class to make up your reserve. You can use these power points to manifest powers from any psionic class you have.

While you maintain a single reserve of power points from your class, race, and feat selections, you are still limited by the manifester level you have achieved with each power you know.

Abilities And Manifesters

The ability that your powers depend on—your key ability score as a manifester—is related to what psionic class (or classes) you have levels in: Intelligence (psion), Wisdom (psychic warrior), and Charisma (wilder). The modifier for this ability is referred to as your key ability modifier. If your character's key ability score is 9 or lower, you can't manifest powers from that class.

Just as a high Intelligence score grants bonus spells to a wizard and a high Wisdom score grants bonus spells to a cleric, a character who manifests powers (psions, psychic warriors, and the like) gains bonus power points according to his key ability score. Refer to Table 2-1: Ability Modifiers and Bonus Power Points.

How To Determine Bonus Power Points: Your key ability score grants you additional power points equal to your key ability modifier × your manifester level ×½. Table 2-1: Ability Modifiers and Bonus Power Points shows these calculations for class levels 1st through 20th and key ability scores from 10 to 41. For multiclass characters, calculate bonus power points for each class individually and add all bonus power points gained to your power point pool.

Psionic Focus

Many feats detailed below, as well as many psionic class abilities, work either by maintaining or expending psionic focus.

Gain Psionic Focus: Merely having the ability to hold a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost—they can become psionically focused.

If you have a power point pool or the ability to manifest psi-like abilities, you can meditate to become psionically focused. Meditating is a full-round action that provokes attacks of opportunity.

When you are psionically focused, you can expend your focus on any single concentration check you make thereafter. When you expend your focus in this manner, your concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your concentration modifier is 15. You can also expend your focus to gain the benefit of a psionic feat—many psionic feats are activated in this way.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in cases such as elans or elves).

You may still gain psionic focus even if you have depleted all of your power points.

Expending your psionic focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending focus by expending your psionic focus once; each effect requires its own instance of expending psionic focus.

Starting Wealth

The following table lists the starting gold piece values by class. In addition, each character begins play with an outfit worth 10 gp or less. When determining your starting gold, you can either choose to roll the random amount or to simply take the average.

Class	Starting Wealth	Average
Aegis	2d6 × 10 gp	70 gp
Cryptic	3d6 × 10 gp	105 gp
Dread	3d6 x 10 gp	105 gp
Marksman	5d6 x 10 gp	175 gp
Psion	3d6 x 10 gp	105 gp
Psychic Warrior	5d6 x 10 gp	175 gp
Soulknife	5d6 x 10 gp	175 gp
Tactician	4d6 × 10 gp	140 gp
Vitalist	4d4 x 10 gp	100 gp
Wilder	4d4 x 10 gp	100 gp

Aegis

While the shaper is the master of manipulating ectoplasm and creating any manner of item, the aegis has learned to take ectoplasm and form it into a suit to be worn around his body, granting him a variety of benefits.

The aegis can shape his astral suit into several different forms and is capable of altering its abilities to suit his needs.

Role: An aegis is a front-line combatant. His astral suit allows him significant flexibility in handling combat and non-combat situations, and his defensive abilities are considerable.

Alignment: Any.

Hit Die: d10.

Class Skills

The aegis's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (Engineering) (Int), Knowledge (Psionics) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All the following are class features of the aegis.

Weapon and Armor Proficiency: Aegii are proficient with all simple and martial weapons. Aegii are proficient with light armor and shields (but not tower shields). Armor does not interfere with the aegis's class features.

Power Points/Day: An aegis's ability to manifest some of his abilities is limited by the power points he has available. His base daily allotment of power points is given on Table: The Aegis. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points), treating his manifester level for the purposes of bonus power points as equal to his class level. His race may also provide bonus power points per day, as may certain feats and items.

Astral Repair (Ps): An aegis is capable of repairing mundane items, restoring 2 hit points of damage to the touched item as a standard action usable at will. 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 ability to function. This ability has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Form Astral Suit (Su): Every aegis learns to draw forth ectoplasm and form an astral suit around their form. The aegis can select from three different types when forming his astral suit – skin, armor, or juggernaut. An aegis is always considered to be proficient with his astral suit, even if he does not have the appropriate armor proficiency. The amount of time forming this astral suit takes depends on the type of suit being formed. Different astral suit forms grant different free customizations. These free customizations never count against the aegis's total number of customization points spent on his astral suit.

The aegis chooses the appearance of his astral suit, although its shape must reflect the selections the aegis has chosen: astral skin would cover the aegis like a *psychoactive skin*, astral juggernaut would appear to cover the aegis like plate armor, etc.

An astral suit can be dismissed as a free action.

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

Astral Suit Types

There are three suit forms from which the aegis can choose. Additional forms may be made available at your GM's discretion.

Astral Skin: When formed in this way, an astral suit resembles a *psychoactive skin*. Forming an astral suit into this form takes a swift action. The aegis gains no armor bonus from his astral suit when worn in this

fashion, but he gains the following free customizations: speed (2), nimble. At 2nd level, the aegis gains the evasion customization as a free customization when the astral suit is in astral skin form. At 12th level, the aegis gains the improved evasion customization as a free customization when the astral suit is in astral skin form. An astral suit in this form does not count as any type of armor, but does count as a *psychoactive skin* and follows all the rules of a *psychoactive skin*.

Astral Armor: When formed into astral armor, an astral suit resembles masterwork chainmail and is treated as such for all mechanical purposes. Should the aegis be wearing armor when forming his astral suit in this fashion, the astral suit encloses the armor and the aegis gains the benefits of only his astral suit and not that from his armor, even if his armor would confer better benefits. Forming an astral suit into this form takes a move action. The aegis gains the following free customizations: brawn, improved damage. At 2nd level, the aegis gains the flexible suit customization as a free customization when the astral suit is in astral armor form. At 8th level, the astral suit resembles and is treated as a masterwork breastplate for all mechanical purposes.

Astral Juggernaut: When formed into astral juggernaut, an astral suit resembles masterwork half-plate and is treated as such for all mechanical purposes. Should the aegis be wearing armor when forming his astral suit in this fashion, the astral suit encloses the armor and the aegis gains the benefits of only his astral suit and not that from his armor, even if his armor would confer better benefits. Forming an astral suit into this form takes a full-round action. The aegis gains the following free customizations: fortification, hardy. At 2nd level, the aegis gains the stalwart customization as a free customization when the astral suit is in astral juggernaut form. At 7th level, the astral suit resembles and is treated as masterwork full plate for all mechanical purposes.

Customization Points: An aegis gains a pool of points he can use to customize his astral suit, molding it to suit his needs. Modifying the customization points spent on an astral suit requires 8 hours of concentration. An aegis may choose to leave customization points free when he sets his customization choices, allowing him to customize his suit on the fly. If he does so, setting a customization in this fashion takes one minute of concentration and that customization cannot be changed until the aegis spends another 8 hours modifying the astral suit.

Each astral suit provides certain free customizations; these are provided on top of whatever customizations the aegis pays for with customization points, and are not subject to the usual level prerequisites or increased costs. If the aegis changes the type of his astral suit and the free customizations would take the suit over the maximum limit (such as switching from an Astral Armor with 3 Nimble customizations to Astral Skin, which grants an additional Nimble customization), the excess customizations go inert until the astral suit is changed to make the selections valid (by reconfiguring the custom-

Table 2-2: The Aegis

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Customization Points	Power Points/ Day
1	+1	+2	+0	+2	Astral repair, form astral suit	3	1
2	+2	+3	+0	+3	Craftsman (+1), damage reduction (2/-)	4	2
3	+3	+3	+1	+3	Invigorating suit, reconfigure (1/day)	5	3
4	+4	+4	+1	+4	Augment suit (1)	7	5
5	+5	+4	+1	+4	Damage reduction (3/-), Master Craftsman, reconfigure (2/day)	8	7
6	+6/+1	+5	+2	+5	Craftsman (+2)	9	9
7	+7/+2	+5	+2	+5	Reconfigure (3/day)	10	11
8	+8/+3	+6	+2	+6	Augment suit (2), damage reduction (4/-)	11	14
9	+9/+4	+6	+3	+6	Reconfigure (4/day)	13	17
10	+10/+5	+7	+3	+7	Craftsman (+3)	14	20
11	+11/+6/+1	+7	+3	+7	Damage reduction (5/-), reconfigure (5/day)	15	24
12	+12/+7/+2	+8	+4	+8	Augment suit (3), cannibalize suit	16	28
13	+13/+8/+3	+8	+4	+8	Reconfigure (6/day)	17	32
14	+14/+9/+4	+9	+4	+9	Craftsman (+4), damage reduction (6/-)	19	37
15	+15/+10/+5	+9	+5	+9	Reconfigure (7/day)	20	42
16	+16/+11/+6/+1	+10	+5	+10	Augment suit (4)	21	47
17	+17/+12/+7/+2	+10	+5	+10	Damage reduction (7/-), reconfigure (8/day)	22	52
18	+18/+13/+8/+3	+11	+6	+11	Craftsman (+5)	23	58
19	+19/+14/+9/+4	+11	+6	+11	Reconfigure (9/day)	25	64
20	+20/+15/+10/+5	+12	+6	+12	Augment suit (5), damage reduction (8/-), perfect merger	26	70

ization points via 8 hours of concentration or Reconfigure ability or switching the astral suit type).

Craftsman: Beginning at 2nd level, an aegis gains a +1 bonus to one Craft skill of his choice. At 6th level and every four levels thereafter, this bonus increases by 1.

Damage Reduction: Starting at 2nd level, when an aegis is wearing his astral suit, he gains damage reduction 2/-, regardless of what type of astral suit he is wearing. At 5th level and every three levels thereafter, this damage reduction improves by 1.

Invigorating Suit (Su): An aegis of at least 3rd level wearing his astral suit gains a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

Reconfigure: Starting at 3rd level, an aegis can reconfigure up to his Intelligence modifier in customization points on his astral suit once per day as a standard action. Every two levels thereafter, he can use this ability an additional time per day.

Augment Suit (Su): An aegis learns how to infuse his astral suit with his psionic power, augmenting the capacity of his suit. Beginning at 4th level, the aegis may spend up to one power point per four class levels to customize his Astral Suit, gaining one temporary customization point for each power point spent.

This ability, activated as a standard action, lasts for a number of rounds equal to the aegis' Intelligence modifier.

Activating this ability again, while already in use, immediately causes the previous duration to end.

An aegis may end the duration as a free action at any time.

Master Craftsman: At 5th level, an aegis gains the Master Craftsman feat as a bonus feat. He must still meet the prerequisites of the feat in order to gain its benefits.

Cannibalize Suit (Su): Starting at 12th level, an aegis learns to convert the psionic energy used to create his suit into healing power. Once per day as a standard action, he can dismiss his astral suit and heal a number of hit points equal to his customization pool. The aegis cannot reform his suit again for one minute after using this ability. Every two levels thereafter, the aegis can use this ability an additional time per day. Additional customization points gained from Augment Suit are not counted for this ability.

Perfect Merger (Su): An aegis of 20th level has learned to become one with his suit. His suit cannot be dispelled or removed against his will by any means, although his astral suit ability still does not function within areas where psionics do not work, such as a *null psionics field*.

In addition, the aegis can spend two daily uses of his reconfigure ability, to alter all of the customizations on his astral suit.

Finally, once per day, the aegis can boost his cannibalize suit ability, healing all of his hit point damage, although he cannot reform his suit for ten minutes after using this ability, rather than the standard one minute.

CUSTOMIZATIONS

Customizations are grouped by their cost in customization points. An aegis only gains the benefits of a customization when he is wearing his astral suit. Unless specified otherwise, a customization may not be selected multiple times.

1-point Customizations

The following customizations cost 1 point from the aegis's customization pool.

Darkvision: The aegis gains darkvision out to a range of 60 feet.

Empowered Blast: The aegis can spend power points to increase the damage of his energy blast attack. Once per round, before making an attack using the energy blast customization, the aegis can spend up to his class level in power points as a free action, to gain +1d6 damage for every 1 power point spent. An attack that misses is wasted. The aegis must be at least 4th level and have the energy blast and ranged attack customizations before selecting this customization.

Energy Resistance: The aegis gains resist 5 against his active energy type. This resistance increases by 5 for every 5 levels the aegis possesses, to a maximum of 15 at 10th level. This customization can be selected multiple times. Each time beyond the first, the aegis selects an energy type (cold, electricity, fire, or sonic) to gain resistance to, in addition to his active energy type. If the aegis's active energy type is the same as one he has selected, the effects do not stack.

Evasion: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw. The aegis must be at least 2nd level before selecting this customization.

Extra Arms, Lesser: The aegis's astral suit has an extra pair of arms with limited function. Each arm can hold, but not use, any one item that can normally be held in one hand. Items held in this way count toward the aegis's carrying capacity. The aegis can retrieve any item held by his extra arms as a swift action. The aegis does not gain any mechanical benefit from items held by these arms, such as a shield bonus to armor class.

Flexible Suit: The aegis's armor check penalty is reduced by 1 (to a minimum of 0). The aegis may also sleep in his astral suit without becoming fatigued, if he was not already able to do so (such as if in astral skin form).

Hardened Strikes: The aegis is considered to be armed even when unarmed, does not provoke attacks

of opportunity when making unarmed strikes, and his unarmed strikes deal lethal damage. In addition, the aegis's unarmed strikes can deal slashing or piercing damage, chosen at the time the customization is selected, instead of bludgeoning damage.

Harness Power Stone: The aegis can manifest a single 1st-level power from a power stone stored in his power stone repository as if it were a known power, with an effective manifester level of 1. This effective manifester level does not make an aegis eligible for feats and prestige classes requiring a manifester level, nor does it allow him to activate other power stones without a Use Magic Device check. The aegis may manifest the chosen power as many times as his power point pool will allow, but changing to a different power (either within the same power stone, or within another power stone in the repository) requires a move action and flushes the old power from the power stone (so power stones with multiple powers lose one power, but the rest are unaffected; power stones with only a single power are flushed and dissolved). If this customization is lost or removed, any applicable attuned power is flushed from the power stone. The aegis must be at least 3rd level and have the Power Stone Repository customization to select this customization. This customization may be selected a second time beginning at 5th level; doing so allows the aegis to manifest a second 1st-level power from a power stone (either a second stone, or a second power in an already-selected stone). The aegis may freely alternate between these two powers (or any others gained via Harness Power Stone customizations) when manifesting, but trading out either power for a new power flushes out the sacrificed power as usual.

Harness Shard: The aegis is able to place a single *shard* into the astral suit as a move action. By spending one power point as a standard action, he can gain one use of the *shard* without the shard disintegrating. This customization may be selected multiple times. Each time, it allows the aegis to store an additional shard within the astral suit, although each shard must be activated separately.

Improved Armor: The astral suit thickens and strengthens, increasing the aegis's Armor bonus by +1. This customization can be taken once for every five levels the aegis possesses and stacks with any Armor bonus granted from the astral suit itself. The aegis must be at least 5th level before selecting this customization.

Power Stone Repository: The aegis may absorb power stones into his astral suit, causing them to appear and disappear whenever the suit does. The aegis may choose to have the absorbed power stones visible (much like embedded gems), or may decide to keep any or all of them concealed. The aegis may store one power stone per class level in this fashion; adding or removing a power stone takes 1 minute per stone (any power stone that is completely flushed and powerless dissolves immediately and is not counted against the aegis's limit). The aegis may activate any power stone stored in his repository as if he were holding it in hand; this follows all of the standard rules for using power stones, except the aegis gets a bonus equal to the number of stored power stones to any Use Magic Device checks he makes for this purpose. If the aegis loses this customization for any reason, any power stones stored in the astral suit are inert but unharmed until removed or this customization is regained.

Psionic Attacks: The aegis's astral suit encompasses his melee attacks. All of the aegis's melee attacks are treated as if they were magic for the purpose of overcoming damage reduction. In addition, any melee weapons wielded by the aegis are treated as masterwork if they are not already.

Psionic Damage: The aegis's melee attacks deal an additional 1 point of damage. The aegis must have the psionic attacks customization and must be at least 5th level to select this customization.

Pull: The aegis's astral suit envelopes his weapon and grants him the ability to pull creatures closer with a successful melee attack. Whenever the aegis makes a successful melee attack, he can attempt a free combat maneuver check. If successful, the target of the attack is pulled 5 feet closer to the aegis. This ability only works on creatures of a size equal to or smaller than the aegis. Creatures pulled in this way do not provoke attacks of opportunity. The aegis must have a reach of 10 feet or more to select this customization. If there is insufficient room for the target to move closer to the aegis, the attempt automatically fails.

Push: The aegis gains the ability to push creatures away with a successful attack. Whenever the aegis makes a successful melee attack, he can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the aegis. This ability only works on creatures of a size equal to or smaller than the aegis. Creatures pushed in this way do not provoke attacks of opportunity. If there is insufficient room for the target to be pushed away, the attempt automatically fails.

Ranged Attack: The aegis gains the ability to propel a non-psionic crystal, formed from the astral suit, at a target as a ranged attack that deals 1d8 points of piercing damage and has a range increment of 30 ft. This attack can be used as part of a full attack, including using this attack for each attack in the full attack.

Retaliate: The aegis gains the ability as an immediate action and by expending psionic focus to make a melee attack against an enemy that has successfully hit him with a melee attack. This counts as an attack of opportunity and the aegis must be able to reach the enemy. An aegis must be at least 8th level before selecting this customization.

Speed: The aegis's base land speed is increased by 5 feet. This customization can be selected up to five times. Its effects stack.

Spiked Carapace: The astral suit is covered in sharp spikes as if equipped with armor spikes.

Stalwart: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect, he ignores the effect if he makes a successful saving throw. The aegis must be at least 2nd level before selecting this customization.

Swim: The aegis gains a swim speed equal to his base speed.

Underwater Breath: The aegis can safely breathe underwater as long as he is wearing his astral suit.

2-point Customizations

The following customizations cost 2 points from the aegis's customization pool.

Adhesive Feet: The aegis gains a +4 bonus to CMD against bull rush, trip, and any combat maneuvers that attempt to move him from his current location. He also gains a +4 circumstance bonus to Climb checks.

Augmented Weapon: The astral suit coats the aegis's weapon. The weapon is treated as if it was one size category larger for damage purposes. The aegis does not suffer any penalties for wielding the weapon. This ability does not stack with effects that increase the aegis's size category, such as *expansion*. The aegis must be at least 6th level to select this customization.

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

Chameleon: The aegis gains a +4 circumstance bonus to Stealth checks. The aegis must be at least 5th level before selecting this customization and this customization can be taken once for every five levels the aegis possesses.

Climb: The aegis gains a climb speed equal to 1/2 of his base land speed.

Crystallized Weapon: The aegis's astral suit envelopes his melee weapon. The weapon is treated as if made from deep crystal. This treats the weapon as a masterwork weapon if it was not already and the aegis can pay two power points to charge the weapon with psionic energy which deals 2d6 additional points of damage on its next hit. The weapon stays charged for 1 minute or until it successfully hits, whichever comes first.

Energy Blast: The ranged attack gained from the ranged attack customization becomes imbued with psionic energy. The attack is now treated as a ranged touch attack and instead deals 1d6 points of damage of your active energy type, but requires a standard action to use and cannot be used as part of a full attack. This effect can be turned on or off as a move action. The aegis must be at least 4th level and have the ranged attack customization before selecting this customization.

Energy Resistance, Improved: The energy resistance gained from the Energy Resistance customization doubles. The aegis must have the Energy Resistance customization and be at least 6th level to select this customization.

STALWART

Stalwart (Ex): You are able to resist effects with great willpower of fortitude. If you succeed on a Fortitude or Will save against an effect with a partial effect on a successful save, you instead suffer no effects from the attack.

Improved Stalwart (Ex): You are incredibly resistant to affects that assault the body or mind. If you succeed on a Fortitude or Will save against an effect with a partial effect on a successful save, you instead suffer no effects from the attack. If you fail the save, you instead suffer the partial effect.

Extra Arms: The extra arms on the aegis's astral suit gain improved functionality. The aegis gains a +2 circumstance bonus to Climb checks and CMD against grapple attempts for each extra arm that is not holding anything. In addition, one of the arms can wield and use a light or one-handed weapon, a shield, or any other item that can be used with one hand. Attacks made with this additional arm suffer a -2 penalty to attack rolls in addition to any penalties for using two weapons. These extra arms do not grant any additional attacks, only alternate arms with which to make the standard attacks. The aegis must be at least 5th level and have the Lesser Extra Arms customization before selecting this customization.

Flight: The aegis uses psychokinetic energy to gain a fly speed equal to its base speed. The aegis's maneuverability depends on his size. Medium or smaller aegii have good maneuverability. Large aegii have average maneuverability, while Huge aegii have poor maneuverability. For 2 additional customization points, the aegis's maneuverability increases to perfect. The aegis's fly speed can be increased by spending additional customization points, gaining a 20-foot increase to fly speed for each additional point spent. The aegis must be at least 5th level before selecting this customization.

Fortification: The aegis gains 25% chance to negate critical hits or sneak attacks (so damage is rolled normally instead). This does not stack with armor with the same special ability. This ability can be selected again starting at 8th level and at 12th level, increasing the chance to negate critical hits or sneak attacks by an additional 25% for every additional time it is taken.

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

Harness Power Stone, Improved: The aegis is able to manifest a single 2nd level or lower power from a power stone in his repository as if it were a known power. The aegis's effective manifester level when manifesting powers from power stones in this fashion is increased by 3 (this stacks with the effective manifester level gained from Harness Power stone as well as any effective manifester level increases granted by any of the other Harness Power Stone customizations). If this

customization is lost or removed, any applicable attuned power is flushed from the power stone. The aegis does not need to have taken any previous Harness Power Stone customizations to take this customization. The aegis must be at least 7th level and have the Power Stone Repository customization to take this customization. The aegis can take this customization a second time at 9th level; doing so does not increase his effective manifester level, but allows him to manifest a second 2nd level power from a power stone.

Improved Damage: The aegis's melee attacks deal additional damage. If wielding a two-handed weapon, the aegis deals 3 additional points of damage on a successful hit. If wielding a one-handed weapon, the aegis deals 2 additional points of damage on a successful hit. If wielding a light weapon, the aegis deals 1 additional point of damage on a successful hit. If dual-wielding, each weapon is affected separately.

Improved Damage Reduction: The aegis's damage reduction from his astral suit increases by 1. This customization can be taken once for every five levels the aegis possesses Its effects stack. The aegis must be at least 5th level before selecting this customization.

Improved Ranged Attack: The damage of the aegis's ranged attack ability increases by an additional 1d8 points of piercing damage for every five class levels the aegis has. If the aegis is using the energy blast customization, the additional damage is instead 1d6 points of damage of your active energy type for every five class levels. The aegis must be at least 5th level and have the ranged attack customization before selecting this customization.

Increased Size: The astral suit grows in size and the aegis and all of his equipment is treated as one size category larger as if affected by *expansion*. The aegis must be at least 9th level to select this customization.

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

Power Resistance: The aegis gains power resistance 13. This customization may be selected up to 3 times. Each subsequent time increases the power resistance gained by 3. This ability can be selected again starting at 8th level and at 12th level, increasing the power resistance by 3 for every additional time it is taken.

Powerful Build: The aegis gains the powerful build trait while wearing his astral suit. Whenever the aegis is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the aegis is treated as one size larger if doing so is advantageous to him. The aegis is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. The aegis can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Ram: The astral suit forms a hardened shell over the aegis's head. If the aegis makes a bull rush or overrun attempt, he gains a +2 bonus to his CMB. Alternatively, he can make a single attack with this shell as part of a charge and deal 2d6 points of damage. This attack is treated as adamantine when used to attack an object. This customization can be taken once for every five levels the aegis possesses, each additional selection increasing the bonus to CMB by 1 and the damage on a charge by 1d6 points of damage. The aegis must be at least 5th level before selecting this customization.

Retaliate, Improved: As the Retaliate customization, except the triggering attack does not need to be successful. The aegis must have the Retaliate customization and be at least 16th level before selecting this customization.

Tremorsense: The aegis gains tremorsense out to a range of 30 feet. This allows the aegis to pinpoint the location of creatures that it cannot see without having to make a Perception check as long as the creature and the aegis are in contact with the ground, but such creatures still have total concealment from the aegis. Visibility still affects the aegis's movement and he is still denied his Dexterity bonus to Armor Class against attacks from creatures he cannot see. The aegis must be at least 7th level before selecting this customization.

Unlock Psionics: The astral suit is able to emit energy that resonates with psionic items, helping the aegis use them. The aegis gains a +2 bonus to Use Magic Device checks while wearing his astral suit. If the aegis has 10 ranks in Use Magic Device, this bonus increases to +4.

3-point Customizations

The following customizations cost 3 points from the aegis's customization pool.

Blindsense: The astral suit augments the aegis's senses, giving him blindsense out to a range of 30 feet. This ability allows the aegis to pinpoint the location of creatures that he cannot see without having to make a Perception check, but such creatures still have total concealment from the aegis. Visibility still affects the aegis's movement and he is still denied his Dexterity bonus to Armor Class against attacks from creatures he cannot see. The aegis must be at least 9th level before selecting this customization.

Burrow: The aegis gains a burrow speed equal to 1/2 his base speed. He can use this speed to move through dirt, clay, sand, and earth. He does not leave a hole behind, nor is his passage marked on the surface. The aegis must be at least 9th level before selecting this customization.

Diehard: When the aegis's hit point total is below 0, but he is not dead, he automatically stabilizes. He does not need to make a Constitution check each round to avoid losing additional hit points. He may choose to act as if disabled, rather than dying. He must make this

decision as soon as he is reduced to negative hit points (even if it isn't his turn). If he does not choose to act as if disabled, he immediately falls unconscious. When under this effect, the aegis is staggered. He can take a move action without further injuring himself, but if he performs any standard action (or any other action deemed as strenuous, including some swift actions, such as manifesting a quickened power) he takes 1 point of damage after completing the act. If his negative hit points are equal to or greater than his Constitution score, he immediately dies.

Extra Arms, Greater: The extra arms on the aegis's astral suit function at nearly the same capacity as his normal arms. Each arm can now wield or use a light or one-handed weapon, shield, or any other item that he could normally use. Alternatively, the aegis can use one or both arms when wielding a two-handed weapon, possibly allowing him to wield a pair of two-handed weapons. The circumstance bonus on Climb checks and CMD against grapple attempts increases to +3 per extra arm that is not holding anything. The aegis must be 8th level and have the Extra Arms and Lesser Extra Arms customizations before selecting this customization.

Frightful Presence: The aegis makes his astral suit unsettling to his foes, gaining the frightful presence ability. The aegis can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the aegis must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the aegis's class level + the aegis's Charisma modifier. If the aegis has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the aegis are immune to this effect. The aegis must be at least 11th level before selecting this customization.

Harness Power Stone, Greater: As Improved Harness Power Stone, except the power is 3rd level or lower, and the effective manifester level increase is +5. The aegis must be at least 11th level and have the Power Stone Repository customization to take this customization, and be 13th level to take this customization a second time.

Improved Energy Blast: When using the energy blast customization, the attack can target up to three creatures, no two of which can be more than fifteen feet apart. Each creature may only be the target of one such attack each round. Each attack is rolled separately. The aegis must be at least 12th level and have the energy blast and ranged attack customizations before selecting this customization.

Quickened Attacks: When the aegis makes a full attack, he gains one additional attack at his highest attack bonus. This customization does not stack with other sources of extra attacks, such as *haste*. The aegis must be at least 10th level before selecting this customization.

Reach: The aegis's reach increases by 5 feet. The aegis must be at least 7th level before selecting this customization.

4-point Customizations

The following customizations cost 4 points from the aegis's customization pool.

Blindsight: The astral suit massively augments the aegis's senses, giving him blindsight out to a range of 30 feet. The aegis can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as he has line of effect to the target. The aegis must possess the blindsense customization to take this customization. The aegis must be at least 11th level before selecting this customization.

Energy Immunity: The aegis gains immunity to his active energy type as long as he is wearing his astral suit. The aegis must be at least 15th level before selecting this customization.

Extra Passenger: The aegis can carry one creature of the same size or smaller as the aegis's base size (powers and effects that increase the aegis's size do not allow him to carry larger creatures, although Increased Size and Improved Increased Size customizations do allow the aegis to carry larger passengers). The carried creature is treated as if it has total concealment and he gains the damage reduction of the astral suit, as well as any environmental customization options, such as that granted from the Energy Resistance or Underwater Breath customization. The creature carried using this ability remains adjacent to the aegis and moves with the aegis's move actions. A creature can be loaded and unloaded into the astral suit as a free action by the aegis, but the creature can take no actions until its next turn. The aegis must be at least 11th level before selecting this customization.

Harness Power Stone, Superior: As Improved Harness Power Stone, except the power is 4th level or lower, and the effective manifester level increase is +7. The aegis must be at least 16th level and have the Power Stone Repository customization to take this customization, and be 18th level to take this customization a second time.

Improved Evasion: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw and only half damage if the saving throw fails. The aegis must be at least 12th level before selecting this customization.

Improved Stalwart: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect, he can expend his psionic focus as an immediate action to ignore the effect if he makes a successful saving throw and suffers the reduced effect if the saving throw fails. The aegis must be at least 16th level before selecting this customization.

Increased Size, Improved: The astral suit grows in size and the aegis is treated as two size categories larger as if affected by an augmented *expansion*. The aegis must be at least 15th level and have selected the increased size customization to select this customization. This customization does not stack with the increased size customization.

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 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.

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 her AC.

Retaliate: The cryptic gains a +1 bonus on her attack rolls against any opponent that successfully hit her since her 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

Table 2-3: The Cryptic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power 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

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). A trap that has been folded cannot be folded again, even if it was not triggered after being thrown. 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 *Ultimate Combat*) 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 non-magical 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 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 + ½ the cryptic's class level + the cryptic's Intelligence 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.

DREAD

Most creatures must learn to deal with fear in some fashion. For some, it is confronting and overcoming their fears. For others, it is always running away. For the dread, it is using his fear as a weapon, it is understanding how fear works and manipulating the fears of others in unusual and devastating ways. The dread is the master of fear and terror.

Role: A dread is an opponent on the battlefield who can turn the bravest of enemies into a sniveling coward with but a touch. Combining moderate manifesting ability with destructive melee attacks, the dread is a dangerous opponent to ignore. Out of combat, the dread uses fear and intimidation to manipulate or bully others into the path she deems best.

Alignment: Any

Hit Die: d8

Class Skills

The dread's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (psionics) (Int), Perception (Wis), Stealth (Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points Per Level: 6 + Int modifier.

Class Features

All the following are class features of the dread.

Weapon and Armor Proficiency: Dreads are proficient with all simple and martial weapons, with light armor but not with shields. Armor does not interfere with the manifestation of powers.

Power Points/Day: A dread's ability to manifest powers is limited by the power points he has available. Her base daily allotment of power points is given on Table: The Dread. In addition, he receives bonus power points per day if he has a high Charisma score. Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A dread begins play knowing one dread power of your choice. At every class level after 1st, he unlocks the knowledge of a new power.

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

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

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

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

Maximum Power Level Known: A dread begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

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

Fearsome Insight: The dread's connection to the fears and the subconscious grows and he gains a greater understanding of the mental faculties which regulate fear. This translates into an insight bonus to Intimidate equal to half his class level (minimum +1).

Devastating Touch (Su): A dread is able to channel psionic energy from fear and nightmares into a touch that causes pain. To use this ability, a dread must make a melee touch attack as a standard action on a living target. If the attack hits, it deals 1d6 points of damage plus 1 point per class level. The dread does not add his Strength modifier to the damage of this attack.

Talents: Dreads learn minor powers they can use at will to aid them in a variety of ways. The dread gains 2 talents from the dread talent list.

Terror (Su): Beginning at 2nd level, a dread learns to harness the power of fear in a variety of ways called terrors. Using a terror is a swift action. Some terrors are channelled through his devastating touch class feature. These terrors charge a dread's touch (and later his weapon) until his next successful attack that round.

Some terrors can be augmented by spending power points, similar to manifesting powers, to increase their effect. When augmenting his terrors with power points, the dread cannot spend more power points than his manifester level on any single use of a terror.

A dread can use his terrors a total number of times per day equal to his dread level + his Charisma modifier.

The dread chooses his terror from the list below. All terrors may only be chosen once unless otherwise specified.

Chase Terror: Whenever an adjacent foe that is shaken, frightened, or panicked attempts to take a 5-foot step away from the dread, the dread can, as an immediate action, take a 5-foot step so long as the dread ends up adjacent to the foe that triggered this ability.

Concealed Nightmare: The dread gains a shroud of materializing fears around his while using the nightmare form terror, giving his concealment (20% miss chance). The dread must be at least 14th level and have the Nightmare Form terror to select this option. This terror is used when Nightmare Form is activated and does not take a separate use of terrors to activate.

Concealed Nightmare, Improved: While using the Nightmare Form terror, the dread gains total concealment (50% miss chance). The dread must have the Nightmare Form and Concealed Nightmare terrors to select this option. This terror is used when Nightmare Form is activated and does not take a separate use of terrors to activate.

Consuming Nightmare: The dread's next attack infects the target with nightmare so overwhelming it threatens to strike the creature dead. The target must make a Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or die. If the target succeeds, it becomes immune to this terror for 24 hours. This is a mind-affecting fear death effect. The dread must be at least 16th level to select this option.

Fear Incarnate: The dread's connection to the realm of nightmares and his understanding of the fears of others gives his a terrible insight into how to shake people's faith in themselves, granting his a bonus to Intimidate equal to his class level while using the nightmare form terror. The dread must be at least 12th level and have the Nightmare Form terror to select this option.

Haunting Steps: The dread's attack slows the target (as the spell) for 1 round per dread level unless he makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). The dread must be at least 8th level to select this option.

Horrible Strike: The dread's attack deals an extra 1d6 points of damage as he empowers his attacks through his connection to the region of nightmares. For every 2 power points spent, this damage increases by 1d6. The dread must be at least 4th level to select this option.

Incite Fear: The dread's next successful attack incites fear in his target. The target must make a Will saving throw (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or become shaken for 1d4 rounds. This is a mind-affecting fear effect.

Invigorating Fear: If the dread's reduces an enemy to 0 or fewer hit points this round, he gains temporary hit points equal to his Charisma modifier.

Lingering Fear: The dread's attack causes a lingering fear in the target which prevents rest for one day unless it makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). Inability to rest means the target cannot regain spells or power points, nor heal normally. For each 2 power points spent, this fear lingers for an additional day. This is a mind-affecting fear effect. The dread must be at least 10th level to select this option.

Maddening Fear: The dread's next successful attack imposes a -2 penalty to the struck creature's Wisdom score in addition to its normal damage. This is mind-affecting fear effect. The dread must be at least 4th level to select this option.

Mind Drain: The dread's attack drains a number of power points equal to the dread's level unless the target makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). When used against a target with spellcasting, the dread drains away one spell at random equal to 1/2 his dread level or the next lowest level available if none exist for the applicable level. If the target has both spellcasting and power points, the dread chooses which to drain. This is a mind-affecting fear effect. The dread must be at least 6th level to select this option.

Mind Rend: The dread's attack deals 1d8 additional damage if his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity

bonus or not). If the dread spends a power point when activating this terror, the damage increases to 1d10. This extra damage is not multiplied on a critical hit. The dread must be 4th level to take this terror. This terror can be taken one additional time every three levels thereafter (7th, 10th, etc). Each time, it increases the additional damage by one die.

Mindlock: The dread can invade the mind of an enemy through their subconscious by making a melee touch attack that does not provoke attacks of opportunity. The target must succeed on a Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier), or be mindlocked for 1 minute per dread level. A mindlock allows the dread to either channel his devastating touch ability at range as a standard action which automatically hits, or attempt an Intimidate check on the target, even though the target might be out of normal range or out of sight. The range of the mindlock is 10 feet per dread level, and the dread does not need line of effect or line of sight once a mindlock is established. This is a mind-affecting effect. A dread can only sustain one mindlock at a time. If the dread attempts to mindlock a new target while another mindlock is active, the active mindlock ends. The dread is aware if the mindlock fails or ends, although he does not necessarily know the reason. The dread must be at least 4th level to select this option.

Nightmare Form: The dread's internal connection to the realm of nightmares allows his to take on the form of nightmares herself. The dread can use *Ectoplasmic Form* as a psi-like ability at a manifester level equal to his dread level. The dread is still able to use his supernatural abilities while in Nightmare Form, although he suffers all normal restrictions on attacks and targeting. Each use of this ability is considered a daily use of the dread's Terrors. The dread must be at least 8th level to select this option.

Nightmare Step: When the dread is adjacent to a shaken target, he can teleport up to 40 ft. away into a square adjacent to another shaken target. The dread must be at least 10th level to select this option.

Nightmare Touch: The dread can use his Devastating Touch ability while using the Nightmare Form terror, even though he normally cannot make physical attacks. This terror is used when Nightmare Form is activated and does not take a separate use of terrors to activate. The dread must be at least 10th level and have the Nightmare Form terror to select this option.

Overwhelming Fear: The dread's next attack stuns his target with overwhelming fear if the attack is successful. The target must make a Fortitude saving throw (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or cower for 1 round. If the attack misses, the effect is wasted. This is mind-affecting fear effect.

Paranoia: The dread's attack causes the target to become intensely paranoid, making it fear even its friends. The target must make a Will save (DC 10 + 1/2

Table 2-4: The Dread

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Fearsome insight, devastating touch, talents	1	1	1st
2nd	+1	+0	+3	+3	Terror	2	2	1st
3rd	+2	+1	+3	+3	Aura of fear, channel terror	4	3	1st
4th	+3	+1	+4	+4	Terror	6	4	2nd
5th	+3	+1	+4	+4	Bonus feat	8	5	2nd
6th	+4	+2	+5	+5	Terror	12	6	2nd
7th	+5	+2	+5	+5	Immersed in fear	16	7	3rd
8th	+6/+1	+2	+6	+6	Terror	20	8	3rd
9th	+6/+1	+3	+6	+6	Bonus feat	24	9	3rd
10th	+7/+2	+3	+7	+7	Terror	28	10	4th
11th	+8/+3	+3	+7	+7	Shadow twin, twin fear	36	11	4th
12th	+9/+4	+4	+8	+8	Terror	44	12	4th
13th	+9/+4	+4	+8	+8	Bonus feat	52	13	5th
14th	+10/+5	+4	+9	+9	Terror	60	14	5th
15th	+11/+6/+1	+5	+9	+9	Shadow twin (100 ft.), twin fear (*form of doom*)	68	15	5th
16th	+12/+7/+2	+5	+10	+10	Terror	80	16	6th
17th	+12/+7/+2	+5	+10	+10	Bonus feat	92	17	6th
18th	+13/+8/+3	+6	+11	+11	Terror	104	18	6th
19th	+14/+9/+4	+6	+11	+11	Shadow twin (400 ft.)	116	19	6th
20th	+15/+10/+5	+6	+12	+12	Fear incarnate, terror	128	20	6th

the dread's class level + the dread's Charisma modifier) or treat all creatures as enemies. The target reacts violently to anyone who approaches and will use the most efficient means of disposing the enemy. The target also attempts a save against all effects he could, unless he makes a successful Spellcraft check to identify the effect. This condition lasts for 1 minute per dread level. This is a mind-affecting fear effect. The dread must be at least 14th level to select this option.

Persistent Nightmare Form: The dread can maintain his Nightmare Form inside areas of Null Psionics or dead magic areas. The dread must be at least 18th level and have the Nightmare Form terror to select this option.

Ranged Mindlock: The dread can initiate the mindlock terror at a range of 10 ft. per class level instead of as a touch attack as a standard action, but he still requires initial line of sight and line of effect. The target still gets a Will save as normal to resist the mindlock. The dread must be at least 10th level and have the Mindlock terror to select this option.

Shroud of Fears: The dread draws on the subconscious fears of those around herself while he is using the Nightmare Form terror, forming translucent shapes around herself representing the inner fears and terrors of those who view her. This grants his a deflection bonus to AC equal to his Charisma modifier. The dread must be at least 10th level and have the Nightmare Form terror to select this option.

Sickening Fear: The dread's attack causes the target to become sickened unless it makes a successful Fortitude save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). This effect lasts for 1d6 rounds. This is mind-affecting fear effect. For every additional power point spent, the target also takes 1 point of damage per round the effect lasts. The dread must be at least 6th level to select this option.

Soul-chilling Fear: The dread's attack creates a conduit between his own subconscious and the mind of his target. The target must make a Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or gain 1 negative level. This is a mind-affecting fear effect. For every 3 power points spent, the target gains 1 additional negative level. The dread must be at least 12th level to select this option.

Steal Essence: The dread's next devastating touch attack works as a conduit between the target's subconscious and his own, turning some of the damage he does into healing energy, reinvigorating the dread. She heals an amount of damage equal to the damage he deals with his Devastating Touch. The dread must be at least 8th level to select this option.

Terrified Escape: The dread's attack causes the target to flee from the dread on its next turn unless it makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). This is a mind-affecting fear effect.

Weakening Fear: The dread's attack causes the target to be fatigued for one round per dread level unless it makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). This is a mind-affecting fear effect. This terror has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the terror's duration expires.

Aura of Fear (Su): At 3rd level, a dread radiates a palpably daunting aura that causes all enemies within 10 feet to take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of a dread with this ability. This ability functions only while the dread remains conscious, not if he is unconscious or dead.

Channel Terror (Su): At 3rd level, the dread learns how to channel his terrors through any melee weapon he is holding or through his devastating touch class feature, even if using devastating touch as a ranged attack (such as through the mindlock terror). If channeling a terror through a weapon, it does not gain the benefits of the devastating touch ability.

Bonus Feat: At 5th level, the dread gains a bonus feat from the following list. The dread must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements (like levels in another specific class).

These bonus feats are in addition to the feats that a character of any class gains every two levels. A dread is not limited to the list of feats below when choosing these other feats.

Additional Terror*, Disciple of Fear*, Extra Terrors*, Fear Mastery*, Multiple Connections*, Open Door*, Touch of Terror*.

The dread gains an additional bonus feat from the same list every 4 levels thereafter (9th, 13th, and 17th).

Immersed in Fear (Su): At 7th level, the dread gains immunity to fear (psionic or otherwise). This ability functions whether the dread is conscious or unconscious, but not when he is dead.

Shadow Twin (Su): A dread of 11th level is able to draw forth a replica of herself formed from fears and nightmares. The shadow twin appears at a location chosen by the dread that is within 30 ft. and lasts for one round per class level. The dread and this shadow twin are, for all intents and purposes, one person - including only having one round's worth of actions to use between the two, sharing attacks of opportunity, sharing a single pool of hit points and power points, and having access to all of the same abilities and daily uses of those abilities. If the shadow twin is damaged or healed, the dread takes the damage or healing, and vice versa. If both the dread and the shadow twin are affected by the same area of effect, damage is only counted once.

If the shadow twin attacks, it uses the dread's attack values. The shadow twin can threaten squares and has all the same equipment as the dread, but charged items or items with limited uses per day have their uses shared between the two. Any permanent magic items are also active on the shadow twin.

The shadow twin can allow the dread to flank an enemy, make attacks of opportunity he wouldn't normally be able to do, extend the range for a power or mindlock, or just scout ahead.

Effects, both beneficial and detrimental, that affect the dread also affect the shadow twin, and vice versa. The shadow twin must stay within 30 ft. of the dread or the effect immediately ends.

A dread can use shadow twin a number of times per day equal to his Charisma modifier.

At 15th level, the shadow twin must stay within 100 ft. of the dread before the effect ends.

At 19th level, the shadow twin must stay within 400 ft. of the dread before the effect ends.

Twin Fear (Su): When a dread of at least 11th level has a shadow twin active, if any creature within 30 ft. of the dread or the shadow twin suffers from the shaken, frightened, or panicked condition at the start of the dread's turn, the shadow twin uses a separate action pool instead of sharing the round's actions with the dread for that round. This means that it and the dread could both make attacks in the same round.

At 15th level, if any creature within 30 ft. of the dread or shadow twin suffers from the frightened or panicked condition, the shadow twin is treated as if under the affect of the *form of doom* power. Unlike other effects, the dread is not also under this effect.

Fear Incarnate: At 20th level the dread no longer acts as a simple conduit between the realm of nightmares and the Material Plane, but becomes the embodiment of nightmares. The dread's type changes to Outsider (native), he gains DR 10/psionic, and he gains the ability to turn ethereal at will. In addition, the dread can use the nightmare form terror at will, even if he does not already have it. Using nightmare form no longer consumes a use of his terrors for the day.

MARKSMAN

Masters of ranged weapons, marksmen are the elite wielders of any weapon that can be shot, fired, or thrown. Unlike rangers, who are more focused on tracking down their chosen enemies, marksmen focus their attention on harnessing their ranged combat abilities, learning to use their weapon in ways others could only dream of. Their psionic ability improves their attacks and augments their otherwise limited defensive abilities.

Role: As light armor wielders, marksmen are not intended to be front-line combatants. They excel when they have a safe distance from which to unleash their deadly attacks.

Alignment: Any

Hit Die: d10

Class Skills

The marksman's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (psionics) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier

Class Features

You are a warrior first and foremost – your precision and prowess will frequently be tested in battle. However, you are more than just a straightforward archer. Your intuition, psionic abilities and powers can make or break a battle, if they are used wisely.

Weapon and Armor Proficiency: A marksman is proficient with all simple weapons, all light, projectile, and thrown martial weapons, light armor, and with bucklers. Armor does not interfere with the manifestation of powers.

Power Points/Day: A marksman'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 Marksman. In addition, she receives bonus power points per day if she has a high Wisdom score. Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A marksman begins play knowing no marksman powers (although she can manifest powers from power completion or power trigger items as normal). At each level indicated on Table: The Marksman, she unlocks the knowledge of a new power.

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

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

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

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

Maximum Power Level Known: A marksman 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 marksman must have a wisdom score of at least 10 + the power's level.

Combat Style: A marksman of 1st level chooses a type of ranged combat that is her preferred style. This style determines certain class features, skills, and abilities, as described in the different styles below.

Point-Blank Shot: At 1st level, a marksman gains the Point-Blank Shot feat as a bonus feat.

Wind Reader (Su): A marksman can use her heightened senses and awareness of her surroundings to read the wind and environment, allowing her to drastically improve her accuracy. While maintaining

psionic focus, she can spend a swift action to gain a competence bonus equal to her Wisdom modifier on ranged attacks until the end of the round. She can do this a number of times per day equal to 3 + her class level.

Favored Weapon: Marksmen of 2nd level select a group of ranged weapons from the list below as their preferred weapons and gain a +1 competence bonus to ranged attack rolls made with any weapon of that group. Every four marksman levels thereafter, this bonus increases by 1.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Crossbows: double crossbow, hand crossbow, heavy crossbow, light crossbow, repeating heavy crossbow, and repeating light crossbow.

Spears: javelin, lance, longspear, pilum, shortspear, spear, and trident.

Thrown: blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, javelin, light hammer, net, shortspear, shuriken, sling, spear, starknife, throwing axe, trident, wooden stake.

Note: Additional weapons can be added to these groups or additional weapon groups can be created at your GM's discretion. Some weapons may belong to multiple weapon groups at your GM's discretion.

Evade Arrows (Ex): At 2nd level, a marksman's familiarity with ranged attacks and her natural intuition alerts her to danger from mundane ranged attacks. She gains a +1 Dodge bonus to Armor Class against ranged attacks (but not ranged touch attacks). At 6th level and every four marksman levels thereafter, this Dodge bonus increases by 1.

Style Technique (Su): All marksmen, regardless of their chosen combat style, gain special techniques at 2nd level that they can use by expending psionic focus. The specific technique is determined by the marksman's chosen style.

Style Skill (Ex): At 3rd level, a marksman gains a +1 bonus to the skill associated to her combat style. Every three levels thereafter (6th, 9th, etc), this bonus improves by 1.

Style Mantra (Su): At 3rd level, a marksman gains a mantra associated with her combat style that is active as long as she maintains psionic focus. A marksman may not use her style mantra at the same time she uses Wind Reader; she may only gain the benefit of one or the other, not both.

Cover Fire (Ex): Beginning at 4th level, the marksman knows not only how to directly engage her enemies, but also how to protect her allies. As an attack action, she may choose to fire a ranged or thrown weapon at an opponent within 30 feet to distract that opponent rather than to deal damage. Make an attack roll against the space a target occupies (AC 10). If successful, the targeted enemy must make a Reflex save (DC 10 + one-half the marksman's class level + the marksman's Dexterity modifier), or be staggered for one round. The marksman still expends ammunition as normal for this attack.

If the attack roll would indicate a critical threat and the result would hit the opponent's AC, roll to confirm: if the critical hit is confirmed against the opponent's AC, the attack does normal damage as well. A marksman cannot use cover fire if her opponent or the square she targets would be subject to a miss chance (such as from a concealed target).

Style Ability: Starting at 4th level, a marksman gains an ability associated with her combat style. Every four levels thereafter (8th, 12th, 16th, 20th), she gains a new style ability.

Bonus Feat: A marksman of 5th level gains a bonus feat chosen from her combat style feat list, Deadly Aim, Far Shot, Fell Shot, Greater Psionic Shot, Parting Shot, Precise Shot, Psionic Meditation, Psionic Shot, Quick

Draw, Return Shot, Returning Throw, or a feat that requires a particular weapon when it is selected, such as Weapon Focus or Improved Critical. If the marksman chooses a feat that requires a particular weapon, she must select a weapon from her selected ranged weapon group. The marksman must still meet all prerequisites for the feat to select it.

At 8th level and every three marksman levels thereafter, the marksman gains another bonus feat from the same list.

Disengage (Ex): Once a marksman has reached 7th level, she learns how to effectively distance herself from enemies. When the marksman would provoke an attack of opportunity for moving out of a threatened space, she may expend her psionic focus to add her Wisdom modifier to her Acrobatics rolls to avoid attacks of opportunity for the round and can move at full speed without increasing the Acrobatics DC.

Defensive Shot (Ex): At 13th level, a marksman no longer provokes attacks of opportunity when making ranged attacks with a ranged or thrown weapon.

Ranged Specialist (Su): At 19th level, a marksman's ranged and thrown attacks have their critical multiplier increased by 1 (x2 becomes x3, for example) and her penalties for range increments are halved. If the marksman has the Far Shot feat, she instead suffers no penalties for range increments.

Combat Styles

Presented below are several ranged combat styles available for marksmen to choose. More combat style options may be available at your GM's discretion.

Finesse Style

Finesse marksmen learn special techniques with ranged attacks that others would find too difficult to perform. A finesse marksman is capable of knocking the weapon out of an opponent's hand with the flick of the wrist, or pinning a target to a door without drawing blood.

Style Technique: Once a marksman has reached 2nd level, she may expend her psionic focus while making a ranged attack to use one of the following combat maneuvers as a ranged attack: bull rush, dirty trick, disarm, sunder, or trip. The marksman may use either her Strength or Dexterity modifier when determining her CMB for this attack. The ranged attack deals no damage and provokes attacks of opportunity as normal.

Style Skill: At 3rd level, a finesse marksman gains a +1 bonus to Intimidate. This bonus increases by 1 every three marksman levels thereafter.

Style Mantra: Beginning at 3rd level, as long as a finesse marksman maintains psionic focus, she gains a +1 circumstance bonus on attack rolls made when she makes a ranged attack. At 7th level and every four

Table 2-5: The Marksman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1	+1	+0	+2	+2	Combat style, Point Blank Shot, wind reader	1	0	1st
2	+2	+0	+3	+3	Evade arrows (+1), style technique, favored weapon (+1)	2	1	1st
3	+3	+1	+3	+3	Style skill (+1), style mantra	3	2	1st
4	+4	+1	+4	+4	Cover fire, style ability	5	2	1st
5	+5	+1	+4	+4	Bonus feat	7	3	2nd
6	+6/+1	+2	+5	+5	Evade arrows (+2), style skill (+2), favored weapon (+2)	9	4	2nd
7	+7/+2	+2	+5	+5	Disengage	11	5	2nd
8	+8/+3	+2	+6	+6	Bonus feat, style ability	14	5	2nd
9	+9/+4	+3	+6	+6	Style skill (+3)	17	6	3rd
10	+10/+5	+3	+7	+7	Evade arrows (+3), favored weapon (+3)	20	7	3rd
11	+11/+6/+1	+3	+7	+7	Bonus feat	24	8	3rd
12	+12/+7/+2	+4	+8	+8	Style ability, style skill (+4)	28	8	3rd
13	+13/+8/+3	+4	+8	+8	Defensive shot	32	9	4th
14	+14/+9/+4	+4	+9	+9	Bonus feat, evade arrows (+4), favored weapon (+4)	37	9	4th
15	+15/+10/+5	+5	+9	+9	Style skill (+5)	42	10	4th
16	+16/+11/+6/+1	+5	+10	+10	Style ability	47	10	4th
17	+17/+12/+7/+2	+5	+10	+10	Bonus feat	52	11	4th
18	+18/+13/+8/+3	+6	+11	+11	Evade arrows (+5), style skill (+6), favored weapon (+5)	58	11	4th
19	+19/+14/+9/+4	+6	+11	+11	Ranged specialist	64	12	4th
20	+20/+15/+10/+5	+6	+12	+12	Bonus feat, style ability	70	12	4th

marksman levels thereafter, this circumstance bonus increases by 1.

Dazzling Assault (Su): A finesse marksman of 4th level is capable of charging her ranged or thrown weapon attacks with psychokinetic energy that gives off a brilliant burst of light on a successful hit. When this ability is activated, all of the marksman's ranged or thrown weapon attacks for the round that successfully hit their target dazzle the target for one round. This ability may be used a number of times per day equal to 3 + the marksman's Wisdom modifier.

Instill Awe (Su): A finesse marksman of at least 8th level is able to make an opponent think twice before engaging in combat. As a standard action and as long as she maintains psionic focus, the finesse marksman can make a ranged attack at a target. If the attack is successful, the attack deals no damage, but the target is shaken for a number of rounds equal to the marksman's Wisdom modifier. A successful Will saving throw (DC 10 + half the marksman's level + the marksman's Wisdom modifier) reduces the duration to one round. This is a mind-affecting effect.

Teleporting Attack (Su): Upon achieving 12th level, a finesse marksman is capable of teleporting her ranged or thrown attacks to hit enemies from unexpected angles. By expending psionic focus as part of a ranged or thrown attack, the target is considered flat-footed for the attack. Should the target have uncanny dodge or improved uncanny dodge, treat the finesse marksman's class level as her rogue level to determine if the target is treated as flat-footed.

Stunning Display (Su): At 16th level, a finesse marksman is capable of putting on a truly captivating display of ranged combat mastery with her ranged or thrown weapons. As a standard action, all creatures within 30 ft. of the marksman are fascinated for a number of rounds equal to the marksman's Wisdom modifier unless they make a successful Will saving throw (DC 10 + half marksman level + marksman's Wisdom modifier). If something ends the effect prematurely, the creature is instead stunned for one round.

This ability does not affect mindless creatures. This ability may be used once every 10 minutes.

Master Technique: Upon reaching 20th level, the finesse marksman gains the master technique Oubliette of Knives.

Oubliette of Knives: As a standard action, you can make a ranged attack with a ranged or thrown weapon, and redirect the attack at another target after every successful strike. Each additional attack made in this fashion uses your full base attack bonus. You may attack the same target multiple times with this technique, but only if another target is successfully attacked between strikes, and each individual target may only be struck by a single use of oubliette of knives equal to your Wisdom modifier. All distance traveled by the thrown weapon or projectile counts against range increments.

For example, Maikra the finesse marksman has a Wisdom of 20 and uses oubliette of knives to attack an orc at her full attack bonus. The attack is successful, so she redirects the attack to a nearby goblin. This second attack is successful, so Maikra redirects the attack back to the orc, repeating this process until an attack fails, the weapon has gone its total range, or each target has been struck five times each.

Style Feats: Disrupting Shot*, Shot on the Run, Throw Anything

Sniper Style

Marksmen of this style focus on taking a single shot and making the most of it. These are the marksmen who will use a single attack to change the entire course of the battle by eliminating the enemy's leader. Sometimes nicknamed assassins, these marksmen are not cruel, they simply find elegance in a single perfect shot placed at just the right point.

Style Technique: Once a marksman has reached 2nd level, she may expend her psionic focus while making a single ranged attack to add her Wisdom modifier to the damage the attack deals. This ability may not be used as part of a full attack.

Style Skill: At 3rd level, a sniper marksman gains a +1 bonus to Stealth. This bonus increases by 1 every three marksman levels thereafter.

Style Mantra: Beginning at 3rd level, as long as a sniper marksman maintains psionic focus, she gains a +2 competence bonus on damage rolls for attacks made with a ranged or thrown weapon. At 7th level and every four marksman levels thereafter, this bonus increases by 1.

Second Chance (Su): A sniper marksman of 4th level may expend her psionic focus when a ranged attack she has made misses to reroll the attack. This ability can be used a number of times per day equal to 3 + the marksman's Wisdom modifier.

Augmented Shot (Su): As part of a single attack with a ranged or thrown weapon, a sniper marksman of at least 8th level can expend her psionic focus, causing the attack to deal augmented damage. Increase the base damage of the attack by one die. Unlike normal bonus damage, this increases the actual weapon damage (much like your Strength modifier on a melee attack), and is thus multiplied in the case of a critical hit. With feats such as Vital Strike, this increased base damage is used to determine the bonus damage on the attack. For example, if wielding a medium-sized light crossbow, add 1d8 damage. Every six marksman levels thereafter, increase the weapon damage by an additional die. This ability may not be used as part of a full attack.

Unstoppable Force (Ex): Upon achieving 12th level, if a sniper marksman's ranged attack would deal enough damage to a target to kill the target or knock it unconscious, the marksman may choose to have the bolt continue on a straight line through the target's location until it hits another target, at which point the marksman makes a second attack roll at the same bonus as the

previous attack -4. If this attack roll is successful, the target takes damage as if struck by the attack (although bonus damage that would not be multiplied on a critical hit only applies to the first target). This process repeats until a target is not killed or knocked unconscious, an attack roll misses, or the attack reaches its maximum range.

Critical Master (Ex): Once a sniper marksman has reached 16th level, her critical threat range with her favored weapons are doubled and she gains a competence bonus equal to her Wisdom modifier on rolls to confirm critical hits. This ability does not stack with the Improved Critical feat or keen weapons; instead, the critical threat range is only increased by 1.

Master Technique: Upon reaching 20th level, the sniper marksman gains the master technique Through the Eye of the Needle.

Through the Eye of the Needle: As a standard action, you carefully focus your shot on your enemy and make a single ranged attack against that enemy. If your attack is successful, the target takes an additional 5d6 points of damage and gains one of the following penalties, your choice, until they are fully healed (at full hit points):

- Ability damage equal to your Wisdom modifier to any one stat
- -4 to all attacks and damage rolls
- Blinded
- Deafened
- Staggered
- Shaken and slowed

A successful Fortitude save (DC 20 + the marksman's Wisdom modifier) negates the chosen penalty, but does not negate the damage taken.

Style Feats: Greater Vital Strike, Improved Precise Shot, Improved Vital Strike, Pinpoint Targeting, Vital Strike

Volley Style

Volley marksmen are all about sending out as many projectiles as possible. These marksmen are great at hitting multiple targets, turning an opponent into a pincushion, or drawing a bow with such rapid rate of fire as to seem faster than the eye can see.

Style Technique: Once a marksman has reached 2nd level, she may expend her psionic focus while making a full attack with a ranged or thrown weapon to gain one additional attack. This extra attack does not stack with other effects that grant additional attacks such as *haste*, *physical acceleration*, or the speed weapon special ability. Beginning at 15th level, this technique does stack with additional attacks such as those from *haste*, *physical acceleration*, or the speed weapon special ability.

Style Skill: At 3rd level, a volley marksman gains a +1 bonus to Perception. This bonus increases by 1 every three marksman levels thereafter.

Style Mantra: Beginning at 3rd level, as long as a volley marksman maintains psionic focus, she gains a +1 competence bonus to her Initiative and Reflex saves. At 7th level and every four marksman levels thereafter, the competence bonus improves by 1.

Split Shot (Su): A volley marksman of 4th level is capable of psychokinetically splitting a ranged attack in-flight to hit two targets. When activated, a single ranged attack made by the marksman can strike one additional target within 15 ft. of the initial target. Use the same attack roll to determine the success against both targets. Roll damage normally and split the damage to each target equally. This ability may be used a number of times per day equal to 3 + the marksman's Wisdom modifier.

Quick Volley (Su): Volley marksmen of 8th level learn to fire their weapons rapidly while needing to maintain mobility. As long as the marksman maintains psionic focus, she can make a full attack with a ranged or thrown weapon while also moving her full movement, but suffers a -4 penalty to all attacks made during the round and suffers a -2 penalty to her Armor Class until the beginning of her next turn.

Burst Arrows (Su): At 12th level, a volley marksman is capable of charging her ranged attacks with psychokinetic energy to explode and disrupt enemies. Once per day as part of a full attack with a ranged or thrown weapon, the marksman can expend psionic focus and have the space occupied by each target treated as if covered in caltrops for a number of rounds equal to her Wisdom modifier. In addition, all creatures within a 5 ft. radius of the struck target take damage equal to the marksman's Wisdom modifier unless they make a successful Reflex save (DC 10 + half marksman level + marksman's Wisdom modifier). This ability can be used an additional time per day every two marksman levels thereafter.

Vicious Volley (Su): Beginning at 16th level, a volley marksman is able to make her arrows more deadly and accurate. When making a full attack with a ranged or thrown weapon, the marksman may make two attack rolls for each attack in the full attack and take the better roll. This ability may be used once every 10 minutes.

Master Technique: Upon reaching 20th level, the volley marksman gains the master technique Block the Sun.

Block the Sun: As a full-round action, you can choose two five foot squares per attack roll you would normally make during a full attack. Each targeted square must be adjacent to another targeted square. Make one attack roll at your highest attack bonus and use that against any creature or creatures in each affected square. If the attack is successful, you deal damage normally to each target successfully struck. If your attack threatens a critical, roll to confirm separately for each target struck. In addition, each square affected is treated as difficult terrain due to the volume of shots unleashed. Using this ability expends four units of ammunition (or one thrown weapon) per square affected and cannot be used unless sufficient ammunition is available. Alternately, the marksman may use one unit of ammunition per square affected or a single thrown weapon by expending one

use of Split Shot, but does not gain the usual benefit of Split Shot this round. This ability may be combined with the Vicious Volley style ability.

Style Feats: Crossbow Mastery, Manyshot, Rapid Reload, Rapid Shot

PSION

The powers of the mind are varied and limitless, and the psion learns how to unlock them. Whether he is a shaper or a telepath, an egoist or a nomad, or even a generalist, the psion learns to manifest psionic powers that alter himself and the world around him. Due to the limited powers that any one psion knows, each psion is unique in his capabilities, as his latent abilities are drawn out and shaped into the psionic powers that define the psion.

Each psion also gains unique abilities depending on his choice of disciplines: the egoist excels at altering his own physiology, while the nomad learns to manipulate the very fabric of space and time, and the generalist becomes a master of the overall principles of psionics, while sacrificing some of the unique abilities of the other disciplines.

Role: The psion can fulfill a variety of different roles depending upon the power choices he makes. Generalist psions have the greatest versatility of the different psions, while those of a particular discipline excel at the given focus of their chosen specialization. Regardless of their choice, all psions are masters of the powers of the mind and capable of helping their allies against any danger.

Alignment: Any.

Hit Die: d6.

Class Skills

The psion's class skills are Autohypnosis* (Wis), Craft (Int), Knowledge (all skills, taken individually)* (Int), Profession (Wis), and Spellcraft (Int). In addition, a psion gains access to additional class skills based on his discipline:

Seer (Clairsentience): Diplomacy (Cha) and Perception (Wis).

Shaper (Metacreativity): Bluff (Cha), Disguise (Cha), and Use Magic Device (Cha).

Kineticist (Psychokinesis): Disable Device (Dex) and Intimidate (Cha).

Egoist (Psychometabolism): Acrobatics (Dex) and Heal (Wis).

Nomad (Psychoportation): Climb (Str), Fly (Dex), Survival (Wis), and Swim (Str).

Telepath (Telepathy): Bluff (Cha), Diplomacy (Cha), and Sense Motive (Wis).

Generalist (None): Use Magic Device (Cha) and any one skill chosen from the above discipline lists.

*New skill or expanded use of existing skill.

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A psion's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2-6: The Psion. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Discipline: Every psion must decide at 1st level which psionic discipline he will specialize in. Choosing

a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that discipline, and the special abilities associated with that discipline (detailed below). However, choosing a discipline also means that the psion cannot learn powers that are restricted to the other disciplines (generalist psions cannot learn powers on any of the discipline power lists). He can't even use such powers by employing psionic items.

Powers Known: A psion begins play knowing three psion powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline (if any). You cannot choose powers from disciplines other than your chosen discipline. (*Exception:* The feat Expanded Knowledge does allow a psion to learn powers from the lists of other disciplines or even other classes.) A psion can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a psion can manifest powers in a day is limited only by his daily power points.

A psion simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

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

Maximum Power Level Known: A psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a psion may gain the ability to master more complex powers.

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

Bonus Feats: A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every other level. A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

Talents: Each psion gains three 0 level talents (see Chapter 5: Powers) of their choice, as well as *detect psionics*. These talents do not count against the psion's powers known.

Discipline Abilities: At 2nd, 8th, 14th, and 20th level, the psion gains special abilities related to his choice of discipline, as detailed below.

Psionic Disciplines

A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy. If a psion chooses to specialize in a discipline, he

Table 2-6: The Psion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Bonus feat, discipline, talents	2	3	1st
2nd	+1	+0	+0	+3	Discipline ability	6	5	1st
3rd	+1	+1	+1	+3	—	11	7	2nd
4th	+2	+1	+1	+4	—	17	9	2nd
5th	+2	+1	+1	+4	Bonus feat	25	11	3rd
6th	+3	+2	+2	+5	—	35	13	3rd
7th	+3	+2	+2	+5	—	46	15	4th
8th	+4	+2	+2	+6	Discipline ability	58	17	4th
9th	+4	+3	+3	+6	—	72	19	5th
10th	+5	+3	+3	+7	Bonus feat	88	21	5th
11th	+5	+3	+3	+7	—	106	22	6th
12th	+6/+1	+4	+4	+8	—	126	24	6th
13th	+6/+1	+4	+4	+8	—	147	25	7th
14th	+7/+2	+4	+4	+9	Discipline ability	170	27	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	28	8th
16th	+8/+3	+5	+5	+10	—	221	30	8th
17th	+8/+3	+5	+5	+10	—	250	31	9th
18th	+9/+4	+6	+6	+11	—	280	33	9th
19th	+9/+4	+6	+6	+11	—	311	34	9th
20th	+10/+5	+6	+6	+12	Bonus feat, discipline ability	343	36	9th

gains special benefits, while those who choose to stay generalists gain unique benefits of their own.

Clairsentience

A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

Recovered Information (Su): At 2nd level, as long as you maintain psionic focus, when someone successfully saves against a Clairsentience power you've manifested, you learn about a single psionic effect currently in effect (if any) on the target. Each subsequent successful save against a Clairsentience power you manifest transfers information about another psionic effect currently in effect (if any) on the target. If there are no psionic powers in effect on the target that you do not already know, then you learn information about a single psionic item the creature currently possesses, as if you had *identified* the item. This effect does not give any information on artifacts. The number of psionic effects or items you learn about per save increases by one every four psion levels thereafter.

Alter the Waves (Su): At 8th level, each day when you meditate to regain your power points, you gain a +3 insight bonus that can be used on any one die roll. Every two psion levels thereafter, this ability may be used one additional time per day and the insight bonus is increased by 1.

Seeing the Connections (Su): At 14th level, once per day, you can automatically identify all properties of a magic item, magic aura, or identify a spell or power in effect. In addition, if you are being scried upon, you can expend your daily use of this power as an immediate action to disrupt the scrying attempt and instead scry on the originator of the effect using the same effect as that which targeted you. You need not pay any power point cost for this ability, although the originator can make a save to block the attempt (same DC as the original scrying attempt). This ability does not work on artifacts.

Perpetual Foresight (Su): At 20th, your ability to foresee the different possibilities has suffused you. Anytime you roll a d20, you may expend your psionic focus as an immediate action to roll a second time. To choose the result of the second roll, you must pay the unmodified die roll in power points.

Metacreativity

A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Summoner's Call (Ex): At 2nd level, if you maintain focus when manifesting a power of the creation subdiscipline, the duration is increased by 1 round plus 1 round for every four psion levels. In addition, your astral constructs gain an additional menu option of the highest menu available when you manifest the power.

Ectoplasmic Protection (Su): At 8th level, you can gain an ectoplasmic coating over your form, granting you concealment for one round per psion level, usable once per day and an additional time per day every four psion levels thereafter.

Maestro of Ectoplasm (Su): At 14th level, once per day as a standard action, you can take raw ectoplasm and use it in a myriad of ways. You can choose to coat up to 50 square feet (in 10 foot squares) in an ectoplasmic slick, as the *ectoplasmic sheen* power (DC 10 + half psion level + Intelligence modifier), or create a up to 7 levels in astral constructs, divided at your discretion (a 5th-level construct and a 2nd-level construct, a single 7th-level construct, seven 1st-level constructs, etc.), create a volume of matter as if manifesting *major ectoplasmic creation*, or repair a damaged astral construct for up to 30 hit points plus 1 hit point per psion level.

Astral Ally (Su): At 20th level, you can change the duration of an *astral construct* power to permanent. You can have no more than one *astral construct* power made permanent in this way at one time. If you designate another *astral construct* power as permanent, the previous power immediately ends.

Psychokinesis

Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy. Unlike other psions, when a kineticist selects any power that specifies the character must select from cold, electricity, fire, or sonic damage, he gains the option to choose the type of damage at the time the power is manifested.

Telekinetic Hurl (Su): At 2nd level, as long as you maintain psionic focus, you gain the ability to telekinetically hurl objects of up to 5 lbs. as a ranged attack at an enemy within 30 ft. Such attacks deal 1d4 points of damage due to the force exerted. This damage increases by 1d4 points of damage for every four psion levels thereafter.

Kinetic Aura (Su): At 8th level, you gain a +1 deflection bonus to AC. This bonus increases by +1 every three levels thereafter.

Energetic Recharge (Su): At 14th level, once per day, you can expend psionic focus as an immediate action when you would take damage from cold, electricity, fire, force, or sonic damage to convert the damage into power points, at a rate of 1 power point per 5 damage. You suffer none of the converted damage, but may not gain more than your manifester level in power points. For example, if a 14th level kineticist suffers 80 points of cold damage, he may expend his psionic focus to convert up to 70 points of that damage into 14 power points. He takes the remaining 10 points of cold damage as normal.

Energy Immunity (Su): At 20th level, when you gain psionic focus, you gain immunity to either cold, electricity, fire, force, or sonic, at your choice. You may

change this immunity by gaining psionic focus again, and need not maintain psionic focus to maintain the immunity.

Psychometabolism

A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Metabolic Healing (Su): At 2nd level, as long as you maintain psionic focus, you gain fast healing 1 when you manifest any psychometabolism power on yourself. This fast healing lasts for a number of rounds equal to the level of the power manifested. The fast healing increases by 1 for every four psion levels thereafter.

Shared Effect (Su): At 8th level, any time you manifest a psychometabolism power with a range of personal, you may pay an additional 4 power points to have it affect two additional creatures touched. These additional power points count as an augment for the power and the manifestation is still limited by the normal manifester level cap. A power augmented in this fashion can affect an additional creature every four psion levels thereafter. The *fission* power may not be shared in this fashion.

Resilient Body (Su): At 14th level, once per day as an immediate action, you may negate a critical hit that would have hit you, and instead receive normal damage.

Infused Form (Su): At 20th level, you gain DR 5/- and are treated as always under the effect of *adapt body*.

Psychoportation

A psion who relies on psychoportation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

Nomad's Step (Su): At 2nd level, as long as you maintain psionic focus, as a standard action you may teleport to a location up to 15 feet away. You must have line of sight to the location and you can bring along possessions that amount to as much as a medium load. The distance increases by 5 feet every psion level thereafter.

Inconstant Position (Su): At 8th level, once per day as an immediate action when someone attacks you, you can force them to suffer a 50% miss chance. This ability can be used an additional time per day every two psion levels thereafter.

Accelerated Activity (Su): At 14th level, once per day as a swift action, you may gain 1 extra round of actions usable in the same round.

Rapid Movement (Ex): At 20th level, you gain an additional move action each round, but it may only be used for either the move, stand up, or mount/dismount a steed move actions.

Telepathy

A psion who chooses the discipline of telepathy is known as a telepath. He is the master of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

Mental Intrusion (Ex): At 2nd level, as long as you maintain psionic focus, increase the save DC of any mind-affecting power you manifest by 1 for every 2 power points you spend augmenting the power, provided the augmentation does not already increase the power's save DC. For the purpose of this ability, you may spend additional power points augmenting a mind-affecting power's save DC even on a power that normally does not have any augment options.

Telepathy (Su): At 8th level, you gain telepathy out to 400 ft. and can communicate with any creature, regardless of intelligence, so long as they have an Intelligence of 1 or higher. The range of your telepathy increases by 10 ft. every psion level thereafter.

Additionally, as long as you maintain psionic focus, you can detect other creatures within 30 ft. using telepathy to communicate, although you cannot determine the content of the communication.

Last Respite (Su): At 14th level, once per day, if you are about to suffer damage that would result in your death, as an immediate action, you can shunt your mind into the body of a creature within 30 ft., effectively granting you the benefits of *mind switch* (Will save negates DC 10 + half psion level + Intelligence modifier) and your original body is left stable, but its hit point total is left one point of damage away from death. This ability lasts a number of rounds equal to your psion level. You must secure a permanent body for your mind, either by healing your original body, through the use of a power such as *true mind switch*, or some other means to permanently inhabit a body, by the end of the effect's duration or die. This is considered a mind-affecting effect. You can take this action even if you are unconscious. This ability cannot be used against effects that outright kill or that deal ability damage, only against effects that deal hit point damage.

Guarded Thoughts (Su): At 20th level, you gain increased protection from mind-affecting effects, granting you a +10 bonus on saves against mind-affecting effects.

Generalist Psion

A psion who chooses to remain more general in his studies of psionics is known as a generalist. While he does not gain the unique abilities each discipline grants to the specialized psions, he is able to broaden his powers and blend them in unique ways.

Bonus Feat: At 2nd level and every five psion levels thereafter, you gain a bonus feat. You must choose a metapsionic feat, an item creation feat, Expanded Knowledge, or Extra Power Known. You must still meet all prerequisites for the bonus feat, including minimum manifester level requirements. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. You are not limited to the categories of item creation feats, metapsionic feats, or Expanded Knowledge when choosing those feats.

Breach Power Resistance (Su): At 8th level, anytime you manifest a power, you may expend your psionic focus to add your Intelligence modifier on any check to overcome power resistance. This bonus increases by 1 every two psion levels thereafter.

Double Manifest (Ex): At 14th level, once per day, you may manifest two powers with a single action, but the combined power point cost cannot exceed your manifester level and the two powers must be of different disciplines. The two powers must have the same manifesting time and if they have a target, the targets for the powers may be different.

Expanded Mind (Ex): At 20th level, each day when you meditate to regain power points, you may choose any one power from any class power list and add it to your powers known for the day. This power does not count against your number of powers known.

PSYCHIC WARRIOR

Where the psion spends his days studying the intricacies of psionic power and unlocking the mysteries of the mind, others choose to use their internal power to augment their physical form. These psychic warriors use their psionic potential as a way to improve their natural abilities, becoming fierce and deadly in their chosen path.

Role: The psychic warrior's path determines his strengths and weaknesses within a party. Whether he is the epitome of unleashing the beast within, or a stealthy combatant who strikes from the shadows, the psychic warrior's primary focus is typically battlefield control and dealing or blocking damage.

Alignment: Any.

Hit Die: d8.

Class Skills

The psychic warrior's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Climb (Str), Craft (Int), Knowledge (psionics)* (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

*New skill or expanded use of existing skill.

Skill Ranks at each Level: 4 + Int modifier.

Class Features

The following are class features of the psychic warrior.

Weapon and Armor Proficiency: Psychic warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: A psychic warrior's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 2-4: The Psychic Warrior. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

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

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

The total number of powers a psychic warrior can manifest in a day is limited only by his daily power points.

A psychic warrior simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

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

Maximum Power Level Known: A psychic warrior begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

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

Bonus Feats: At 1st level, a psychic warrior gets a bonus combat-oriented feat in addition to the feat that any 1st level character gets and the bonus feat granted to a human character. The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, etc.). These bonus feats must be drawn from the feats noted as combat feats or psionic feats. The psychic warrior must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements (like levels in another specific class).

These bonus feats are in addition to the feats that a character of any class gains every two levels. A psychic warrior is not limited to combat feats and psionic feats when choosing these other feats.

Psionic Proficiency (Ex): A psychic warrior treats his base attack bonus as equal to his psychic warrior level for the purposes of requirements for psionic feats. Base attack bonuses granted from other classes are unaffected and are added normally.

Talents: Each psychic warrior gains two 0 level talents (see Chapter 5: Powers) of their choice. These talents do not count against the psychic warrior's powers known.

Warrior's Path (Ex): At 1st level, a psychic warrior chooses a path to adhere to (listed below). When first taking a path, the psychic warrior 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 psychic warrior 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.

In addition, the psychic warrior gains one additional class skill, as noted in the path description.

At 3rd level, the psychic warrior gains the second power from his path. All of the above benefits apply to this additional path power.

Table 2-7: The Psychic Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+0	Bonus feat, psionic proficiency, warrior's path	1	1	1st
2nd	+1	+3	+0	+0	Bonus feat	2	2	1st
3rd	+2	+3	+1	+1	Expanded path	4	3	1st
4th	+3	+4	+1	+1	Path skill	6	4	2nd
5th	+3	+4	+1	+1	Bonus feat	8	5	2nd
6th	+4	+5	+2	+2	Martial power	12	6	2nd
7th	+5	+5	+2	+2	Path skill	16	7	3rd
8th	+6/+1	+6	+2	+2	Bonus feat	20	8	3rd
9th	+6/+1	+6	+3	+3	Secondary path (powers)	24	9	3rd
10th	+7/+2	+7	+3	+3	Path skill	28	10	4th
11th	+8/+3	+7	+3	+3	Bonus feat, secondary path (trance, maneuver)	36	11	4th
12th	+9/+4	+8	+4	+4	Twisting paths	44	12	4th
13th	+9/+4	+8	+4	+4	Path skill	52	13	5th
14th	+10/+5	+9	+4	+4	Bonus feat	60	14	5th
15th	+11/+6/+1	+9	+5	+5	Pathweaving (1/day)	68	15	5th
16th	+12/+7/+2	+10	+5	+5	Path skill	80	16	6th
17th	+12/+7/+2	+10	+5	+5	Bonus feat	92	17	6th
18th	+13/+8/+3	+11	+6	+6	Pathweaving (2/day)	104	18	6th
19th	+14/+9/+4	+11	+6	+6	Path skill	116	19	6th
20th	+15/+10/+5	+12	+6	+6	Bonus feat, eternal warrior	128	20	6th

Expanded Path: At 3rd level, the psychic warrior expands his understanding of his chosen path. From this point on, he can use the trance and maneuver associated with his chosen path.

Path Skill: At 4th level, the psychic warrior gains a +2 bonus to one skill associated with a path he is on. Every three levels thereafter, he can choose to increase the bonus to one of his path skills by +2 (to a maximum of +6 for any one path skill). This may be a skill he has already chosen or a new skill associated with a path he is on.

Martial Power: At 6th level, if the psychic warrior makes an attack (but not a ranged touch attack), he can manifest one of his path powers as part of that attack action. The power takes effect immediately after the attack has been finished. Touch range powers are transmitted through the melee attack to the attacked target. You gain the benefits of the power on the attack made, even if the power is what grants the weapon to make the attack. You may only activate a path power in this fashion once per round.

Secondary Path (Ex): At 9th level, the psychic warrior gets to choose a second warrior's path. He chooses one of the path powers available from his new list. The psychic warrior may only have two path powers in total from a single given path.

At 11th level, the psychic warrior can choose to use the trance and maneuver from his second warrior's path, but may only benefit from one trance at a time. The psychic warrior treats the path skills of his secondary path as class skills and may select them when choosing a path skill.

Twisting Path (Ex): At 12th level, as a swift action while maintaining psionic focus and using a trance, the psychic warrior can change to the trance of his other path.

Pathweaving (Su): At 15th level, as long as the psychic warrior maintains psionic focus, once per day he can gain the benefits of both of his trances for up to 5 minutes. Activating this ability is a free action.

Every third level thereafter, the psychic warrior can use this ability an additional time per day.

Eternal Warrior (Su): At 20th level, once per day as a free action, the psychic warrior can enter into a very powerful trance. As long as he maintains psionic focus, for up to 5 minutes the psychic warrior adds his Wisdom modifier to his attack rolls, damage rolls, AC, skill checks, ability checks, saves, and initiative, and he increases his speed by +5 feet for every point of his Wisdom modifier. These benefits stack with those that might be granted by his active path's trance (or both paths, if using pathweaving).

WARRIOR PATHS

Presented below are some of the possible different warrior paths that psychic warriors may choose. Unless otherwise indicated, if you expend psionic focus to activate a maneuver, you still gain the benefit of your trance until the end of your turn.

Archer Path

Your focus is on ranged combat rather than wading into the thick of things.

Powers: *Force screen, psychokinetic cannon*

Skills: Perception, Ride, Stealth

Bonus Class Skill: Stealth

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack rolls made with a ranged or thrown weapon (natural weapons do not count for this benefit). This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus and make a ranged trip attack as a standard action. If your target is flying, they are instead staggered for one round. At 7th level and every four psychic warrior levels thereafter, you gain a +1 bonus to your CMB when using this maneuver.

Ascetic Path

You have studied with the mystics of the ancient temples, sat silent embracing the solitude and isolation, so as to become more in tune with your body and mind, merging them into a single, dangerous warrior.

Powers: *Defensive precognition, offensive precognition*

Skills: Acrobatics, Autohypnosis, Knowledge (religion)

Bonus class skill: Knowledge (religion)

Trance: Beginning at 3rd level, while maintaining psionic focus and wearing no or light armor, you gain gain a +1 competence bonus to your AC or saves, chosen at the time you gain psionic focus. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, as an immediate action, you can expend your psionic focus to gain a +2 dodge bonus to your AC until the beginning of your next turn. This bonus increases by +1 for every five psychic warrior levels you have. In addition, if you did this in response to an attack and that attack misses you, you may take a 5-foot step as part of this action.

Assassin's Path

While others prefer to stand boldly in the face of danger, your preferred weapon is stealth and silence. When you attack, your enemy is bound to fall.

Powers: *Distract,* choice of *prevenom* or *prevenom weapon*

Skills: Acrobatics, Perception, Stealth

Bonus class skill: Stealth

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +2 competence bonus on damage rolls. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, any time you strike an enemy with a melee attack and there are no other enemies adjacent to you, you can expend your psionic focus to deal an additional +2d6 damage. For every five

psychic warrior levels you gain thereafter, this damage increases by +1d6. This damage is precision-based damage.

Brawling Path

You bring the combat right into the face of your enemy. Your powers allow you to overpower enemies and bring them to bear, either to bring justice to them, or to finish them when they are worn down.

Powers: *Grip of iron, hammer*

Skills: Acrobatics, Autohypnosis, Escape Artist

Bonus class skill: Escape Artist

Trance: Beginning at 3rd level, while maintaining psionic focus, each time you make a successful grapple check, you can deal damage to that enemy equal to your Wisdom modifier.

Maneuver: Beginning at 3rd level, as a swift action you can expend your psionic focus to cause an enemy you are grappling to take 2d6 non-lethal damage. For every two psychic warrior levels you gain thereafter, the damage increases by 1d6.

Dervish Path

You are a whirlwind in combat. Your blades strike out faster than the eye can perceive, sending enemies reeling from your twin-bladed attacks.

Powers: *Force screen, metaphysical weapon*

Skills: Acrobatics, Bluff, Perform

Bonus Class Skill: Bluff

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack rolls made when you wield two weapons. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus as part of a full attack when you fight with two weapons to take a 5-foot step between your attacks, even if you have already taken a 5-foot step, but not if you have moved normally (such as by using *hustle*). At 8th level and every five psychic warrior levels thereafter, you gain one additional 5-foot step, but each of these 5-foot steps must be made after an attack in your full attack.

Feral Warrior Path

You are the beast incarnate. You channel your rage and power into physically transforming yourself into the likeness of a monster.

Powers: *Bite of the wolf, claws of the beast*

Skills: Acrobatics, Perception, Survival

Bonus class skill: Survival

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus to your attack rolls on attacks made with natural weapons. This bonus increases by 1 every four psychic warrior levels you gain thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus when use the charge action. If you do, you can make one additional attack at the end of your charge instead of making a single melee attack, but each attack suffers a -2 penalty to the attack roll. In addition, you gain a +1 competence bonus to any damage rolls made as part of this action. This competence bonus increases by +1 for every four psychic warrior levels you gain thereafter. At 20th level, when using the charge action, you can instead make a full attack at the end of the charge.

Gladiator Path

Your tactic is not to simply attack, but to maneuver your enemies into the most optimal position, forcibly if necessary.

Bonus Skill: Bluff

Skills: Acrobatics, Bluff, Perception

Powers: *Grip of iron*, *tactical precognition*

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus to your CMB and a +2 competence bonus to your CMD. These bonuses increase by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus when using a combat maneuver to not provoke an attack of opportunity for using that combat maneuver. If you have a feat that already does this, such as Improved Bull Rush, your trance competence bonus on this specific maneuver check increases by 2 or you gain a +2 competence bonus on this check if you do not have the Gladiator trance active. Additionally at 8th level and every four psychic warrior levels thereafter, the bonus you gain on this specific maneuver check increases by 1.

Infiltrator Path

You are adept at changing your form and altering your physiology to meet any situation and strike fear into your enemies.

Powers: *Chameleon*, *minor metamorphosis*

Skills: Disguise, Escape Artist, Intimidate

Bonus Class Skill: Disguise

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +2 competence bonus on Disguise checks and a +1 competence bonus on damage rolls made with natural weapons. These bonuses increase by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus when manifesting *minor metamorphosis*, *metamorphosis*, or *major metamorphosis* to gain an intimidating visage. For the duration of the manifestation, you may make a free Intimidate check against any creature that comes within 30 ft. of you. You must have line of sight to the creature and you may only make one such check against that creature per manifestation of *minor metamorphosis*, *metamorphosis*, or *major metamorphosis*. At 7th level and every four psychic warrior levels thereafter, you gain a +1 competence bonus to this Intimidate check.

Interceptor Path

You are adept at engaging enemies, guarding your allies, and blocking interlopers. Speed and maneuverability are not your only tools; you know how stop a foe in his tracks.

Powers: *Burst, expansion*

Skills: Acrobatics, Intimidate, Perception

Bonus class skill: Intimidate

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack and damage rolls made against any opponent that threatens any of your allies. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus as an immediate action when an enemy you threaten attacks one of your allies to make a single melee attack or bull rush attempt against that enemy. Your attack or bull rush attempt is resolved before the enemy's attack. If you made a melee attack and it is successful, the struck enemy takes a penalty equal to the competence bonus of the Interceptor trance on the attack and damage rolls of the attack that triggered this maneuver.

Mind Knight Path

You have sworn an oath to your order, and in exchange you have been trained in mystic techniques that allow you to summon a weapon from beyond time and space, while protecting yourself with the power of your mind.

Powers: *Call weaponry, inertial armor*

Skills: Autohypnosis, Diplomacy, Ride

Bonus class skill: Diplomacy

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus to your initiative. In addition, when wielding a weapon you gain through *call weaponry*, you gain a +1 bonus to attack and damage rolls with that weapon. All of these bonuses increase by 1 for every four psychic warrior levels you gain thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus as a standard action to make a melee attack against two creatures adjacent to you. For every five psychic warrior levels you gain thereafter, you can make one additional attack against another enemy adjacent to you.

Survivor Path

You are capable of surviving in harsh environments and enduring deadly assaults. You recognize the power of the body's ability to overcome even the most deadly of afflictions.

Powers: *Catfall, vigor*

Skills: Autohypnosis, Heal, Survival

Bonus class skill: Survival

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain DR 2/-. This damage reduction improves by 1 every four psychic warrior levels thereafter. In addition, you suffer no harm from being in a hot or cold environment. You can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. Your equipment is likewise protected. This 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.

Maneuver: Beginning at 3rd level, you can expend your psionic focus as an immediate action to be treated as having the Stalwart ability until the beginning of your next turn. At 7th level and every four psychic warrior levels beyond, you gain a +1 competence bonus to Will saves when using this maneuver. In addition, at 11th level, when using this maneuver, you are treated as having the Improved Stalwart ability.

Weaponmaster Path

You become one with your weapon and wield it with vicious strokes, cleaving enemies as if wheat before a scythe. Your weapon is an extension of your will and thus it is deadly.

Powers: *Empty mind, metaphysical weapon*

Skills: Acrobatics, Craft, Knowledge (nobility)

Bonus class skill: Knowledge (nobility)

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack rolls made with a weapon (natural weapons do not count for this benefit). This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus as an immediate action when an enemy attacks you to make a single melee attack against that enemy and then take a 5-foot step. The enemy's attack is resolved before you take your action. At 8th level and every five psychic warrior levels thereafter, you gain a +1 competence bonus on the attack and damage rolls made for this attack.

SOULKNIFE

Never caught unarmed, the soulknife is the literal interpretation of using the power of the mind as a weapon. Creating a mind blade is the core of the soulknife, and with it, he is a deadly combatant. Versatile and varied, the soulknife can be found in all shapes and sizes, wielding blades unique to the wielder and customized to fit the needs of the soulknife. Fluid in function, the soulknife has mastered how to alter her mind blade to fit the situation, bringing power and versatility into any combat.

Role: As a wielder of a weapon first and foremost, the soulknife excels as a front-line combatant on the battlefield. Her limited armor options and defensive abilities can be a hindrance, but her varied blade abilities can make her an excellent mobile warrior or battlefield controller.

Alignment: Any.

Hit Die: d10.

Class Skills

The soulknife's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (psionics)* (Int), Perception (Wis), Profession (Wis), Stealth (Dex), and Swim (Str).

*New skill or expanded use of existing skill.

Skill Ranks per Level: 4 + Int modifier

Class Features

The following are class features of the soulknife.

Weapon and Armor Proficiency: A soulknife is proficient with all simple weapons, with his own mind blade (regardless of form), with light and medium armor, and with shields (but not tower shields).

Bonus Feat: The soulknife may choose Power Attack, Two-Weapon Fighting, or Weapon Focus (mind blade) as a bonus feat at 1st level.

Form Mind Blade (Su): As a move action, a soulknife can form a semi-solid weapon composed of psychic energy distilled from his own mind.

A soulknife must choose the form of his mind blade at 1st level. He can either form it into a light weapon, a one-handed weapon, or a two-handed weapon. Once chosen, his mind blade stays in this form every time the soulknife forms his mind blade. The light weapon deals 1d6 points of damage, the one-handed weapon deals 1d8 points of damage, and the two-handed weapon deals 2d6 points of damage. All damages are based on a Medium-sized creature wielding Medium-sized weapons; adjust the weapon damage as appropriate for different sized weapons. In all forms, the mind blade has a critical range of 19-20/x2. A soulknife with powerful build or any similar ability forms an appropriately-sized mind blade dealing the size-appropriate amount of damage.

If the soulknife's chosen form is a light weapon, he may choose to form two light weapons when forming his mind blade if he so chooses, but he suffers the standard penalties for two-weapon fighting.

Regardless of the weapon form a soulknife has chosen, his mind blade does not have a set damage type. When shaping his weapon and assigning abilities to it, the soulknife chooses whether it will deal bludgeoning, piercing, or slashing damage. The soulknife may change the damage type of an existing mind blade, or may summon a new mind blade with a different damage type, as a full-round action; otherwise, the mind blade retains the last damage type chosen every time it is summoned.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. He can also choose his mind blade for feats requiring a specific weapon choice, such as Weapon Focus and Improved Critical. Powers or spells that upgrade weapons can be used on a mind blade. The soulknife can use feats such as Weapon Finesse that work on light weapons with his mind blade, but such feats only work on mind blades in a light weapon form.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again, although the mind blade is treated for all purposes as a non-magical, masterwork weapon while in a place where psionic effects do not normally function. On an unsuccessful attempt, the mind blade vanishes.

As a move action on her turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics-negating effect. He gains a bonus on Will saves made to maintain or form his mind blade equal to the total enhancement bonus of his mind blade (see below).

The soulknife chooses the appearance of his mind blade, although its shape must reflect the selections the soulknife has chosen: a bludgeoning mind blade would be blunt, slashing would have an edge, etc.

Shape Mind Blade: The soulknife's mind blade retains the last chosen form every time it is formed until the soulknife reshapes it. If the soulknife chooses to reshape his blade, it requires a full-round action to do so. She may also re-assign the type of damage dealt as part of reshaping his mind blade if he so chooses.

A soulknife can reassign the ability or abilities he has added to his mind blade; see below. To do so, he must first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the soulknife does not require sleep. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

Throw Mind Blade: All soulknives have some knowledge of how to throw their mind blades, though the range increment varies by form and the largest of blade forms cannot be thrown. Light weapon mind blades have a range increment of 20 ft. One-handed weapon mind blades have a range increment of 15 ft. Two-handed weapon mind blades cannot be thrown without the Two-Handed Throw blade skill. Whether or not the attack hits, a thrown mind blade then dissipates.

Wild Talent: The soulknife gains Wild Talent as a bonus feat at 1st level. This provides his with the psionic power necessary to manifest his mind blade. A character who is already psionic instead gains the Psionic Talent feat.

Blade Skills: Beginning at 2nd level and every even soulknife level thereafter, a soulknife may choose one of a number of abilities to add to his repertoire. Some blade skills have prerequisites that must be met before they can be chosen. All blade skills may only be chosen once and require the soulknife to be using his mind blade unless otherwise stated in the skill's description.

Absorbing Blade: The soulknife may expend his psychic strike to have his mind blade absorb a spell, spell-like ability, power, or psi-like ability that would affect her. Effects that are not subjected to spell resistance or power resistance cannot be absorbed in this fashion. Effects that target an area or multiple targets are only absorbed for the soulknife; other affected targets are still affected normally. The level of the effect cannot exceed the number of dice of psychic strike expended. The soulknife must be 8th level to select this blade skill. This blade skill may not be used with the mind bolt.

Additional Configuration: The soulknife gains the ability to have a separate configuration for his mind blade's enhancement bonus and special abilities. When he forms his mind blade, the soulknife may choose either configuration. Creating this extra configuration functions just as reassigning the enhancement of his mind blade, typically 8 hours of concentration, and when the

Table 2-8: The Soulknife

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Enhancement Bonus
1st	+1	+0	+2	+2	Bonus feat, form mind blade, shape mind blade, throw mind blade, Wild Talent	0
2nd	+2	+0	+3	+3	Blade skill	0
3rd	+3	+1	+3	+3	Enhanced mind blade (+1), psychic strike +1d8	+1
4th	+4	+1	+4	+4	Blade skill	+1
5th	+5	+1	+4	+4	Enhanced mind blade (+2), quick draw	+1
6th	+6/+1	+2	+5	+5	Blade skill	+2
7th	+7/+2	+2	+5	+5	Enhanced mind blade (+3), psychic strike +2d8	+2
8th	+8/+3	+2	+6	+6	Blade skill	+2
9th	+9/+4	+3	+6	+6	Enhanced mind blade (+4)	+3
10th	+10/+5	+3	+7	+7	Blade skill	+3
11th	+11/+6/+1	+3	+7	+7	Enhanced mind blade (+5), psychic strike +3d8	+3
12th	+12/+7/+2	+4	+8	+8	Blade skill	+4
13th	+13/+8/+3	+4	+8	+8	Enhanced mind blade (+6)	+4
14th	+14/+9/+4	+4	+9	+9	Blade skill	+4
15th	+15/+10/+5	+5	+9	+9	Enhanced mind blade (+7), psychic strike +4d8	+5
16th	+16/+11/+6/+1	+5	+10	+10	Blade skill	+5
17th	+17/+12/+7/+2	+5	+10	+10	Enhanced mind blade (+8)	+5
18th	+18/+13/+8/+3	+6	+11	+11	Blade skill	+5
19th	+19/+14/+9/+4	+6	+11	+11	Enhanced mind blade (+9), psychic strike +5d8	+5
20th	+20/+15/+10/+5	+6	+12	+12	Blade skill, mind blade mastery	+5

soulknife reassigns his mind blade configuration, he must reassign each configuration separately, taking the normal 8 hours of concentration per configuration. Additionally, the soulknife may configure the off-hand light weapon form of his mind blade separately from the main hand configuration, if he chooses to form two mind blades and spends the normal 8 hours of concentration. The off-hand mind blade in both configurations can be separately configured in this way. If a soulknife with a separate off-hand configuration forms a one-handed or two-handed mind blade, it always uses the current configuration set for the main hand, never the off-hand configuration. The soulknife must be at least 6th level in order to select this blade skill.

Alter Blade: The soulknife gains the ability to shape his mind blade into different weapon forms. She may change his blade's form to the light weapon, one-handed weapon, or two-handed weapon forms any time he forms his mind blade. Additionally, the soulknife may choose to form his mind blade into a one-handed weapon and a light weapon instead of two light weapons.

Bladestorm: As a full attack, when wielding his mind blade, the soulknife can give up his regular attacks and instead throw one mind blade at his full attack bonus at all opponents within 30 feet, ignoring the normal range increments for throwing a mind blade. Regardless of the number of attacks he makes, he only provokes attacks of opportunity as though he made a single ranged attack. The soulknife must possess the Bladewind blade skill to take this ability, this ability may not be used if the mind blade is in a two-handed weapon form, and the soulknife must be at least 16th level to choose this blade skill.

Bladewind: The soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent.

As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade.

When using bladewind, the soulknife can choose to expend his psychic strike if an attack miss to reroll that attack, but none of the bladewind attacks deal any extra damage from psychic strike.

When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as Cleave or *haste*). The mind blade immediately reverts to its previous form after the bladewind attack. A soulknife must be at least 8th level to choose this blade skill.

Combat Slide: Upon successfully striking an enemy in melee, the soulknife may immediately make a 5-foot step (even if she's already moved in the round, but not if she's taken a 5-foot step). In addition, when someone misses the soulknife with a melee attack, he may spend an immediate action to take a 5-foot step.

Dazzling Blade: The soulknife may, as a standard action, channel psionic energy into his mind blade, dazzling all creatures within 30 feet. A successful Fortitude save negates this effect. The save DC is 10 + the soulknife's base attack bonus.

Deadly Blow: The soulknife's mind blade critical multiplier increases by 1. A soulknife must be at least 10th level to choose this blade skill.

Deceptive Blade: When the soulknife feints in combat, he may also form his mind blade in the same action as the feint. Additionally, Bluff is now a class skill for the soulknife. If the soulknife has the Improved Feint feat and the psychic strike class feature, once per round he may also charge his psychic strike when performing a feint and forming his mind blade in the same action. This blade skill may not be used with the mind bolt.

Disrupting Strike: As a full-round action, a soulknife can make one melee attack against each enemy adjacent to her. If he hits, the attack deals no damage, but each enemy hit takes a -5 penalty to all melee and ranged damage rolls until the start of the soulknife's next turn. This blade skill may not be used with the mind bolt.

Dual Imbue: When utilizing multiple mind blades, the soulknife may charge both blades with his psychic strike ability at the same time (including when expending his focus to charge his psychic strike). However, his psychic strike damage is reduced by 1d8 when using this option. Damage remains normal when each weapon is charged separately.

Dueling Blade: When a soulknife is fighting defensively, or using the Combat Expertise feat, with a mind blade, and an opponent misses his in melee, he may expend his psionic focus to make an attack of opportunity against that opponent with his mind blade. The soulknife ignores the penalty to attack rolls from fighting defensively for this attack.

Emulate Melee Weapon: The soulknife can form his mind blade to replicate any single melee weapon, chosen at the time he takes this blade skill. The soulknife is proficient with his mind blade in this form and it functions in all ways as the chosen weapon. This blade skill may be taken multiple times; each time, it allows the soulknife to form his mind blade to replicate a different melee weapon. This blade skill may not be used with the mind bolt.

Emulate Ranged Weapon: The soulknife can form his mind bolt to replicate any single ranged weapon (except firearms), chosen at the time he takes this blade skill. The soulknife is proficient with his mind bolt in this form and it functions in all ways as the chosen weapon. This blade skill may be taken multiple times; each time, it allows the soulknife to form his mind bolt to replicate a different ranged weapon (except firearms). The soulknife must have the ability to form a mind bolt to select this blade skill.

Energized Shield: As an immediate action when the soulknife is attacked in melee and by expending his psionic focus, he may charge his mind shield with one

of the energy types he could normally make his mind blade deal, dealing additional points of the appropriate type of energy damage equal to his normal psychic strike damage to his attacker. This effect lasts only for one attack. The soulknife must be at least 8th level and have the mind shield blade skill and one of the fire blade, ice blade, lightning blade, or thunder blade blade skills to choose this blade skill.

Enhanced Range: The soulknife's range increment when throwing his mind blade in any form doubles.

Expand Shield: When using the total defense action or attacking defensively, as a free action on his turn the soulknife can transform his mind shield into a tower shield until the start of his next turn. All of the standard penalties for having a mind shield shaped as a tower shield apply. The soulknife must have the Mind Shield blade skill to choose this blade skill.

Exploding Critical: When a soulknife confirms a critical hit, he can expend his psionic focus to deal his psychic strike damage, even if his mind blade was not charged with psychic strike, and even if he already dealt psychic strike on the attack. A soulknife must be at least 12th level to choose this blade skill.

Extended Strike: A soulknife may, as a standard action, make a single attack as if his reach was 5 ft. longer. This blade skill may be combined with the twin strike blade skill. A soulknife must be at least 12th level to choose this blade skill.

Fire Blade: When the soulknife makes an attack with his mind blade, he can choose to have it deal fire damage instead of its normal damage. In addition, the soulknife can expend his psionic focus when he hits with an attack to deal an additional +1d10 fire damage. The soulknife must be at least 8th level to choose this blade skill.

Firestorm: When the soulknife expends his psionic focus to damage an enemy via the Fire Blade blade skill, if the damaged target is adjacent to the soulknife at the end of its next turn, the soulknife deals 1d10 additional fire damage to it and each enemy within 10 feet of the damaged target. The soulknife must have the Fire Blade blade skill to choose this blade skill.

Fluid Form: The soulknife may expend his psychic strike as a swift action, but deal no psychic strike damage, to make a minor modification to his mind blade. She may remove up to one weapon special ability (if any) from his mind blade's configuration, and add the ability's value to the mind blade's enhancement bonus. She may also add up to one weapon special ability to his mind blade's configuration, and subtract the ability's value from the mind blade's enhancement bonus. Once he had made either or both of these changes, the mind blade suffers a -1 penalty to its enhancement bonus; this penalty is cumulative with each time this blade skill is used, and lasts until the soulknife rests for 8 hours or spends 8 hours in concentration to reconfigure his mind blade. This blade skill may not be used if this would reduce the mind blade's enhancement bonus below +1, or if the final enhancement bonus would be above the soulknife's maximum.

Fluid Form, Improved: When the soulknife uses the Fluid Form blade skill, he may change all of his mind blade's weapon special abilities simultaneously. The mind blade still suffers a cumulative -1 penalty to its enhancement bonus when the Fluid Form blade skill is used. A soulknife must have the Fluid Form blade skill to choose this blade skill.

Focused Defense: When fighting defensively or using Combat Expertise or the total defense action, the soulknife adds his Wisdom modifier as a dodge bonus to his AC so long as he maintains psionic focus. The soulknife must be at least 4th level in order to select this blade skill.

Focused Offense: As long as the soulknife maintains psionic focus, he adds his Wisdom modifier to his attack and damage rolls instead of his Strength modifier.

Freezing Ice: When the soulknife expends his psionic focus to slow an enemy via the Ice Blade blade skill, if the slowed target is adjacent to the soulknife at the end of its next turn, its speed is reduced to 0 until the end of the soulknife's next turn. The soulknife must have the Ice Blade blade skill to choose this blade skill.

Full Enhancement: When forming his mind blade into multiple items, the soulknife suffers no reduction in enhancement bonus.

Furious Charge: A soulknife with this ability deals an additional 2 points of damage on every attack made at the end of a charge. The increased damage is only 1 per attack for off-hand attacks, but becomes 3 per attack when using the two-handed form of the mind blade.

Furious Charge, Improved: A soulknife with this ability can expend his psychic strike while making a charge to make an additional attack with his main hand, albeit at a -5 penalty on the attack roll, at the end of a charge action. If the soulknife is wielding two mind blades and has the Twin Strike blade skill, he may instead make an additional attack with each mind blade, but each of these additional attacks suffers a -5 penalty on the attack roll in addition to the penalties for attacking with two weapons. The soulknife does not apply the expended psychic strike's damage to his attacks. The soulknife may only gain the benefit of this blade skill once on any charge. The soulknife must have the Furious Charge blade skill and be at least 8th level to choose this blade skill.

Gruesome Riposte: The soulknife may expend his psionic focus as an immediate action to attack an enemy who has successfully struck his in melee. This attack is assumed to happen after the successful attack, so he cannot use this ability if the attack would put his below 0 hit points, nor does dropping his enemy below 0 hit points prevent the attack from hitting. A soulknife must be at least 10th level to choose this blade skill.

Ice Blade: When the soulknife makes an attack with his mind blade, he can choose to have it deal cold damage instead of its normal damage. In addition, the soulknife can expend his psionic focus when he hits with an attack

to reduce the target's speed by half until the end of the soulknife's next turn. The soulknife must be at least 8th level to choose this blade skill.

Improved Enhancement: The soulknife's enhancement bonus on his mind blade increases by 1. This increase may be used to increase the actual enhancement bonus of the mind blade (to a maximum of +5) or be spent on weapon special abilities, as normal. A soulknife must be at least 12th level to choose this blade skill.

Improved Mind Shield: The shield bonus to AC granted by the soulknife's mind shield increases by 1. The soulknife must have the mind shield blade skill in order to select this blade skill.

Knife to the Soul: The soulknife gains the knife to the soul ability. When a soulknife with knife to the soul executes a psychic strike, he can choose to substitute Intelligence, Wisdom, or Charisma damage (her choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A soulknife can combine extra dice of damage and ability damage in any combination, so long as no more than half of the soulknife's extra dice of damage are converted to ability damage. Knife to the soul may only be used once per round.

Unlike the base psychic strike ability, knife to the soul is entirely reliant on the creature's mind, and cannot be used on creatures immune to mind-affecting abilities. The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy. A soulknife must be at least 12th level to choose this blade skill.

Lightning Arc: When the soulknife expends his psionic focus to penalize an enemy via the Lightning Blade blade skill, if the penalized target is adjacent to the soulknife at the end of its next turn, it is dazzled for one round and another enemy within 30 feet of the target takes 3d6 electricity damage. A successful Reflex Save (DC 10 + the soulknife's base attack bonus) halves the damage taken. The soulknife must have the lightning blade blade skill to choose this blade skill.

Lightning Blade: When the soulknife makes an attack with his mind blade, he can choose to have it deal electricity damage instead of its normal damage. In addition, the soulknife can expend his psionic focus when he hits with an attack to give the target a -2 penalty to attack and damage rolls until the end of his next turn. If the target is wearing metal armor, the penalty increases to -3. The soulknife must be at least 8th level to choose this blade skill.

Mark of the Challenger: The soulknife charges his mind blade with the ability to cause an enemy to focus on her. As a standard action, the soulknife makes a melee attack against a creature. If the attack is successful, the target takes a -2 penalty to attacks made against targets other than the soulknife until the end of its next turn.

Mind Blade Finesse: The benefits of the Weapon Finesse feat apply to the mind blade even when it is in forms that cannot normally be the subject of Weapon Finesse (including two-handed forms).

Mind Daggers: The soulknife may form one or a pair of mind daggers in place of his normal forms. Mind daggers have a range increment of 30 ft when thrown, deal 1d4 points of damage (type assigned in the same manner as other forms) and have a critical range of 19-20/x2. She may switch between mind daggers and his chosen blade form at will as a free action, including in the middle of full attacks, and it can be done more than once per round (this is an exception to the full-round action normally required to shape a mind blade). She cannot switch between the daggers and the two-handed mind blade form unless only forming a single dagger. Mind daggers have the same enhancement configuration as the soulknife's current mind blade configuration.

Mind Shield: The soulknife gains a +2 shield bonus to armor class, as long as he has a hand free.

Multiple Throw: The soulknife can throw a number of mind blades per round equal to the number of melee attacks he could make. A soulknife must be at least 14th level to choose this blade skill.

Powerful Strikes: The soulknife's psychic strike deals an additional 1d8 damage.

Reaching Blade: The soulknife may expend his focus to increase his reach with his mind blade by 5 feet until the start of his next turn. Unlike normal reach weapons, a soulknife may also attack adjacent opponents with his mind blade. A soulknife must be at least 8th level to choose this blade skill.

Reaper's Blade: A soulknife with this ability automatically recharges his psychic strike ability if he reduces an enemy's hit points to below 0 with a melee attack using his mind blade. If his blade was already charged, his next psychic strike deals 1.5 times the damage rolled. A soulknife must be at least 10th level to choose this blade skill.

Reflective Blade: A soulknife may expend his psychic strike as an immediate action to reflect a spell or power that would strike his back at the caster. The spell or power must be a touch attack spell or power, either ranged or melee, and the level of the spell or power reflected cannot exceed the number of dice of damage expended by psychic strike. The soulknife makes a ranged touch attack to determine if the spell successfully strikes the target. The soulknife must be at least 14th level and have the absorbing blade blade skill to select this blade skill.

Rending Blades: Hooks extend from the soulknife's mind blade, dealing an additional 1d6 bleed damage on a critical hit, and giving a competence bonus on Climb checks equal to the enhancement bonus of the mind blade.

Resounding Thunder: When the soulknife expends his psionic focus to stagger an enemy via the Thunder Blade blade skill, he gains an additional benefit. If the target ends its next turn adjacent to the soulknife, it takes 2d6+2 sonic damage. The soulknife must have the thunder blade blade skill to select this blade skill.

Thunder Blade: When the soulknife makes an attack with his mind blade, he can choose to have it deal sonic damage instead of its normal damage, although the damage of the attack is halved. In addition, the soulknife can expend his psionic focus when he hits with an attack to stagger the target until the end of his next turn unless the target makes a successful Fortitude save (DC 10 + the soulknife's base attack bonus). The soulknife must be at least 8th level to choose this blade skill.

Toppling Strike: If the soulknife's mind blade has the Trip special feature, he may use it to make a single attack at his full base attack bonus as a standard action. If the attack hits, it deals damage normally and the soulknife can make a free trip attack (using his full base attack bonus) against the same foe. She does not provoke an attack of opportunity for this trip attempt. A soulknife must have the Weapon Special blade skill before selecting this blade skill.

Toppling Strike, Improved: If the soulknife's mind blade has the Trip special feature, he may use it to make a single attack at his full base attack bonus as a standard action. If the attack hits, it deals damage normally and the soulknife can make a free trip attack (using his full base attack bonus) against the same foe. If he successfully trips that foe, he may make an additional trip attack (using his full base attack bonus) against another foe within reach and adjacent to the first foe. As long as he successfully trips his foe, he may continue to make trip attempts against foes adjacent to the previous foe, so long as they are within his reach. She does not provoke attacks of opportunity for these trip attempts. A soulknife must have the Toppling Strike and Weapon Special blade skills before selecting this blade skill.

Tower Mind Shield: The soulknife's mind shield can be shaped into a tower shield. Altering the mind shield in this fashion is a move action that does not provoke attacks of opportunity. The mind shield remains in this form until shaped back into its standard form. The mind shield is treated in all ways (except visually) as a masterwork tower shield, granting a +4 shield bonus to AC, imposing a +2 Maximum Dexterity Bonus, a -9 Armor Check penalty, and a 50% Arcane Spell Failure Chance. The soulknife must have the Mind Shield blade skill to select this blade skill.

Tower Shield Skill: The soulknife reduces the attack and armor check penalties by 1 (to a minimum of 0) if his mind shield is in tower shield form. The soulknife may take this blade skill multiple times, its effects stack. The soulknife must have the mind shield blade skill and the ability to shape his mind shield into a tower shield to choose this blade skill.

Trade Blows: When the soulknife uses the total defense action, he may make a melee attack at his normal attack bonus on anyone that makes a melee attack against her, regardless of whether the opponent's attack hits. This attack is resolved immediately after the opponent's attack. The soulknife may make one such attack for each attack made against her. If multiple opponents attack the soulknife, each attack he makes must be against the enemy that triggered it. All such attacks are made with a -4 penalty on the attack roll, and are an exception to the rule that you cannot attack during the total defense action. A soulknife must be at least 10th level to choose this blade skill.

Twin Strike: When making a single standard attack and wielding two mind blades, the soulknife may attack with both of his mind blades at the normal penalties for two-weapon fighting. She may also utilize this ability when making attacks of opportunity, but not for any other special attacks, unless specifically stated otherwise. The soulknife must be at least 8th level to choose this blade skill.

Two-Handed Throw: The soulknife gains the ability to throw his mind blade if it is in two-handed form, with a range increment of 10 ft.

Weapon Special: The soulknife may assign one of the following specials to his mind blade when he shapes his mind blade: brace, trip, or disarm. She may change the assigned ability by reshaping his mind blade. This blade skill may be taken more than once, allowing the soulknife to assign multiple abilities at once.

Wing Clip: As a standard action, the soulknife may make a single melee attack against a single creature. If he hits, instead of dealing damage, the vibrations in his mind blade damages the creature's ability to move, rendering it unable to move for a number of rounds equal to the soulknife's Strength modifier (minimum 1). A successful Fortitude save negates the effect. The DC of this save is 10 + the soulknife's base attack bonus.

Enhanced Mind Blade: A soulknife's mind blade improves as the character gains higher levels. At 3rd level and every odd level thereafter, the mind blade gains a cumulative +1 enhancement bonus that he may spend on an actual enhancement bonus or on weapon special abilities. A soulknife's level determines his maximum enhancement bonus (see Table 2-8: The Soulknife). The soulknife may (and must, when his total enhancement is higher than his maximum bonus) apply any special ability from the table below instead of an enhancement bonus, as long as he meets the level requirements. A soulknife can choose any combination of weapon special abilities and/or enhancement bonus that does not exceed the total allowed by the soulknife's level, but he must assign at least a +1 enhancement bonus before assigning any special abilities.

If the soulknife shapes his mind blade into two items, the enhancement bonus of his mind blade (if any) is reduced by 1 (to a minimum of 0). If this would reduce the enhancement bonus on the mind blades to 0 and weapon special abilities are applied, the soulknife must reshape his mind blade to make the options valid. Both mind blades have the same selection of enhancement bonus and weapon special abilities (if any). This penalty does not apply when using the Mind Shield blade skill.

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with

Weapon Special Ability	Enhancement Bonus Value	Required Level
Agile[1]	+1	5
Allying[APG]	+1	5
Conductive[APG]	+1	5
Corrosive[APG]	+1	5
Cunning[APG]	+1	5
Defending	+1	5
Distance	+1	5
Dueling[1]	+1	5
Flaming	+1	5
Frost	+1	5
Furious[APG]	+1	5
Ghost touch	+1	5
Huntsman[APG]	+1	5
Keen[2]	+1	5
Lucky[1]	+1	5
Menacing[APG]	+1	5
Merciful	+1	5
Mighty cleaving	+1	5
Psychokinetic[1]	+1	5
Seeking[3]	+1	5
Shock	+1	5
Sundering[1]	+1	5
Vicious	+1	5
Anarchic	+2	7
Axiomatic	+2	7
Collision[1]	+2	7
Corrosive burst[APG]	+2	7
Flaming burst	+2	7
Holy	+2	7
Icy burst	+2	7
Linked striking[1]	+2	7
Mindcrusher[1]	+2	7
Psychokinetic burst[1]	+2	7
Shocking burst	+2	7
Suppression[1]	+2	7
Unholy	+2	7
Wounding	+2	7
Wrenching[1,3]	+2	7
Bodyfeeder[1]	+3	9
Dislocator[1]	+3	9
Mindfeeder[1]	+3	9
Soulbreaker[1]	+3	9
Brilliant energy	+4	12
Great dislocator[1]	+4	12
Greater energy[1,3]	+4	12
Coup de grace[1]	+5	15

1 Option detailed in *Ultimate Psionics*
2 A keen mind blade gains its benefits no matter the assigned damage type
3 Ranged mind blades only
[APG] Option detailed in the *Advanced Player's Guide*

destructive psychic energy. This effect deals an extra 1d8 points of damage on any attack he wishes to activate it on (as long as the attack is made with his mind blade). A soulknife may hold the charge as long as he likes without discharging. It does not go off on any attack unless he chooses to use it, and the charge is not wasted if an attack misses. Mindless creatures are immune to this damage, although non-mindless creatures immune to mind-affecting effects are affected by this damage as normal. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action. Additionally, he may recharge it as a swift action by expending his psionic focus.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used (whether the attack is successful or not). Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown), it is still imbued with psychic energy when the soulknife next materializes it.

If the soulknife forms his mind blade into two weapons, he may imbue each mind blade with psychic strike as normal. If he reshapes his mind blade into a single weapon form, the additional psychic strike imbued into the additional weapon is lost.

At every four levels thereafter (7th, 11th, etc), the extra damage from a soulknife's psychic strike increases by 1d8.

Quick Draw: A 5th level soulknife may manifest his mind blade as a free action, though he may still only attempt to do so once per round (unless throwing the weapon multiple times using the Multiple Throw blade skill).

Mind Blade Mastery: At 20th level, a soulknife reaches the pinnacle of his art and his connection to his blade is so strong it cannot be severed. She no longer requires a Will save to maintain his mind blade in a *null psionics field*, although it still loses any enhancement bonus and special abilities. In addition, he may change the configurations of his mind blade's special abilities at will as a full-round action, which also resets any penalties that may have accrued from the Fluid Form and Improved Fluid Form blade skills.

TACTICIAN

Joining allies into a single cohesive unit, the tactician uses his psionic power to unlock the potential of others, as well as himself. This master of strategy tends to focus his abilities on the insight of clairsentience and the improved communication of telepathy to know where and when to act and ensure his companions are best situated to react.

Role: A tactician is at his strongest when his companions cooperate with his instructions. He is a strategist and a battle leader, issuing orders and expecting them to be followed. He has decent combat ability, but relies primarily upon his manifesting ability.

Alignment: Any.

Hit Die: d8.

Class Skills

The tactician's class skills are Autohypnosis (Wis), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (psionics) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), Use Magic Device (Cha).

Skill Ranks at each Level: 4 + Int modifier.

Class Features

The following are class features of the tactician.

Weapon and Armor Proficiency: Tacticians are proficient with all simple and martial weapons, with all types of light and medium armor, and with shields (except tower shields).

Power Points/Day: A tactician's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Tactician. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

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

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

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

A tactician simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

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

Maximum Power Level Known: A tactician begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

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

Collective (Su): A tactician learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a tactician can join any number of willing targets into his collective (up to his limit, see below) . The tactician must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The collective can contain up to his key ability modifier or half his tactician level, whichever is higher. The tactician is always considered a member of his own collective, and does not count against this limit.

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

benefit until higher levels (see telepathy below).

A tactician can manifest certain powers through his collective. If a tactician power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may also manifest any power with the Network descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass tactician), any compatible spell or power with a range greater than touch can also be used through the collective.

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

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

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

Coordinated Strike (Su): The tactician is able to direct his allies to coordinating their attacks upon a single target to devastating effect. As a swift action, the tactician can declare one target within his line of sight as the primary foe. All members of the tactician's collective, including the tactician himself gain a +1 insight bonus to attacks against the primary foe until the beginning of the tactician's next turn. At 5th level and every four levels thereafter, this bonus increases by 1.

This ability may be used a number of times per day equal to 3 + the tacticians Intelligence modifier.

Lesser Strategies: Tacticians learn minor powers they can use at will to aid them in coordination and tactics. The tactician gains 3 talents from the tactician talent list.

Spirit of Many (Su): A tactician of 2nd level gains special abilities when manifesting powers with the Network descriptor. He can manifest these powers on any member of his collective, even if they are out of the power's range or would normally be immune to the power. Whenever a tactician manifests a power with the Network descriptor targeting only members of his collective, the power loses the mind-affecting descriptor (if it had it) and is treated as a supernatural ability (bypassing power resistance and becoming immune to dispel attempts), although it still provokes an attack of opportunity to manifest as normal. Network powers manifest only on members of the collective never allow saving throws -- their saving throw entry becomes "None," although if the power specifies a subsequent saving throw, subjects attempt those saves normally. The tactician also adds the following augment to all powers with the Network descriptor:

Augment: For every additional power point you

Table 2-9: The Tactician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1	+0	+0	+0	+2	Collective, coordinated strike (+1), lesser strategies	2	1	1st
2	+1	+0	+0	+3	Spirit of many	6	2	1st
3	+2	+1	+1	+3	Telepathy	11	3	2nd
4	+3	+1	+1	+4	Strategy	17	4	2nd
5	+3	+1	+1	+4	Coordinated strike (+2), improved share (1)	25	5	3rd
6	+4	+2	+2	+5	Coordinate, teamwork feat	35	6	3rd
7	+5	+2	+2	+5	Strategy	46	7	4th
8	+6/+1	+2	+2	+6	Echo effect	58	8	4th
9	+6/+1	+3	+3	+6	Coordinated strike (+3)	72	9	5th
10	+7/+2	+3	+3	+7	Strategy	88	10	5th
11	+8/+3	+3	+3	+7	Improved share (2)	106	11	6th
12	+9/+4	+4	+4	+8	Teamwork feat	126	12	6th
13	+9/+4	+4	+4	+8	Coordinated strike (+4), strategy	147	13	7th
14	+10/+5	+4	+4	+9	Pooled knowledge	170	14	7th
15	+11/+6/+1	+5	+5	+9	Collective range (unlimited)	195	15	8th
16	+12/+7/+2	+5	+5	+10	Strategy	221	16	8th
17	+12/+7/+2	+5	+5	+10	Coordinated strike (+5) , improved share (3)	250	17	9th
18	+13/+8/+3	+6	+6	+11	Teamwork feat	280	18	9th
19	+14/+9/+4	+6	+6	+11	Collective range (planar), strategy	311	19	9th
20	+15/+10/+5	+6	+6	+12	Master strategist	343	20	9th

spend, you can choose an additional target, so long as the target is a member of your collective.

Telepathy (Su): When a tactician reaches 3rd level, all willing members of his collective (including the tactician himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a tactician's collective (including the tactician himself) may manifest unknown powers from powers known by another willing psionic creature in the collective as if they were making physical contact.

Strategy (Su): At 4th level, and every three tactician levels thereafter, a tactician learns a new tactical strategy, granting him special abilities in combat. Unless specified otherwise, using a strategy is a swift action that does not provoke attacks of opportunity. Strategies are often orders or suggestions that the tactician issues to members of his collective. A tactician may not direct a strategy at himself unless a strategy specifies otherwise.

Strategies may be used a number of times per day equal to 3 + the tactician's Charisma modifier.

The tactician chooses his strategy from the list below.

Collective Defenses: The tactician is able to harness the sensory information available through his collective to bolster the defenses of members of his collective. For a number of rounds equal to the tactician's Charisma modifier, the tactician and all members of his collective within line of sight of the tactician gain an insight bonus to Armor Class equal to the tactician's Intelligence modifier (minimum 1).

Coordinated Distraction: The tactician can direct a member of his collective to attack a single enemy, granting the directed member a +1 competence bonus on the attack roll for a number of rounds equal to the tactician's Charisma modifier. If the directed member performs the attack, regardless of where the directed member is in relation to the tactician, the tactician treats the enemy as being flanked and the tactician may make a single melee attack against the targeted enemy as an immediate action. The tactician may only make one such attack per use of this strategy. Alternatively, the tactician may make the initial attack against the targeted enemy, gaining the +1 competence bonus instead of the directed member, and the directed member treats the target as being flanked, but using the strategy in this fashion makes it a full round action instead of a swift action. At 8th level and every four tactician levels thereafter, the competence bonus on the attack roll increases by 1.

Coordinated Maneuvers: The tactician can sense when opponents have become vulnerable to different kinds of attack and direct his allies to capitalize on these weaknesses, granting members of his collective a +1 insight bonus on one type of combat maneuver attempts, such as bull rushes or repositions, for a number of rounds equaling his Charisma modifier. The tactician chooses the kind of maneuver this benefit applies to when he activates this strategy. At 8th level and every four levels thereafter, the insight bonus increases by 1.

Directed Assault: The tactician directs a member of his collective to attack a particular target, granting the ally a +1 competence bonus on the attack roll for a number of rounds equal to the tactician's Charisma modifier. If the attack is made, the tactician may immediately make a single attack at any target within range as an immediate action. This attack does not count as an attack action, so does not qualify for abilities like Vital Strike. At 8th level and every four tactician levels thereafter, the competence bonus increases by 1.

Disruptive Terrain: The tactician charges the terrain around him with psychokinetic energy. Any creature not in the tactician's collective treats the terrain as difficult terrain for a number of rounds equal to the tactician's Charisma modifier. The area of terrain affected is a burst effect centered on the tactician with a range of 5 feet per three tactician levels. The affected area does not change if the tactician moves after using this strategy. Selecting this strategy requires the tactician to be at least 10th level.

Distracting Gaze: The tactician can target one enemy within 30 feet and make a ranged touch attack against that enemy. If the attack is successful, that enemy is treated as if the tactician was adjacent to him for the purposes of determining if he is flanked for a number of rounds equal to the tactician's Charisma modifier. Treat the direction for flanking as the direction of the tactician. Selecting this strategy requires the tactician to be at least 7th level.

Focus Attack: The tactician can direct a member of his collective to attack a single enemy. If the directed member performs the attack, all subsequent attacks on that target for the next round by anyone in the collective deal an additional 1d6 points of damage. An individual gains this additional damage on only one successful attack per round, even if they make multiple successful attacks on the targeted enemy. At 8th level and every four tactician levels thereafter, this damage increases by 1d6.

Guard Target: The tactician directs a member of his collective to guard a specific target (which may be the tactician, but not the directed member), granting the directed member a +1 competence bonus to attack rolls. In addition, the directed member can spend an attack of opportunity to redirect an attack made at the target as if it was made at him, even if the attack itself would not normally have provoked an attack of opportunity. Any time the directed member redirects an attack in this fashion, the tactician gains a cumulative +1 bonus to his next attack against the source of the redirected attack. This effect lasts a number of rounds equal to the tactician's Charisma modifier, although the tactician's bonus resets at the end of his turn. If the directed member would not normally be able to make an attack of opportunity, for example, if they already made one and do not possess the Combat Reflexes feat, they may not redirect attacks. At 8th level and every four tactician

levels thereafter, the competence bonus on attack rolls increases by 1.

Hold Position: The tactician can direct a member of his collective to hold their ground, granting the directed member a +1 dodge bonus to AC and a +1 competence bonus to attack rolls for a number of rounds equal to the tactician's Charisma modifier. For each round the directed member does not move from the spot, the tactician may immediately take a free move action on the same round, but must move toward the directed member in as direct a manner as possible. The tactician gains a +1 dodge bonus to his AC during this move. At 8th level and every four tactician levels thereafter, the dodge bonuses and the competence bonus to attack rolls increase by 1.

Into the Fray: The tactician directs a member of his collective to charge a particular enemy, granting the ally a +1 competence bonus on the damage roll. If the charge is performed, the tactician may charge the same enemy as an immediate action, gaining a +1 competence bonus on the damage roll. At 8th level and every four tactician levels thereafter, the competence bonus increases by 1.

Reposition: The tactician directs each ally in his collective to take a 5-foot step as a free action immediately. The tactician may also immediately take a 5-foot step. This does not count against the number of 5-foot steps allowed in the tactician's or each ally's turn. If all directed allies take their 5-foot step, the tactician may immediately make a full attack against any target within range and gain a +1 competence bonus on the attack and damage rolls. Selecting this strategy requires the tactician to be at least a 13th level tactician. At 16th level and every four tactician levels thereafter, the competence bonus increases by 1.

Telempathic Resistance: The tactician shares not only thoughts, but also resilience to members of his collective. For a number of rounds equal to the tactician's Charisma modifier, all members of the tactician's collective gain a +1 insight bonus to saving throws. At 8th level and every four tactician levels thereafter, the insight bonus increases by 1.

Improved Share (Su): A tactician learns special techniques when manifesting powers with the Shared descriptor. Beginning at 5th level, the tactician may maintain two powers with the Shared descriptor at any time instead of only one. Should he manifest a third power with the Shared descriptor, the tactician can choose which of the maintained Shared powers ends immediately.

Every six tactician levels thereafter (11th, 17th), the tactician may maintain an additional power with the Shared descriptor before a maintained power with the Shared descriptor expires.

Coordinate (Su): At 6th level, as long as the tactician maintains psionic focus, he may share any one teamwork feat he has with one member of his collective within line of sight and line of effect. Declaring which member of the collective gains the teamwork feat is a free action that may only be done once per round. The ally's positioning and actions must still meet the prerequisites listed in the teamwork feat to receive the listed bonus, but the ally need not meet the feat prerequisites to gain the benefit.

Teamwork Feat: At 6th level, and every six levels thereafter, the tactician gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The tactician must meet the prerequisites of the selected bonus feat.

By spending one hour in meditation, the tactician can change any one teamwork feat he has already learned for another teamwork feat whose prerequisites he meets. In effect, the tactician loses the bonus feat in exchange for the new one.

Echo Effect (Su): At 8th level, the tactician gains the ability to copy non-permanent magical and psionic effects within his collective. If a member of the collective is affected by a magical or psionic effect with a duration greater than 1 round, the tactician can echo it onto another member of his collective. To do so, the tactician must first identify the power properly (see the Spellcraft skill description).

Echoing a magical or psionic effect is a standard action that provokes attacks of opportunity and costs the tactician a number of power points equal to the original effect's caster or manifester level (whichever applies). As a supernatural ability, a tactician is permitted to spend more power points than his manifester level on this effect. The new target must be legal for the effect in question (for instance, if you attempt to echo an unaugmented *empathic connection* on a dog, the echo will fail). If the effect allows a saving throw, the new target is entitled to a saving throw when the effect is echoed (same DC as the original power).

Only the basic effect and augmentation are echoed; metamagic and metapsionic feats do not echo. The echo has all the same decisions made as the original. For example, *specified energy adaptation* echoes would guard against the same energy type, while a 5pp *empathic connection* (extended duration) could not be echoed as a 5pp *empathic connection* (affects aberrations). The echo takes effect at the same caster or manifester level as the originator. When the original ends or leaves the collective, all echoes of it also end. An echo can be dispelled as normal without terminating the original.

A tactician can spend power points to augment this supernatural ability. For every 4 additional power points spent, the echo may reach an additional target. If this augment would raise the cost of the echo above the tactician's manifester level, the echo attempt fails (although he may still attempt to echo it onto a single target). The tactician knows if an effect is beyond his ability to echo this way when he identifies it.

Pooled Knowledge (Su): Once a tactician has reached 14th level, he has learned to share not only strategic knowledge over the collective, but even knowledge of manifesting. By expending psionic focus, the tactician

may attempt to manifest any power known by a member of his collective. If the power is not on the tactician power list, the tactician must make a successful Spellcraft check (DC 20 + the power's level) to see if he understands the power. If the Spellcraft check fails, the attempt fails and psionic focus is still expended, but no power points are spent. If the check is successful, the tactician may immediately manifest the power. Using this ability uses an action equal to the manifesting time of the power to be manifested. This ability may not be used to manifest powers with a manifesting time longer than one round.

Master Strategist (Su): Upon achieving 20th level, a tactician has learned how to turn his collective into a truly cohesive battle unit. The tactician may use two daily uses of his strategy ability and grant all of his allies an insight bonus on attack and damage rolls, armor class, and saving throws equal to his Intelligence modifier for two minutes. This ability may not be used if the tactician is not engaged in combat.

VITALIST

Where the egoist is the master of his own body through the power of psychometabolism, vitalists blend the disciplines of telepathy, psychometabolism, and clairsentience to pool multiple creatures into a larger collective of beings, sharing the health of the many to keep each individual well. They are the masters of psionic healing, distributing regenerative energy with the precision of a surgeon. A vitalist's psionic powers and his collective are his most vital abilities.

Role: Regardless of their chosen method, all vitalists can act as the party medic: healing wounds, curing ailments, and augmenting the physical form. The method in which they perform this role varies from vitalist to vitalist. As light armor wearers with minimal combat skill, vitalists are typically not found on the front line of battle. Helping his allies - whether by healing them or making your enemies weaker - is what a vitalist does best.

Alignment: Any

Hit Dice: d6

Class Skills

The vitalist's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (psionics) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier

Class Features

The following are class features of the vitalist.

Weapon and Armor Proficiency: Vitalists are proficient with all simple weapons and light armor, but not with shields. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A vitalist's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 1: The Vitalist. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A vitalist begins play knowing two vitalist powers of your choice. At every odd-numbered class level after 1st, he unlocks the ability to know more powers at any given time.

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

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

A vitalist never needs to prepare powers ahead of

time; he draws them from his mind when needed. When a vitalist recovers his daily power points after resting, he may choose to rotate one or more powers he knows for new ones. These powers must always be chosen from the vitalist power list, and the maximum number of powers the vitalist may know at any one time in this fashion is listed on Table: The Vitalist. If a vitalist learns a power through other means, such as the Expanded Knowledge feat or *psychic chirurgery*, this power is known in addition to his normal powers. He may never exchange it for another power from the vitalist list when he chooses his powers known, and it doesn't count against his limit of powers known at any one time.

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

Maximum Power Level Known: A vitalist begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

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

Vitalist Method: All vitalists must choose a particular method (listed below) that encompasses their focus in the skills they develop. As they gain in level, their method determines the abilities they gain.

Collective (Su): A vitalist learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a vitalist can join any number of willing targets into his collective equal (up to his limit, see below) . The vitalist must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The collective can contain up to his key ability modifier or half his vitalist level, whichever is higher. The vitalist is always considered a member of his own collective, and does not count against this limit.

The vitalist can choose to remove a member as a free action on his turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective (100 ft. + 10 ft. per class level) is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until that member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A vitalist is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy and health sense, below).

A vitalist can manifest certain powers through his

Table 2-10: The Vitalist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1	+0	+2	+0	+2	Vitalist method, collective, collective healing, knacks, medic powers, transfer wounds (1d6)	2	2	1st
2	+1	+3	+0	+3	Vitalist's touch, health sense (identify) , spirit of many	6	2	1st
3	+1	+3	+1	+3	Steal health (touch), telepathy	11	3	2nd
4	+2	+4	+1	+4	Transfer wounds (2d6)	17	3	2nd
5	+2	+4	+1	+4	Request aid	25	4	3rd
6	+3	+5	+2	+5	Pulse	35	4	3rd
7	+3	+5	+2	+5	Health sense (stabilize), steal health (ranged) , transfer wounds (3d6)	46	5	4th
8	+4	+6	+2	+6	Swift aid	58	5	4th
9	+4	+6	+3	+6	Expanded Knowledge	72	6	5th
10	+5	+7	+3	+7	Transfer wounds (4d6)	88	6	5th
11	+5	+7	+3	+7	Vitalist's expertise	106	7	6th
12	+6/+1	+8	+4	+8	Health sense (treat poison)	126	7	6th
13	+6/+1	+8	+4	+8	Transfer wounds (5d6)	147	8	7th
14	+7/+2	+9	+4	+9	Steal life	170	8	7th
15	+7/+2	+9	+5	+9	Collective range (unlimited)	195	9	8th
16	+8/+3	+10	+5	+10	Transfer wounds (6d6)	221	9	8th
17	+8/+3	+10	+5	+10	Health sense (treat disease)	250	10	9th
18	+9/+4	+11	+6	+11	Expanded Knowledge	280	10	9th
19	+9/+9	+11	+6	+11	Transfer wounds (7d6), collective range (planar)	311	11	9th
20	+10/+5	+12	+6	+12	Master vitalist	343	11	9th

collective. If a vitalist power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may also manifest any power with the Network descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass vitalist), any compatible spell or power with a range greater than touch can also be used through the collective.

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

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

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

Collective Healing (Su): Whenever a willing member of the vitalist's collective could regain lost hit points or ability damage, the vitalist may choose to redirect any or all of that healing to one or more other willing members of the collective as a free action. This can transfer instantaneous healing (such as a *body adjustment* power), healing from ongoing healing effects, such as fast healing, and even hit points gained from rest (in which case, a member of the collective would rest for a period of time as normal, and the amount of hit points and ability damage healed would go to another).

In any case, the original recipient of the healing effect chooses whether to allow the diverted healing, and does not gain the benefits of any healing he grants to another. The type of healing (positive energy, negative energy, construct repair, etc.) is unchanged from the original source for determining who or what can be healed.

Example: Darius the soulknife is a willing member of Jorus the vitalist's collective. He drinks a potion of cure light wounds that would normally heal him for 6 hit points, but Jorus decides to redirect 4 of those points to himself. Darius agrees and, as a result, Darius is healed for 2 hit points, and Jorus is healed for 4. If there were more members in Jorus's collective, Jorus could spread the healing from that potion out even more as long as the sum of hit points healed was no greater than 6.

A vitalist may even heal wounds through collective healing if at full health. This may only be used with healing effects such as potions, powers, or other such effects. Healing from long term care or natural healing cannot be transferred in this way.

Knacks: Vitalists of all forms learn to manipulate the energy of body and mind in minor ways. A vitalist gains two talents from the vitalist power list, as well as one talent from his method power list.

Medic Powers: The vitalist gains special uses of some of his powers that are unavailable to other characters. The following powers gain the Network descriptor when manifested by a vitalist: all powers of the Healing subdiscipline, *animal affinity*, *biofeedback*, *body of iron*, *endorphin surge**, *expansion*, *oak body*, *physical acceleration**, *sustenance*, *suspend life*, *timeless body*, and *vigor*.

Transfer Wounds (Su): All vitalists learn how to transfer wounds with but a touch. As a standard action that does not provoke attacks of opportunity, a vitalist may touch a target and heal it for 1d6 points of damage. The vitalist 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 vitalist increases by 1d6. A vitalist may use this ability a number of times per day equal to 3 + his Wisdom modifier. A vitalist may not use this ability upon himself.

Vitalist's Touch: Once a vitalist reaches 2nd level, he learns to apply the skills of his method to his transfer wounds ability, as detailed in the chosen vitalist's method.

Health Sense: Beginning at 2nd level, a vitalist may take a swift action to gauge the relative health level of collective members, determining the amount of damage, in hit points, that an ally has taken. In addition, the vitalist may make a Heal check as a standard action, with a DC of 15, to determine if any of the members of his collective are afflicted by a disease or poison.

Starting at 7th level, the vitalist can make a Heal check over his collective to stabilize a dying target or treat a wound from a caltrop, *spike growth*, *spike stones*, or similar.

This ability improves at 12th level, and the vitalist may make a Heal check over his collective to treat a poisoned creature.

At 17th level, the vitalist is able to treat diseases in the same fashion, making a Heal check over his collective.

When treating a target over a collective, the DC of the Heal check is the same as if the vitalist was treating the target normally.

Spirit of Many (Su): A vitalist of 2nd level gains special abilities when manifesting powers with the Network descriptor. He can manifest these powers on any member of his collective, even if they are out of the power's range or would normally be immune to the power. Whenever a vitalist manifests a power with the Network descriptor targeting only members of his collective, the power loses the mind-affecting descriptor (if it had it) and bypasses any power resistance, although it still provokes an attack of opportunity to manifest as normal. Network powers manifest only on members of the collective never allow saving throws -- their saving throw entry becomes "None," although if the power specifies a subsequent saving throw, subjects attempt those saves normally. The vitalist also adds the following augment to all powers with the Network descriptor:

Augment: For every additional power point you spend, you can choose an additional target, so long as the target is a member of your collective.

Steal Health (Su): At 3rd level, a vitalist has learned to siphon the health of a creature and use it for his own needs or the needs of his collective. As a touch attack, the vitalist may deal a number of hit points in damage to the target equal to his vitalist level + his Wisdom modifier and heal an equal amount of damage. The vitalist may share any healing from this effect over his collective, even if he himself would not be eligible for the healing. A vitalist may not heal more hit points than the touched creature had prior to using this ability.

This ability may only be used on creatures with a Constitution score and may not be used against creatures in the vitalist's collective. A vitalist may use this ability on creatures with a total number of hit dice less than half his vitalist level, but he gains no healing from it.

For example, Jorus is a level 3 vitalist with a Wisdom of 16 and 15 hit points. Jorus has suffered 3 hit points of damage and uses Steal Health on a nearby 2 hit dice orc, dealing 6 hit points of damage (3 from his levels in vitalist, 3 from his Wisdom modifier). Although Jorus may only heal himself for 3 hit points, he may distribute the other 3 hit points over the collective to other members as needed. If Jorus was level 6, he would have dealt 9 points of damage, but would not have received any healing because the orc's total number of hit dice was too low.

At 7th level, a vitalist is able to use steal health as a ranged touch attack with a range of 30 feet.

Telepathy (Su): When a vitalist reaches 3rd level, all willing members of his collective (including the vitalist himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a vitalist's collective (including the vitalist himself) may manifest unknown powers from powers known by another willing psionic creature in the collective as if they were making physical contact.

A vitalist may temporarily deactivate, and reactivate, this ability as a swift action.

Request Aid (Su): Starting at 5th level, members of a vitalist's collective are able to request aid from the vitalist, should he not realize such aid is needed. As a standard action, any member of the collective can request healing from the vitalist. The vitalist can grant this request by spending up to his level in power points as a free action, even if it is not his turn. Each power point spent in this fashion heals 3 hit points to the target. A vitalist can even initiate this healing himself should he realize someone needs healing, by spending a standard action. A vitalist can do this a number of times per day equal to 3 + his Wisdom modifier.

Pulse (Su): A vitalist of 6th level can project an pulse of psionic energy to all members of his collective as a free action by spending 1 power point. The effect of the pulse depends on the vitalist's chosen method. The pulse lasts one round.

Swift Aid (Su): Upon achieving 8th level, a vitalist is able to rapidly respond to the need of a member of his collective, as determined by his vitalist method.

Expanded Knowledge: Skilled vitalists understand that there is merit in expanding their arsenal. At 9th level, a vitalist gains Expanded Knowledge as a bonus feat. He gains this feat again at 18th level.

Vitalist's Expertise (Su): A vitalist of 11th level has become an expert at his chosen method, and gains the ability detailed in that method.

Steal Life (Su): Beginning at 14th level, a vitalist can not only steal the health of a target, but steal their life itself. By making a successful melee touch attack and expending psionic focus, the vitalist can force the target to make a Fortitude save (DC 10 + half class level + Wisdom modifier) or die. A successful save negates this effect. Targets with more than 140 hit points are unaffected by this ability.

If the target fails the save, the vitalist is able to channel the stolen life force through his collective, healing any number of the members of his collective for a combined total of 5 hit points per hit die the original target had.

This ability may only be used on creatures with a Constitution score and may not be used against creatures in the vitalist's collective.

For example, Jorus is a level 14 vitalist and he uses steal life on a thought slayer, which has 11 hit dice. The thought slayer fails the Fortitude save, so Jorus can heal up to 55 hit points over his collective, divided among the members as he sees fit.

A vitalist must wait 10 minutes after using this ability before he can attempt to use it again.

This is considered a death effect.

Master Vitalist (Su): Upon achieving 20th level, a vitalist has reached the pinnacle of his method, gaining a special ability unique to his chosen method.

VITALIST METHODS

Presented below are several options for vitalist methods. Additional methods may be available at your GM's discretion.

Guardian Method

A guardian vitalist focuses his skill on keeping his allies from suffering wounds. He develops psionic abilities that deflect, absorb, and reflect damage proactively, rather than healing wounds after they are suffered.

Guardian Power: A guardian vitalist adds *biofeedback* to his list of powers known. This does not count against his number of powers known.

Guardian's Touch: A guardian vitalist of 2nd level who utilizes transfer wounds grants the target a number of temporary hit points equal to his class level. These temporary hit points last a number of rounds equal to the vitalist's Wisdom modifier (minimum 1) and do not stack with any other temporary hit points.

Guardian's Pulse: As a free action, a guardian of 6th level may project a pulse to all members of his collective by spending one power point, either granting them DR 2/- for one round or improving their existing DR by 2. Every three vitalist levels thereafter, this DR gained or improved increases by 1.

Swift Aid: A guardian of 8th level may, as an immediate action and by expending his psionic focus, grant a member of his collective a +1 insight bonus to AC or saves (guardian's choice) that lasts until the beginning of the target's next turn. This insight bonus increases by +1 every four vitalist levels thereafter.

Guardian's Expertise: Upon achieving 11th level, anytime a guardian manifests *empathic feedback*, the power gains two additional augment options.

3. If you spend 6 additional power points, this power may be manifested as an immediate action.

4. If you spend 4 additional power points, the damage dealt to the attacker is subtracted from the damage you take.

In addition, any time a guardian manifests a power on a member of his collective (including himself) with a range of You and a duration measured in rounds, the guardian may expend his psionic focus to treat that power as if affected by the Extend Power feat.

Master Guardian: A guardian of 20th level can, as a full-round action and by expending his psionic focus, give one member of the collective a psionic bubble of protection. This protective bubble grants DR 6/-, PR 27, resistance 20 against any attack that deals acid, cold, electricity, fire, or sonic damage, and a +6 deflection bonus to AC. This protective bubble lasts for one minute. The guardian can use this ability once every 10 minutes.

Intercessor Method

An intercessor tries to find a solution to every problem through communication. The intercessor likely finds a peaceful solution instead of preventing, healing, or dealing harm.

Intercessor Power: An intercessor vitalist adds *telempathic projection* to his list of powers known. This does not count against his number of powers known.

Intercessor's Touch: An intercessor vitalist of 2nd level who utilizes transfer wounds shares an empathic bond with the healed target. The intercessor gains an insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks equal to his class level for all checks with that target.

This effect lasts for a number of minutes equal to the vitalist's Wisdom modifier (minimum 1). The vitalist may only have one such empathic bond active at any time, should he use transfer wounds on another target while he has an active empathic bond, the first bond immediately ends and he establishes an empathic bond with the new target.

Intercessor's Pulse: As a free action, an intercessor of 6th level may project a pulse to all members of his collective by spending one power point, granting one of the effects below at the intercessor's choice. The effect lasts for one round.

Inspire Courage: The vitalist inspires courage in the members of his collective (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be in the vitalist's collective. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. At 12th level and 18th level, this bonus increases by +1, to a maximum of +4 at 18th level. Inspire courage is a mind-affecting ability.

Inspire Competence: All members of the collective get a +2 competence bonus on skill checks with a particular skill as long as they stay in the collective. This bonus increases by +1 for every four levels the vitalist has attained beyond 6th (+3 at 10th, +4 at 14th, and +5 at 18th). Unlike the bardic performance of the same name, skills such as Stealth can be used. The vitalist can't inspire competence in himself.

Sanctuary: All members of the collective are treated as if under the effects of the *sanctuary* spell for one round, with a caster level equal to the vitalist's manifester level. If a member of the collective performs an action that would break the effect, it breaks the effect only for that member of the collective.

Swift Aid: If a member of his collective fails a Will saving throw, an intercessor of 8th level may, as an immediate action and by expending his psionic focus, make an additional Will saving throw for the member of his collective. The intercessor gains a +1 insight bonus to this save. This insight bonus increases by +1 every four vitalist levels thereafter.

If the intercessor fails the saving throw, his ally suffers the consequences of the effect that forced the Will save.

Intercessor's Expertise: Upon reaching 11th level, the intercessor gains a +2 bonus to the save DC of any mind-affecting power that he manifests. This bonus stacks with any other bonus to the save DCs from his powers, including those from augmentation or feats such as Psionic Endowment.

In addition, the intercessor can now read and speak any language.

Master Intercessor: The intercessor of 20th level has learned to emit a telepathic aura that causes enemies to prefer to attack one member of the collective over the others should a peaceful solution not be possible. The intercessor chooses one member of the collective as the preferred target as a swift action with a duration of one minute. Changing the preferred target is a full-round action that provokes attacks of opportunity. At the start of the enemy's turn, it feels a mental inclination to avoid attacking all but one of the collective members. Any time an enemy makes an attack against any member of the collective other than the preferred target, they suffer a penalty to their attack and damage rolls and to rolls to breach power resistance equal to the intercessor's Wisdom modifier (minimum 1) and a penalty to the save DCs of effects that do not target the preferred target equal to half the intercessor's Wisdom modifier (minimum 1) and feel a mental inclination to instead attack the preferred target. Effects that target an area that include the preferred target are not subject to this penalty, even if other members of the collective are in the affected area.

A member of the intercessor's collective may request to become the preferred target as a move action, at which time the intercessor may expend his psionic focus as an immediate action to allow the change in preferred targets.

If the enemy cannot see the preferred target, the enemy does not suffer the effects of this ability. Should the preferred target be reduced to 0 or fewer hit points, this effect immediately ends.

This is a mind-affecting effect.

Mender Method

A mender vitalist is the most common found, as he focuses on healing wounds more efficiently, even bringing back life to the dead. The mender vitalist learns how to boost the body's natural healing ability to unimaginable regenerative levels.

Mender Power: A mender vitalist adds *natural healing* to his list of powers known. This does not count against his number of powers known.

Mender's Touch: A mender vitalist of 2nd level who utilizes transfer wounds heals the target an additional number of hit points equal to his class level. This additional healing is not transferred to the mender like the normal amount healed.

Mender's Pulse: As a free action, a mender of 6th level may project a pulse to all members of his collective by spending one power point, granting fast healing 1 for one round. Every three vitalist levels thereafter, this fast healing increases by 1. This healing is not eligible to be redirected using Collective Healing.

Swift Aid: A mender of 8th level may, as an immediate action and by expending his psionic focus, heal a member of his collective as if he had used transfer wounds.

Mender's Expertise: Upon achieving 11th level, a mender is skilled at restoring the psyche of the recently deceased and efficiently healing his collective members. Any time a mender manifests *psionic revivify*, the maximum number of rounds after the target's death allowed increases by his Wisdom modifier (minimum 1) without the need to suffer additional negative levels.

In addition, anytime a mender manifests a power with the Healing descriptor, it heals an additional 50% hit points (round down).

Master Mender: A mender of 20th level is capable of healing even the most grievous of injuries. As a full-round action and by expending his psionic focus, the mender can heal a member of his collective to full health, including restoring any ability drain, removing fatigue or exhaustion, and curing any poisons or diseases. The mender can use this ability once every 10 minutes.

Soulthief Method

A soulthief vitalist develops techniques that focus on harnessing the energy of enemies, siphoning it off and using it to heal himself and his allies.

Soulthief Power: A soulthief vitalist adds *collapse* to his list of powers known. This does not count against his number of powers known.

Soulthief's Touch: A soulthief vitalist of 2nd level who utilizes transfer wounds can choose to instead deal the amount of damage that transfer wounds would normally heal plus the soulthief's class level to the target, healing himself a number of hit points equal to the damage dealt. A soulthief may not heal more hit points than the touched creature had prior to using this ability.

This ability may only be used on creatures with a Constitution score and may not be used against creatures in the soulthief's collective. Collective members may use this ability on creatures with a total number of hit dice less than half the vitalist's level, but they gain no healing from it.

Soulthief's Pulse: As a free action, a soulthief of 6th level may project a pulse to all members of his collective by spending one power point, which empowers the attacks of the members of the collective for one round. Any successful damaging attack made with an attack roll made by a member of the collective heals the attacker for the damage dealt, up to 2 hit points of damage. Every three vitalist levels thereafter, the maximum healing granted by this aura increases by 1.

Swift Aid: A soulthief of 8th level may, as an immediate action and by expending his psionic focus, transfer the wounds of a member of his collective to an enemy within 15 ft. of the ally for an amount of damage equal to the soulthief's transfer wounds ability. A successful Fortitude save (DC 10 + 1/2 class level + Wisdom modifier) negates the effect.

Soulthief's Expertise: Upon achieving 11th level, anytime a soulthief manifests *hostile empathic transfer*, the attack can be made as a ranged touch attack with a range of 30 feet instead of as a melee touch attack. In addition, every additional power point spent augmenting *hostile empathic transfer* increases the additional damage transferred by 7, rather than by 5, and the maximum number of points of damage transferred increases to 85.

In addition, any time a soulthief manifests a power or psi-like ability that deals hit point damage, it heals him for 50% of the damage dealt. If the power deals hit point damage to multiple targets, the soulthief only heals 50% of the damage to the target dealt the highest damage.

Master Soulthief: A soulthief of 20th level learns how to siphon the life out of a creature. Once every 10 minutes, the soulthief can choose one target to which he has line of sight and, as a full-round action and by expending his psionic focus, begin draining the target of health (12d6 points of empathic damage) which is then transferred to the collective and heals an equal amount of damage. A successful Will save (DC 20 + Wis modifier) negates the effect. Each round, the target may attempt another Will save to negate the effect. The soulthief can maintain concentration to continue the damage each round, for up to one minute. Any damage done after all members of the collective are healed completely instead grants temporary hit points to any member of

the collective (soulthief's choice) for 10 minutes. The soulthief may divide these temporary hit points as he so chooses among members of the collective.

WILDER

Unlike the psion, who studies his psionic ability and potential to unlock its secrets, or the psychic warrior, who uses his psionic ability to enhance his physical form, the wilder taps into her emotions to unlock and unleash her innate psionic power. By channeling her emotions in such a fashion, the wilder greatly enhances her psionic powers, but runs the risk of suffering backlash, as emotions are unstable.

Role: The wilder traditionally fills the role of dealing large amounts of damage, while running the risk of suffering backlash. Depending on the path a wilder chooses, she can also give her nearby allies a boost in efficiency.

Alignment: Any.

Hit Die: d8.

Class Skills

The wilder's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (psionics)* (Int), Perception (Wis), Profession (Int), Sense Motive (Wis), Spellcraft* (Int), Swim (Str), and Use Magic Device* (Cha).

*New skill or expanded use of existing skill.

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the wilder.

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

Power Points/Day: A wilder'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 Wilder. In addition, she receives bonus power points per day if she has a high Charisma 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 wilder begins play knowing one wilder power of your choice. At every even-numbered class level after 1st, she unlocks the knowledge of new powers.

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

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

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

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

Maximum Power Level Known: A wilder 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 wilder must have a Charisma score of at least 10 + the power's level.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she

manifests a power. During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

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

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

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

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

At 3rd level, a wilder boosts her manifester level by two instead of one. At 7th level, she boosts her manifester level by three; at 11th level, by four; at 15th level, by five; and at 19th level, by six. The wilder always wild surges for the maximum amount possible, for unleashing emotions in the fashion of a wild surge does not lend itself to using finesse.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power by this additional amount; only the standard power point cost is subtracted from the wilder's power point reserve. For example, if Alrik the 8th level wilder were to invoke his wild surge when manifesting a power, he would spend between 1 and 8 power points as normal, but the power would manifest at 11th manifester level and behave as if he had spent 3 more on it than normal.

The wilder can expend her psionic focus to manifest a psionic power without expending any power points, powering the manifestation with only her wild surge. She manifests this power as if all power points were paid by her wild surge ability. This results in the power being manifested as if the base power point cost of the power was paid, along with augmentation equal to her wild surge amount, but she may not augment the power beyond the amount of her wild surge, and when checking for psychic enervation, the chance to be overcome doubles to 30%. A wilder must wait 10 minutes after wild surging in this fashion before she can do so again.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort, the effect of which is detailed in the specific surge type below. The chance of suffering psychic enervation is 15%.

Table 2-11: The Wilder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Wild surge +1, psychic enervation, surge blast, surge bond, talent	2	1	1st
2nd	+1	+0	+0	+3	Elude attack (+1)	6	2	1st
3rd	+2	+1	+1	+3	Wild surge +2	11	2	1st
4th	+3	+1	+1	+4	Surging euphoria +1	17	3	2nd
5th	+3	+1	+1	+4	Improved surge bond	25	3	2nd
6th	+4	+2	+2	+5	Elude attack (+2)	35	4	3rd
7th	+5	+2	+2	+5	Wild surge +3	46	4	3rd
8th	+6/+1	+2	+2	+6	–	58	5	4th
9th	+6/+1	+3	+3	+6	Improved surge bond	72	5	4th
10th	+7/+2	+3	+3	+7	Elude attack (+3)	88	6	5th
11th	+8/+3	+3	+3	+7	Wild surge +4	106	6	5th
12th	+9/+4	+4	+4	+8	Surging euphoria +2	126	7	6th
13th	+9/+4	+4	+4	+8	Improved surge bond	147	7	6th
14th	+10/+5	+4	+4	+9	Elude attack (+4)	170	8	7th
15th	+11/+6/+1	+5	+5	+9	Wild surge +5	195	8	7th
16th	+12/+7/+2	+5	+5	+10	–	221	9	8th
17th	+12/+7/+2	+5	+5	+10	Improved surge bond	250	9	8th
18th	+13/+8/+3	+6	+6	+11	Elude attack (+5)	280	10	9th
19th	+14/+9/+4	+6	+6	+11	Wild surge +6	311	10	9th
20th	+15/+10/+5	+6	+6	+12	Perfect surge, surging euphoria +3	343	11	9th

Surge Blast (Su): A wilder can channel her emotions into a blast of uncontrolled phrenic energy. As a standard action and by expending psionic focus, the wilder can make a ranged touch attack (range 30') that deals 1d6 points of force damage for every +1 to her wild surge. Example: Amonai, a 15th level wilder has wild surge +5, and thus deals 5d6 with his surge blast. Surge blasts do not trigger psychic enervation.

Surge Bond (Su): The wilder's choice of emotional surge, as defined in psychic enervation, grants the wilder additional benefits through a surge bond. The wilder gains a unique benefit depending on the type of surge selected.

Talent: A wilder gains a single 0 level talent (see Chapter 5: Powers) of her choice. This talent does not count against her powers known.

Elude Attack (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from attacks. She gains a +1 dodge bonus to her Armor Class. This bonus increases by 1 every 4 levels thereafter (+2 at 6th level, +3 at 10th level, etc).

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

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

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

Improved Surge Bond: At 5th level, the wilder's surge bond grants additional special abilities depending on the type of wilder.

Perfect Surge (Su): The wilder has mastered the untamable and can now use a blindingly powerful version of wild surge, albeit at great cost. Once per day, the wilder may add +10 to her manifester level on one manifestation as if through wild surge. In addition to this increase, the manifestation also receives +3 to its save DC, +3 to any attack rolls involved, and is treated as a power five levels higher for the purposes of level-dependent effects (such as *minor globe of invulnerability*). A power manifested with a perfect surge has the radius and intensity of its associated displays doubled; such displays cannot be hidden normally.

The wilder exudes light as if she is the subject of the daylight spell while using a perfect surge, and anyone who makes physical contact with her before the start of her next turn takes 1d4 points of fire damage.

However, this extreme example of wild surging has its price. The wilder is struck by psychic enervation afterwards without fail, except she suffers her associated condition (dazed, staggered, etc.) for 1d4 rounds and loses a number of power points or hit points (dependant on path) equal to her manifester level +10. The wilder also takes 2 points of ability burn to every ability score.

The wilder cannot use wild surge or Overchannel on the same manifestation as a perfect surge.

SURGE TYPES

At first level, the wilder chooses one of the following surge types and it may not be changed thereafter. Depending on the kind of emotional surges the wilder embraces, this manifests itself in vastly different ways, connected intimately with how her wild surge is formed. Some of the options for the wild surge ability are presented below.

Artificer's Surge

Wild Surge and Psychic Enervation: The artificer wilder learns to channel her emotions into psionic items, allowing her to increase the power of items as well as her own powers. The artificer wilder may wild surge while manifesting a power from a power completion or power trigger item and treat the power being manifested as if it was augmented by her wild surge. The wilder must be capable of activating the item normally to apply her wild surge to the item. The item surged must make a Fortitude save (DC 10 + the wild surge bonus added) or lose one charge if a charged item, lose an additional daily use if an item restricted by daily uses, or its psionic power is suppressed for 24 hours if it is not restricted by charged or daily uses, and the artificer wilder suffers a 30% chance of psychic enervation. This method of wild surging functions in all other ways identically to a standard wild surge. An artificer wilder overcome by psychic enervation is dazed until the end of her next turn and loses a number of 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: You gain one Item Creation feat as a bonus feat. You must still meet the prerequisites of the feat.

Improved Surge Bond: At 5th level, the artificer wilder gain one Item Creation feat as a bonus feat at 5th level and every four levels thereafter (9th, 13th, etc). She must still meet the prerequisites of the feat.

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) or when using perfect surge, 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 when determining the number 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%.

Free Surge

Wild Surge and Psychic Enervation: The free wilder rides every emotion, taking them to heights unbelievable by others and finding her power in the moment of each encounter. Regardless of the emotion, embracing them to such a degree can sometimes be draining and cause her to be lost inside the experience. A free wilder overcome by psychic enervation is dazed until the end of her next turn and loses a number of 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: The free wilder gains the Psionic Talent* feat as a bonus feat.

Improved Surge Bond: At 5th level, the free wilder gains the Volatile Mind ability.

Volatile Mind (Ex): A free wilder's temperamental mind is hard to affect with telepathy or enchantment. Beginning at 5th level, the wilder gains a +1 bonus to saving throws against telepathy powers or enchantment spells. Every four levels beyond 5th (9th, 13th, and 17th level), this bonus improves by +1.

Whenever any telepathy power is manifested or any enchantment spell is cast on a wilder of 17th level or higher, the wilder receives a Will save to negate the effect in addition to any save the effect may allow; if the spell or power already allows a Will save to negate, the wilder makes a second one, and would need to fail both to be affected.

Healing Surge

Wild Surge and Psychic Enervation: A healing wilder utilizes empathy and compassion to boost her psionic power. When the healing wilder suffers psychic enervation, she is sickened for one round per point of wild surge, and if the power manifested with the wild surge healed another creature, that creature must make a Fortitude save (DC 10 + 1/2 wilder level + wilder's Charisma modifier) or also be sickened for one round. 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: Any power the healing wilder manifests of the Healing subdiscipline heals any ally within 15 ft. of her for a number of hit points equal to the wild surge. In addition, she adds *natural healing* to her list of powers known. This does not count against her limit of powers known and cannot be changed with effects such as *psychic reformation*.

Improved Surge Bond: At 5th, 9th, 13th and 17th level the healing wilder gains her choice of either the Expanded Knowledge or Extra Power Known* feat, but must choose a power of the Healing subdiscipline.

Leader's Surge

Wild Surge and Psychic Enervation: For the leader wilder, the rush of emotions is at its highest when

amongst allies and friends. From their camaraderie, she draws renewed strength and in combat, their danger drives her emotions to almost paralyzing heights, sometimes spilling over into her aura. A leader wilder overcome by psychic enervation is shaken for a number of rounds equal to the level of wild surge used and loses a number of 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), and each ally inside her aura (see Bond Benefit, below) must make a Will save (DC 10 + ½ wilder level + wilder's Charisma modifier) or be shaken until the end of their next turn. If the leader wilder suffers psychic enervation again while still suffering from a previous psychic enervation, the penalties do not stack, but the duration resets.

Surge Bond: The leader wilder gains the Surging Aura* feat as a bonus feat.

Improved Surge Bond: A leader wilder's ability to share her surging power with her allies reaches a new and profound level of understanding and as she surges, so do her allies. Beginning at 5th level, the wilder increases her surging aura radius by 5' and whenever she gains the benefits of her surging euphoria, all allies within her surging aura radius also gain the benefits of surging euphoria. Every four levels beyond 5th (9th, 13th, and 17th level), the range of her surging aura radius increases by 5' (to 20' at 9th level, etc.).

Pain Surge

Wild Surge and Psychic Enervation: The pain wilder draws strength from pain, but can only wild surge if she is experiencing physical pain. The pain wilder must have suffered hit point damage within a number of rounds equal to the number of points in her wild surge. If the wilder is injured while manifesting a power, such as by an attack of opportunity, she may use that damage to qualify to activate the wild surge on the power being manifested, as long as she makes a successful concentration check as normal. Because a pain wilder embraces pain, it acts as a focus for her manifesting ability, not as a distraction. If the pain wilder is injured while manifesting a power, the number of points of damage are halved to determine the DC of the concentration check. If a pain wilder is taking continuous damage, she does not need to make a concentration check for the continuous damage. When a pain wilder suffers psychic enervation, she is sickened until the end of her next turn and loses a number of 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: The pain wilder gains the precise harm ability, as follows:

Precise Harm (Ex): The pain wilder can determine exactly how much damage she wishes to inflict on a willing or helpless subject. This ability cannot be used on creatures that are unwilling or not helpless. Whenever they have a minimum to maximum amount of damage to inflict – such as with a weapon – they can choose the amount of damage they deliver within those limits, including foregoing Strength or other bonuses to damage.

For example, if a pain wilder with a Strength of 12 and a dagger wishes to inflict damage on a target that is willing or helpless, she could inflict any amount of damage between 1 hit point and 5 hit points.

This can make the pain wilder an expert surgeon or an expert torturer. As such, Heal is added as a class skill for pain wilders, and they gain a +4 competence bonus on any use of the skill that involves surgery. Likewise, if a pain wilder makes any use of Intimidate that involves inflicting pain on the target, she also gains a +4 competence bonus on the check. The pain wilder's ability to choose how much damage is inflicted applies in these circumstances.

For example, a pain wilder attempting to remove a barbed sting that will inflict 1d6 damage on withdrawal would gain a +4 advantage to her Heal check to withdraw it, and could choose how much damage to inflict if successful or not.

Improved Surge Bond: At 5th level, the pain wilder gains the Diehard feat as a bonus feat; at 9th level, she also gains the Body Fuel feat as a bonus feat, at 13th level she gains the Fight On feat as a bonus feat and at 17th level she gains the Mind Over Body feat as a bonus feat. The pain wilder gains the benefits of these feats even if she does not meet the prerequisites.

Raging Surge

Wild Surge and Psychic Enervation: A raging wilder unleashes pure, raw rage to boost her psionic power. A raging wilder cannot invoke wild surge unless in a rage, but any time a raging wilder manifests a power and uses wild surge, that round does not count toward her number of rounds per day she may rage. When the raging wilder suffers psychic enervation, she loses hit points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of hit points lost).

Surge Bond: You gain the rage class feature, as the barbarian, except as follows: the number of rounds per day you may rage is equal to 3 + your Charisma modifier, +1 per level of wilder you possess. If you have levels of barbarian, you do not stack your total rounds of rage together; instead you may add your Charisma bonus and your wilder level to the total number of rounds of rage available to you through barbarian. In addition, you gain the ability to manifest while in a rage, unlike other manifesters.

Improved Surge Bond: At 5th, 9th, 13th and 17th level the raging wilder gains a rage power as if a barbarian of the same level. If you have levels of barbarian, add your wilder levels to your barbarian level to determine which rage power you can select.

Student's Surge

Wild Surge and Psychic Enervation: A student wilder has received some formal training in psionics, but still uses raw emotions to empower her abilities. The student wilder uses any emotion much like a free wilder, but with more focus and control. A student wilder overcome by psychic enervation is dazzled for a number of rounds equal to the level of wild surge used and loses a number of 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). If the student wilder suffers psychic enervation again while still suffering from a previous psychic enervation, the penalties stack (-1 to attack rolls and sight-based Perception checks) and the duration resets.

Surge Bond: The student wilder gains the Psicrystal Affinity* feat as a bonus feat.

Improved Surge Bond: A student wilder gains the Expanded Knowledge feat as a bonus feat at 5th level and every four levels thereafter (9th, 13th, etc).

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.

Warrior's Surge

Wild Surge and Psychic Enervation: A warrior wilder embraces the surge of adrenaline, the rush of combat and melee and thus her connection to her body is far more intense. When she rides the wave of her combat-driven emotions, rage and fear foremost, the strain can sometimes be too high for her body to bear. A warrior wilder overcome by psychic enervation is staggered until the end of her next turn and loses a number of hit points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of hit points lost). The warrior wilder may expend her psionic focus as a free action when she would suffer psychic enervation to convert this damage into power point loss, although she is still staggered as normal.

Surge Bond: The warrior wilder gains the Toughness feat as a bonus feat.

Improved Surge Bond: At 5th level, the warrior wilder gains the Hardened Body ability.

Hardened Body (Ex): A warrior wilder's deep and intense connection to her body means that when her mind surges with power, her body grows more powerful. Beginning at 5th level, the wilder gains 5 temporary hit points whenever they gain the benefits of surging euphoria. These temporary hit points last for the duration of the warrior wilder's surging euphoria. Every four levels beyond 5th (9th, 13th, and 17th level), these temporary hit points increase by 5 (to 10 at 9th level, etc.).

Chapter III
Skills and Feats

With grim determination, Krakatal prepared to defend Kozak from the rampaging construct, until at the very last second, when he heard Kozak whisper in his mind, "Lower your shield and let him think he got you, I know his weakness..."

Skills

This chapter contains new skills and feats for use in your games to use psionics. In addition to new skills and new uses of existing skills, a new type of feat is introduced, psionic.

Presented below are new psionics-related skills and existing skills that are used in new ways by psionic characters. Table 3-1: Skill Points per Level summarizes the skill points gained by the psionic classes detailed in the previous chapter. Table 3-2: Skills lists all core skills and the new psionic skills available and indicates which skills are class skills for the psionic classes detailed in Chapter 2.

Table 3-1: Skill Points per Level

Class	Skill Ranks per Level*
Aegis	4 + Int modifier
Cryptic	4 + Int modifier
Dread	6 + Int modifier
Marksman	4 + Int modifier
Psion	2 + Int modifier
Psychic Warrior	4 + Int modifier
Soulknife	4 + Int modifier
Tactician	4 + Int modifier
Vitalist	2 + Int modifier
Wilder	4 + Int modifier

*Humans add +1 each level

Skill Descriptions

The skills below relate to the use of psionics. In addition to a new skill (Autohypnosis), a new category is provided for the Knowledge skill, and new uses are given for Spellcraft and Use Magic Device.

The skill descriptions here follow the standard format for skills.

Autohypnosis (Wis; Trained Only)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	15
Resist fear	Fear effect DC
Tolerate poison	Poison's DC
Willpower	20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other

Table 3-2: Skills

					Psion													
Skill	Ags	Cryp	Drd	Mks	Ego	Kin	Nmd	Seer	Shp	Tel	Gen	PsyW	Skn	Tct	Vit	Wld	Untrained	Key Ability
Acrobatics	C	C	C	C	C							C	C			C	Yes	Dex*
Appraise		C															Yes	Int
Autohypnosis**	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	No	Wis
Bluff			C						C	C				C	C	C	Yes	Cha
Climb	C	C	C	C			C					C	C	C		C	Yes	Str*
Craft	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	Yes	Int
Diplomacy								C		C				C	C	C	Yes	Cha
Disable Device		C				C											No	Dex*
Disguise		C							C								Yes	Cha
Escape Artist		C	C	C												C	Yes	Dex*
Fly	C						C										Yes	Dex*
Handle Animal																	No	Cha
Heal					C										C		Yes	Wis
Intimidate	C		C	C		C							C	C	C	C	Yes	Cha
Knowledge (psionics)**	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	No	Int
Knowledge (any other)	C	C			C	C	C	C	C	C	C			C	C		No	Int
Linguistics		C												C	C		No	Int
Perception		C	C	C				C				C	C	C	C	C	Yes	Wis
Perform		C		C										C	C		Yes	Cha
Profession	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	No	Wis
Ride												C		C			Yes	Dex*
Sense Motive		C	C	C						C				C	C	C	Yes	Wis
Sleight of Hand		C															No	Dex*
Spellcraft**	C	C	C		C	C	C	C	C	C	C	C	C	C	C	C	No	Int
Stealth		C	C	C									C				Yes	Dex*
Survival				C			C								C		Yes	Wis
Swim	C	C	C				C					C	C	C		C	Yes	Str*
Use Magic Device**	C	C		C					C		C			C		C	No	Cha

C = Class Skill
* Armor check penalty applies
** Skill described in this chapter

particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your Constitution check to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the Constitution check in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your Autohypnosis check meets or beats the DC for the fear effect, you may make an additional Will save with a +4 competence bonus to shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can attempt to resist the effect of any standard poison. Every time you make a saving throw against the poison, you make an Autohypnosis check. If your Autohypnosis check exceeds the DC of the poison, you receive a +4 competence bonus on your saving throw against the poison. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a standard action while at 0 hit points without taking 1 point of damage (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell). You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to –1 hit points, as normal when disabled.

Action: Typically none. Making an Autohypnosis check usually doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

KNOWLEDGE (PSIONICS) (INT)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with the phenomena of psionics in all its many manifestations.

Knowledge (psionics) covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities.

Untrained: An untrained Knowledge (psionics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

SPELLCRAFT (INT; TRAINED ONLY)

The following are additional uses or updated uses for the Spellcraft skill.

Use this skill to identify powers as they are manifest or powers already in place.

Check: You can identify powers and psionic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the following table.

Spellcraft DC	Task
15 + power level	Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.
15 + power level	When manifesting *detect psionics*, determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + 1/2 manifester level.) No action required.
15 + power level	Address a power stone to figure out what power or powers it contains.
20 + power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20 + power level	Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.
25 + power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.
20	Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The player does not see the result of this check.
30 or higher	Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

Additionally, certain powers allow you to gain information about psionic effects, provided that you make a successful Spellcraft check as detailed in the power description.

Action: Varies, as noted above.

Try Again: See above.

Special: A psion gains a +2 bonus on Spellcraft checks when dealing with a power or effect from his discipline (if any).

USE MAGIC DEVICE (CHA; TRAINED ONLY)

The following are additional uses or updated uses for the Use Magic Device skill.

Use this skill to activate psionic devices, including power stones (chunks of crystal that store specific powers) and dorjes (slender crystal wands charged with several uses of the same power), that otherwise you could not activate.

Check: You can use this skill to address a power stone (to learn what powers are encoded on it) or to activate a psionic item. This skill lets you use a psionic item as if you had the manifesting ability or class features of another class, as if you were a different race, or as if you were a different alignment.

You make Use Magic Device checks each time you activate a device such as a dorje. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation checks once per hour.

You must consciously choose what to emulate. That is, you must know what you are trying to emulate when you make an emulation check. The DCs for various tasks involving Use Magic Device are summarized on the table below.

Use Magic Device DC	Task
25	Activate blindly
25 + power level	Address a power stone
See text	Emulate an ability score
30	Emulate an alignment
20	Emulate a class feature
25	Emulate a race
20	Use a dorje
20 + manifester level	Use a power stone

Activate Blindly: Some psionic items are activated by special specific thoughts or conceptions. You can activate such items as if you were using the activation method, even if you're not and even if you don't know it. You do have to use something equivalent. You have to wave the item around or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before.

If you fail the check by 10 or more, you suffer brainburn. This brainburn affects you in the same way as brainburn that can occur when you attempt to manifest a power from a power stone, except that the damage is 1d4 points per power level instead of 1d6. Brainburn damage from activating blindly is in addition to brainburn damage from manifesting a power from a power stone.

Address a Power Stone: Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

Emulate an Ability Score: To manifest a power from a power stone, you need a high ability score in the appropriate ability. Your effective ability score (appropriate to the class you're emulating when you try to manifest the power from the power stone) is your check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some psionic items have positive or negative effects based on your alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a psionic item. Your effective level in the emulated class equals your check result minus 20. This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment as a separate check (see above).

Emulate a Race: Some psionic items work only for certain races, or work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Dorje: Normally, to use a dorje, you must have the dorje's power on your class power list. This use of the skill allows you to use a dorje as if you had a particular power on your class power list. This use of the skill applies to other power trigger psionic items, if applicable.

Use a Power Stone: Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This use of the skill allows you to use a power stone as if you had a particular power on your class power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone. *Note:* Before you use a power stone, you must first have addressed it to determine what powers it contains. In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above). This use of the skill applies to other power completion psionic items.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the psionic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill. You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

Feats

Just as nonpsionic characters rely on feats to grant them new abilities and improve upon their existing abilities, so too do psionic characters use feats to unlock hidden potential, improve their powers, and increase their options. Presented below are dozens of new psionic-related feats, as well as a few new general feats.

While some of the feats presented here are general, and have no special rules governing them, some feats have a category associated with them that involves special rules. This category is listed after the feat name. The following types of feats can be found below, as well as Style feats, originally presented in *Ultimate Combat*.

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.

Item Creation Feats

Manifesters can use their personal power to create lasting psionic items.

Most psionic items are created through the same item creation feats that allow the creation of magic items. Regardless of the type of items they involve, the various item creation feats all have certain features in common. Crafting many psionic items utilizes the appropriate magic item creation feats, as detailed below. Crafting psionic tattoos and cognizance crystals uses new item creation feats detailed below.

Psionic Item	Item Creation Feat
Dorjes	Craft Wand
Power Stones	Scribe Scroll
Psicrowns	Craft Staff
Psionic Weapons and Armor	Craft Magic Arms and Armor
Universal Items	Craft Wondrous Item

Raw Materials Cost: Creating a psionic item requires costly components, most of which are consumed in the process. The cost of these materials equals 1/2 the cost of the item.

Using a psionic item creation feat also requires access to a laboratory or psionic workshop, special tools, and other equipment. A character generally has access to what he or she needs unless unusual circumstances apply (such as if he's traveling far from home).

Time: The time to create a psionic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Making dorjes, power stones, and psionic tattoos creates items that directly reproduce the effects of powers, and the strength of these items depends on their manifester level—that is, a power from such an item has the strength it would have if manifested by a manifester of that level. Often, that is the minimum manifester level necessary to manifest the power. (Randomly discovered items usually follow this rule.) However, when making such an item, the item's strength can be set higher than the minimum. Any time a character creates an item using a power augmented by spending additional power points, the character's effective manifester level for the purpose of calculating the item's cost increases by 1 for each 1 additional power point spent. (Augmentation is a feature of many powers that allows the power to be amplified in various ways if additional power points are spent.) All other level-dependent parameters of the power forged into the item are set according to the effective manifester level.

The price of psionic items depends on the level of the power and a character's manifester level. The character's manifester level must be high enough that the item creator can manifest the power at the chosen level. To find the final price in each case, multiply the character's manifester level by the power level, then multiply the result by a constant, as shown below.

Power Stones: Base price = power level x manifester level x 25 gp

Psionic Tattoos: Base price = power level x manifester level x 50 gp

Dorjes: Base price = power level x manifester level x 750 gp

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 below) 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 cast from a power stone, dorje, or other device.

Manifesting a power modified by the Quicken Power feat does not provoke attacks of opportunity.

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

Psionic Items and Metapsionic Powers: With the right psionic item creation feat, you can store a metapsionic power in a power stone, psionic tattoo, or dorje. Level limits for psionic tattoos apply to the power's higher metapsionic level.

A character doesn't need the appropriate metapsionic feat to activate an item in which a metapsionic power is stored, but does need the metapsionic feat to create such an item.

Feat Descriptions

Feats are summarized on Table 3–1 on the following pages. Note that the prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feats' description for full details.

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.

Prerequisites: 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.

Access Psionic Talent (Psionic)

You are able to manifest minor psionic abilities.

Prerequisite: Manifester level 1st or Unlocked Talent*.

Benefit: You gain five talents (see Chapter 5: Powers). These talents can be from any class list.

Special: This feat may be selected more than once. Each time, you gain five additional psionic talents.

Additional Terror (Psionic)

You have unlocked an additional form of fear.

Prerequisite: Terror class feature

Benefit: You gain an additional terror.

Special: You may take this feat multiple times. Each time, you gain a new terror.

Advanced Archer Path (Psionic)

You have expanded expertise at ranged combat.

Prerequisites: Point-Blank Shot, Precise Shot, Archer path class feature, manifester level 10th, base attack bonus +6

Benefit: Half of the competence bonus from your Archer trance is added to your damage rolls for attacks made with ranged or thrown weapons (natural weapons do not count for this benefit). In addition, when using the Archer maneuver, you may perform a bull rush attempt instead of a trip attempt.

Advanced Ascetic Path (Psionic)

You are an expert of unarmed combat.

Prerequisites: Dodge, Psionic Dodge, Ascetic path class feature, manifester level 10th, base attack bonus +6

Benefit: The competence bonus of your Ascetic trance now applies to both AC and saves. In addition, when using the Ascetic maneuver, you can deflect one attack

as if using the Deflect Arrows feat, although you may alternatively deflect a melee attack.

Advanced Assassin Path (Psionic)

Your attacks have become even deadlier.

Prerequisites: Deep Impact, Psionic Weapon, assassin path class feature, manifester level 10th, base attack bonus +6

Benefit: When using the Assassin trance, you deal sneak attack as a rogue of half your psychic warrior level. Your target must be eligible for sneak attack (not immune to precision-based damage, flanked, denied a Dexterity bonus, etc). In addition, when using the Assassin maneuver, your opponent must make a Fortitude save (DC equal to 10 + your base attack bonus) or be staggered for a number of rounds equal to your Wisdom modifier.

Advanced Brawling Path (Psionic)

Your grappling abilities are particularly effective.

Prerequisites: Improved Grapple, Improved Unarmed Strike, brawling path class feature, manifester level 10th, base attack bonus +6

Benefit: When using the Brawling trance, you gain a +1 competence bonus to your grapple checks for every three psychic warrior levels you have. In addition, when using the Brawling maneuver, the damage you deal can be lethal, instead of non-lethal.

Advanced Constructs (Psionic)

You are especially skilled at creating astral constructs.

Prerequisite: Able to manifest *astral construct*.

Benefit: You gain additional menu options for astral constructs, as detailed below.

Menu A

Armor Spikes (Ex): The construct's body is covered in spikes, allowing the construct to deal an extra 1d6 points of piercing damage with a successful trample, constrict, bull rush, or grapple attack. The construct also can make a regular melee attack with the spikes, dealing 1d6 points of damage.

Dodge (Ex): The astral construct gains the Dodge feat even if it does not meet the prerequisites.

Psionic Attacks (Su): The astral construct's attacks are treated as psionic for the purposes of overcoming damage reduction.

Might (Ex): The astral construct's melee attacks deal an additional +1 point of damage.

Talons (Ex): The astral construct replaces its slam attacks with claw attacks that deal either slashing or piercing damage, chosen at time of manifestation.

Utility (Ex): Your construct can perform tasks for you. This can include such tasks as cleaning, cooking, or setting up camp, or any other activity that requires a DC 10 or lower skill check. An astral construct with this option does not need to stay close to the manifester and will continue following any given order until given other instructions. You can select this menu option multiple times. Each time, the DC of skill checks the construct can attempt increases by 2. An astral construct with this option that is not used in combat has a duration of 1 hour / level. If it later enters combat, its duration resets to 1 round / level, but suffers a -2 penalty to its attack rolls.

Menu B

Great Cleave (Ex): The astral construct gains the Great Cleave feat even if it does not meet the prerequisites.

Improved Might (Ex): The astral construct's melee attacks deal an additional +3 points of damage. This does not stack with the Might menu option.

Reach (Ex): The astral construct's reach increases by 5 feet.

Stunning Fist (Ex): The astral construct gains the Stunning Fist feat even if it does not meet the prerequisites. The construct can use Stunning Fist with its slam attack.

Menu C

Greater Might (Ex): The astral construct's melee attacks deal an additional +5 points of damage. This does not stack with the Improved Might or Might menu option.

Tail Slap (Ex): The astral construct gains a tail, giving it a tail slap secondary attack. A tail slap deals 2d8 points of damage.

Advanced Dervish Path (Psionic)

You seem to float between enemies, a blur of destruction.

Prerequisites: Dex 15, Double Slice, Two-Weapon Fighting, dervish path class feature, manifester level 10th, base attack bonus +6

Benefit: When using the dervish trance, the competence bonus applies to your damage as well as your attack rolls. In addition, you can use the Dervish maneuver even if you moved before your attack and you have no limit of how many 5-foot steps you can take while using the Dervish maneuver, as long as you make at least one attack before each 5-foot step. The maximum distance you can move in this round is that of a double move.

Advanced Feral Path (Psionic)

Your natural attacks are more vicious.

Prerequisites: Psionic Fist, Unavoidable Strike, Feral path class feature, manifester level 10th, base attack bonus +6

Benefit: The competence bonus from your trance now also applies to damage rolls made with natural attacks. In addition, when using the Feral maneuver, if two natural attacks in the same charge are successful, your natural weapons deal extra damage. This damage is equal to the damage dealt by one natural attack plus 1-1/2 times your Strength modifier (if the two natural attacks deal different amounts of damage, use the lesser of the two).

Table 3-3: Feats

FEATS	PREREQUISITES	BENEFIT
Additional Terror	Terror class feature	Learn an additional terror
Advanced Archer Path	Point-Blank Shot, Precise Shot, Archer path class feature, manifester level 10th, base attack bonus +6	Gain bonus damage on ranged attack rolls, use bull rush when performing maneuver
Advanced Asthetic Path	Dodge, Psionic Dodge, Ascetic path class feature, manifester level 10th, base attack bonus +6	Gain bonus to both AC and saves, deflect attacks when using maneuver
Advanced Assassin Path	Deep Impact, Psionic Weapon, Assassin path class feature, manifester level 10th, base attack bonus +6	Deal sneak attack damage, stagger opponent when using maneuver
Advanced Brawling Path	Improved Grapple, Improved Unarmed Strike, Brawling path class feature, manifester level 10th, base attack bonus +6	Gain bonus on grapple checks, deal lethal damage when using maneuver
Advanced Constructs	Able to manifest *astral construct*	Gain additional astral construct menu options
Advanced Dervish Path	Dex 15, Double Slice, Two-Weapon Fighting, Dervish path class feature, manifester level 10th, base attack bonus +6	Gain bonus to damage rolls, make multiple 5 ft. steps when using maneuver
Advanced Feral Path	Psionic Fist, Unavoidable Strike, Feral path class feature, manifester level 10th, base attack bonus +6	Gain bonus to damage rolls with natural attacks, deal bonus damage when using maneuver
Advanced Infiltrator Path	Deceitful, Infiltrator path class feature, manifester level 10th, base attack bonus +6	Gain bonus to Bluff and Sense Motive checks, gain scent when using maneuver
Advanced Interceptor Path	Combat Expertise, Interceptor path class feature, manifester level 10th, base attack bonus +6	Grant deflection bonus to allies, make free disarm or trip attempt when using maneuver
Advanced Mind Knight Path	Wis 13, Psionic Meditation, Psionic Shot OR Psionic Weapon, Mind Knight path class feature, manifester level 10th, base attack bonus +6	Manifest both path powers at the same time, gain bonus on attack rolls when using maneuver
Advanced Survivor Path	Con 13, Mind Over Body, Toughness, Survivor path class feature, manifester level 10th, base attack bonus +6	Gain resistance to active energy type, apply bonus to Will saves when using maneuver
Advanced Weaponmaster Path	Combat Expertise, Improved Disarm, Weapon Focus, Weaponmaster path class feature, manifester level 10th, base attack bonus +6	Gain bonus to damage rolls, make free disarm attempts when using maneuver
Aligned Attack	Base attack bonus +6	Your attacks gain alignment
Assassin's Shot	Sniper style, sneak attack +1d6	Activate style ability when making a sneak attack
Assassin's Venom	Base attack bonus +3, assassin warrior path, *prevenom* or *prevenom weapon* path power	Gain bonus on save DC of path power
Autonomous	-	+2 bonus on Autohypnosis and Knowledge (psionics) checks
Body Fuel	-	Take ability burn to gain power points
Boost Construct	-	Astral construct gains additional ability
Broken Dreams Style	Devastating touch class feature, Improved Unarmed Strike, Intimidate 3 ranks	Deliver devastating touch through unarmed attacks
Shattered Dreams Strike	Devastating touch class feature, Improved Unarmed Strike, Broken Dreams Style*, Intimidate 6 ranks	Make free Intimidate check after using devastating touch
Nightmare Veil	Devastating touch class feature, Improved Unarmed Strike, Broken Dreams Style, Shattered Dream Strike, Intimidate 9 ranks	Gain concealment against shaken targets
Channel Rage	Wild surge class feature, rage class feature	Use round of rage to power a wild surge
Cloak Dance	Perform (dance) 2 ranks, Stealth 7 ranks	Gain concealment as a move action, total concealment as a full-round action

Feats	Prerequisites	Benefit
Combat Manifestation	-	+4 bonus on concentration checks for defensive manifesting
Craft Cognizance Crystal	Manifester level 3rd	Create cognizance crystals
Craft Crystalline Focus	Manifester level 3rd	Create crystalline focus items
Critical Refocus	Improved Critical, proficiency with weapon, base attack bonus +8	Automatically gain psionic focus when you confirm a critical hit
Cushion the Blow	Wisdom 15, collective class feature, manifester level 6th	Minimize damage of a single attack
Improved Cushion the Blow	Wisdom 15, Cushion the Blow*, Collective class feature, manifester level 12th	Cushion the Blow works on an additional attack this turn
Greater Cushion the Blow	Wisdom 17, Cushion the Blow*, Improved Cushion the Blow*, Collective class feature, manifester level 18th	Cushion the Blow works on all attacks until the beginning of your next turn
Deadly Throw	Dex 15, Point-Blank Shot, base attack bonus +3	Add Dexterity modifier to thrown weapon damage
Deep Focus	Psionic Body, Autohypnosis 4 ranks	Gain a second psionic focus
Defensive Tactics	Strategy class feature, armor training class feature	Improve your strategy and armor training abilities
Disciple of Fear	Devastating touch class feature, terrors class feature	Increase class level for devastating touch and terrors by 4, but not above hit dice
Dispelling Static	Spellcraft 5 ranks	Cause target of dispel check to suffer penalty against powers you manifest
Efficient Aid	Heal 7 ranks, request aid class feature	Heal more damage when using request aid
Elemental Blast	Wild Surge +1, Surge Blast class feature	Surge blast deals elemental damage
Empowered Shot	Point-Blank Shot	Double range of ranged weapons
Endowed Mind	-	Increase power's save DC for augmentation
Enervation Fortitude	Psychic enervation class feature	Suffer reduced psychic enervation effects
Enhanced Steal Life	Steal life class feature	Spend power points to increase the save DC of steal life
Enlarged Collective	Manifester level 3rd, collective class feature	Increase the range of your collective.
Expanded Collective	Collective class feature	Add additional members to collective
Expanded Favored Weapon	Favored weapon class feature, base attack bonus +6	Gain additional favored weapon group
Expanded Knowledge	Manifester level 3rd	Learn an additional power
Expanded Martial Power	Martial power class feature	Use martial power with additional powers
Expanded Strategies	Strategy class feature	Gain an additional strategy
Expansive Collective	Collective class feature, spirit of many class feature	Increase your class level when determining effects of your collective.
Extended Blast	Surge blast class feature	Increase surge blast range to 60 feet
Extra Blade Skill	Blade skill class feature, base attack bonus +2	Gain an additional blade skill
Extra Customization	Astral suit class feature	Gain an additional customization point
Extra Disruption Type	Disrupt pattern class feature	Have an additional active enemy type
Extra Insight	Insight class feature	Gain an additional insight
Extra Power Known	Manifester level 1st	Learn an additional power known
Extra Reconfiguration	Astral suit class ability, reconfigure class ability	Gain additional daily use of reconfigure
Extra Strategy	Strategy class feature	Gain additional daily uses of strategies
Extra Terrors	Terrors class feature	Gain additional daily uses of terrors
Extra Transfer	Transfer wounds or sickening touch class feature	Gain additional daily uses of transfer wounds or sickening touch
Fast Aid	Heal 7 ranks, Spellcraft 7 ranks, request aid class feature	Use request aid as a swift action
Fast Step	Nomad's Step class feature	Use nomad's step as a move action
Favored Energy	Ability to manifest any power that deals fire, cold, electricity, or sonic damage, manifester level 3rd	Deal additional damage with favored energy
Fear Mastery	Psionic Endowment, devastating touch class feature	Gain +1 insight bonus on terrors and powers with the fear descriptor. Expend focus to double bonus.

FEATS	PREREQUISITES	BENEFIT
Fear's Reach	Devastating touch class feature, Psionic Shot	Use devastating touch as a ranged attack
Feral Combat Training	Improved Unarmed Strike, Weapon Focus with selected natural weapon, proficiency with selected weapon, base attack bonus +1	Use Improved Unarmed Strike and subsequent feats with natural attacks
Fighter's Blade	Enhanced mind blade	You training in the mind blade does not suffer for dabbling in other studies
Focused Precision	Base attack bonus +7, Dex 17, Weapon focus (any crossbow or firearm), style ability class feature	Gain bonus damage on shots made with a crossbow or firearm while maintaining psionic focus
Focused Sunder	Str 13, Power Attack, Improved Sunder	Ignore 1/2 hardness of foe's weapon
Ghost Attack	Base attack bonus +3	Reduce penalties for attacking incorporeal enemies
Gravitic Stability	Elocater level 1st	Your movement is less impeded while using scorn earth and gain bonus against bull rush or trip attempts
Levitative Transport	Elocater level 5th, Gravitic Stability*	Share elocater movement abilities
Harmonic Resonance	Collective class feature, Spellcraft 3 ranks	Use powers known of members of your collective
Hawkeye	Far Shot, Point-Blank Shot	Gain bonus to Perception and increase range for precision-based attacks
Improved Cover Fire	Cover fire class feature	Gain bonus when using cover fire
Improved Disengage	Disengage class feature	Gain a 5-ft. step while using disengage
Improved Disruption	Disrupt pattern ability	Deal additional damage with disrupt pattern
Improved Metamorphosis	Ability to manifest *minor metamorphosis*, *metamorphosis*, *greater metamorphosis*, or *true metamorphosis*	Gain additional menu options when using the *metamorphosis* line of powers
Improved Psi-Like Ability	Racial psi-like ability	Gain additional daily uses of racial psi-like ability
Inquisitor	Wis 13	+10 bonus on Sense Motive checks to oppose Bluff
Insightful Terror	Fearsome insight class feature, Intimidate 9 ranks	Make Intimidate check to paralyze target for one round
Intimidating Shot	Point-Blank Shot	Make free Intimidate check if you make a successful ranged attack
Staggering Shot	Intimidating Shot, Point-Blank Shot, base attack bonus +6	Ranged attacks stagger fearful creatures
Crippling Assault	Intimidating Shot, Point-Blank Shot, Staggering Shot, base attack bonus +11	Paralyze targets with ranged attacks
Intuitive Fighting	Blind-Fight	Add Wisdom modifier to attack rolls instead of Strength modifier
Intuitive Shot	Wis 13, Point-Blank Shot, Psionic Shot	Add Wisdom modifier to damage roll with a ranged or thrown weapon
Greater Intuitive Shot	Wis 13, Intuitive Shot, Point-Blank Shot, Psionic Shot, base attack bonus +6	Expend psionic focus to add Wisdom modifier to damage of each attack in a full attack
Killer's Vitality	Soulthief method, sneak attack +1d6	Gain temporary hit points when you land a sneak attack
Knightmare	Terrors class feature, cavalier's charge class feature	Your dread and cavalier training provide complementary benefits
Knockdown Shot	Dex 15, Point-Blank Shot, Psionic Shot	Expend psionic focus with a ranged attack to knock target prone
Master's Refuge	Twofold master class feature	Transfer mind to thrall on death
Master's Voice	Twofold master class feature	Have permanent mental contact with thralls
Mental Leap	Dex 13 OR Str 13, Acrobatics 2 ranks	+10 bonus on Acrobatics checks to jump
Merge Designs	Scribe Tattoo, pattern designs class feature	Hide nature of tattoos, gain additional psionic tattoo slot
Metapsionic Mastery	Manifester level 3rd, one metapsionic feat	Apply multiple metapsionic feats to a single power, but increase the cost to use each metapsionic feat
Mind Blade Knight	Mind knight warrior path, expanded path class feature	Add weapon special abilities to summoned weapons
Mind Knight's Arsenal	Base attack bonus +3, mind knight warrior path, *call weaponry* path power, Weapon Focus with selected weapon	Increase the enhancement bonus on weapon summoned

Feats	Prerequisites	Benefit
Mind Over Body	Con 13	Heal ability damage more quickly
Mixed Combat	Quick Draw, base attack bonus +6	Blend ranged and melee attacks without provoking attacks of opportunity
Modified Blast	Surge blast class feature, manifester level 3rd	Gain augmentation options for surge blast
Nomad's Jump	Aerial acrobatics class feature, nomad's step class feature	Use nomad and elocater levels to determine benefits of nomad's step
One Pattern	Disrupt pattern class feature, 5 ranks in each of Knowledge (arcane), (dungeoneering), (nature), (planes), (psionics), and (religion)	Disrupt pattern no longer suffers half damage if creature is not of active enemy type, instead deals extra damage if target is of active enemy type
Open Door	Mindlock class feature	More easily use mindlock on creature you previously mindlocked
Multiple Connections	Open Door*, Mindlock class feature	Attune to multiple creatures for Open Door*
Open Minded	-	Gain skill points
Overchannel	-	Take damage to increase your manifester level
Talented	Overchannel	Take no damage from overchanneling some powers
Penetrating Fear	Terrors class feature, 10th level dread	Expend focus to use terrors on those normally immune to fear
Persistent Focus	Wis 13, Psionic Meditation, Autohypnosis 4 ranks	Always treated as maintaining psionic focus for a single ability
Piranha Strike	Weapon Finesse, base attack bonus +1	Gain additional damage with light weapons by sacrificing accuracy
Power Channeler	-	Channel power through a melee attack
Power Penetration	-	Gain bonus to overcome power resistance
Greater Power Penetration	Power Penetration	Gain bonus to overcome power resistance
Power Perfection	Spellcraft 15 ranks, at least 3 metapsionic feats	Apply single metapsionic feat to a single power without expending focus or increasing the cost of the power
Power Specialization	Weapon Focus (ray), manifester level 4th	Gain bonus damage to damaging powers
Greater Power Specialization	Power Specialization	Increased bonus damage to damaging powers
Psicrystal Affinity	Manifester level 1st	Obtain a psicrystal
Improved Psicrystal	Psicrystal Affinity	Enhance your psicrystal
Psicrystal Containment	Psicrystal Affinity, manifester level 3rd	Your psicrystal can hold a psionic focus
Psionic Body	-	+2 hit points for each psionic feat you have
Psionic Bull Rush	Improved Bull Rush	Deal damage when using bull rush
Psionic Critical	Improved Critical	Deal additional damage when you score a critical hit
Psionic Disarm	Improved Disarm	Deal damage when you successfully disarm
Psionic Dodge	Dex 13, Dodge	+1 dodge bonus to AC
Psionic Endowment	-	Add +1 to power's save DC
Greater Psionic Endowment	Psionic Endowment	Add +2 to power's save DC
Psionic Fist	Str 13	Unarmed attack or natural weapon deals extra damage
Greater Psionic Fist	Psionic Fist, base attack bonus +6	Unarmed attack or natural weapon deals extra damage
Unavoidable Strike	Psionic Fist, base attack bonus +6	Resolve unarmed attack or natural weapon attack as a touch attack
Psionic Meditation	Wis 13, Autohypnosis 4 ranks	Become psionically focused as a move action
Psionic Overrun	Str 13, Improved Overrun, Power Attack, base attack bonus +1	Deal damage when you perform an overrun
Psionic Precise Shot	Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +11	Ignore some barriers with a ranged attack
Psionic Shield Bash	Improved Shield Bash, Shield Proficiency	Cause creature to be shaken after using a shield bash

Feats	Prerequisites	Benefit
Psionic Shot	Point Blank Shot	Ranged weapon deals extra damage
Fell Shot	Psionic Shot, base attack bonus +6	Resolve ranged attack as a touch attack
Return Shot	Fell Shot	Deflect ranged attacks back at attacker
Greater Psionic Shot	Psionic Shot, base attack bonus +6	Ranged weapon deals extra damage
Psionic Stamina	Psionic Body, soulknife level 3	Gain bonus on Fortitude saves
Psionic Sunder	Str 13, Improved Sunder, Power Attack, base attack bonus +1	Deal damage when you perform a sunder
Psionic Talent	-	Gain additional power points
Psionic Trip	Int 13, Combat Expertise, Improved Trip	Deal damage when you perform a trip
Psionic Unarmed Strike	Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist	Unarmed strikes ignore some barriers
Psionic Weapon	Str 13	Melee weapon deals extra damage
Deep Impact	Psionic Weapon, base attack bonus +6	Resolve melee attack as a touch attack
Greater Psionic Weapon	Psionic Weapon, base attack bonus +6	Melee weapon deals extra damage
Psychoportive Pathfinder	Nomad level 1, ability to manifest *trace psychoport* and either *psychoport* or *greater psychoport*	Leave a marker for others to follow with teleportation effects
Pyromaniac	Bomb 2d6 class feature, fire lash class feature	Your bombs gain benefits from your weapon afire ability
Quick Suit	Astral suit class feature, reconfigure class feature	Form astral suit more rapidly
Raging Hulk	Rage power class feature, astral suit class feature	Combine barbarian and aegis levels for customization selections and gain extra customizations when raging
Rapid Augmentation	Augment suit class feature	Activate augment suit as a swift action
Rapid Draw	Alter blade blade skill, quick draw class feature, base attack bonus +11	Form mind blade as a free action more frequently
Rapid Metabolism	Con 13	Heal hit points more quickly
Ready Response	-	Expend psionic focus to act during surprise round
Rebounding Throw	Point-blank Shot, base attack bonus +1	Rebound a successful thrown attack
Reckless Offense	Base attack bonus +1	Take -4 AC to gain +2 melee attack bonus
Resonance Mastery	Psicrystal imprinter level 5th, any metapsionic feat	Apply metapsionic feats to powers without paying increased cost but by increasing manifesting time
Returning Throw	Point-Blank Shot, base attack bonus +1	Weapons return if maintaining focus
Ricochet	Point-Blank Shot, base attack bonus +6	Redirect thrown attacks
Scholarly Discipline	Arcane school, discipline class feature	Your arcane and psionic training provide complementary benefits
Scribe Tattoo	Manifester level 3rd	Create psionic tattoos
Sidestep Charge	Dex 13, Dodge	+4 bonus to AC against a charging foe
Soul Warrior	Mind blade +2, warrior's path class feature	Your psychic warrior and soulknife training provide complementary benefits
Speed of Thought	Wis 13	+10 feet to speed in light or medium armor
Psionic Charge	Dex 13, Speed of Thought	Charge while taking erratic course to foe
Split-Headed Lash	Fire lash class feature, Knowledge (psionics) 10 ranks, Point-Blank Shot, Precise Shot, Weapon Focus (whip)	Split fire lash into two whips for a single attack
Student of the Astral Suit	Invigorating suit class feature	Treat aegis level as 4 higher for customizations and customization points, up to your character level
Surging Aura	Wild surge +1	Wild surge grants bonus to allies
Swift Shapeshifter	Ability to manifest *metamorphosis*	Manifest shapechanging powers more quickly
Master of All Forms	Swift Shapeshifter	Manifester shapechanging powers as a swift action
Telepathic Link	Manifester level 3rd, ability to manifest *mindlink*	Gain ability to link creatures together to communicate telepathically
Terror Mastery	8 terrors known	Activate two terrors in a single action
Tomb Raider	Trapmaker class feature, favored terrain (underground) class feature	Add cryptic and ranger levels together for trapfinding and favored terrain

Feats	Prerequisites	Benefit
Touch of Terror	Devastating touch class feature	Deal additional damage with devastating touch
Toughened Suit	Astral suit class feature	Spend a power point when forming astral suit to gain temporary hit points
Twin Throw	Dex 17, Point-Blank Shot, Two-Weapon Fighting, base attack bonus +6	Throw multiple weapons at the same time
Unlocked Talent	Wild Talent	Gain 1st level power and power points
Access Psionic Talent	Manifester level 1st or Unlocked Talent*	Gain five psionic talents
Unwilling Participant	Collective class feature	Add unwilling creatures to collective
Up the Walls	Wis 13	Run on walls and ceilings
Urban Tracking	-	Track creatures by gathering information
Wild Talent	-	Gain psionic ability and 2 power points
Wildblood Mage	Bloodline arcana, wild surge +1	Increase caster and manifester level and use wild surge on spells
Wounding Attack	Base attack bonus +8	Wound opponents with your attack

Metapsionic Feats	Prerequisites	Benefit
Burning Power	-	Acid and fire powers deal additional damage
Burrowing Power	Spellcraft 8 ranks	Bypass barrier with power
Chain Power	-	Choose additional targets with power
Concussive Power	-	Disorient creatures with sonic powers
Dazing Power	-	Daze creature with mind-affecting power
Delay Power	-	Delay effect of power up to 5 rounds
Empower Power	-	Increase power's variable, numeric effects by 50%
Echoing Power	-	Manifest power an additional time later in the same day
Ectoplasmic Power	-	Power fully affects incorporeal and ethereal creatures
Enlarge Power	-	Double power's range
Explosive Power	Manifester level 3rd	Power explodes on impact, damaging nearby creatures
Extend Power	-	Double power's duration
Flaring Power	-	Dazzle creatures with fire, light, and electricity powers
Focused Power	-	Focus a power on a single creature
Hustle Power	-	Manifest a power as a move action
Lingering Power	-	Cause power to affect creatures again the next round
Maximize Power	-	Maximize power's variable, numeric effects
Merciful Power	-	Power deals nonlethal damage
Opportunity Power	-	Make attacks of opportunity with touch powers
Persistent Power	-	Cause creature targeted to make additional save against power
Piercing Power	-	Power reduces power resistance
Quicken Power	-	Manifest powers as a swift action
Redirect Power	-	Send a failed power against an additional target
Rime Power	-	Entangle creatures with cold powers
Selective Power	Spellcraft 10 ranks	Protect allies from your powers
Malleable Power	Selective Power*, Spellcraft 10 ranks	Shape effect of power to exclude areas
Shared Power	-	Grant allies effects of powers
Sickening Power	-	Sicken creature with power
Split Psionic Ray	Any other metapsionic feat	Split one ray attack into two
Thundering Power	-	Deafen creatures with power
Toppling Power	-	Knock creatures prone with force powers
Twin Power	-	Manifest power twice
Unconditional Power	-	Manifest power despite character condition
Widen Power	-	Double power's area

Advanced Infiltrator Path (Psionic)

You have a talent for getting wherever you need to go.

Prerequisites: Deceitful, infiltrator path class feature, manifester level 10th, base attack bonus +6

Benefit: When using the infiltrator trance, the competence bonus to Disguise checks also applies to Bluff and Sense Motive checks. In addition, when using the infiltrator maneuver, for the duration of your *metamorphosis* power, you gain the scent extraordinary ability and the competence bonus to Intimidate checks also applies to Survival checks.

Advanced Interceptor Path (Psionic)

You defend your allies with uncanny expertise.

Prerequisites: Combat Expertise, interceptor path class feature, manifester level 10th, base attack bonus +6

Benefit: When using the interceptor trance, you can take a penalty to your Armor Class equal to the competence bonus granted by the interceptor trance to grant a deflection bonus to Armor Class to one ally threatened by an enemy within your melee reach. In addition, when using the Interceptor maneuver, if your attack was successful, you can make a free disarm or trip attempt against the enemy struck.

Advanced Mind Knight Path (Psionic)

You have learned enhanced techniques to make sure you are always armed and dangerous

Prerequisites: Wis 13, Psionic Meditation, Psionic Shot OR Psionic Weapon, mind knight path class feature, manifester level 10th, base attack bonus +6

Benefit: As long as you have both mind knight path powers, you can manifest both mindknight path powers at the same time as a single standard action. Any time you manifest *call weaponry*, you may select one other 1st level power you know; you may manifest that power using martial power as if it were a path power, as long as the attack is made using the weapon summoned. In addition, when using the mind knight maneuver, you gain a +1 competence bonus on the attack rolls for every four psychic warrior levels you have.

Advanced Survivor Path (Psionic)

You are capable of withstanding a variety of situations.

Prerequisites: Con 13, Mind Over Body, Toughness, survivor path class feature, manifester level 10th, base attack bonus +6

Benefit: When using the survivor trance, you gain resistance to your active energy type. The resistance is equal to 5 for every four psychic warrior levels you have. In addition, when using the survivor maneuver, the bonus to Will saves can instead apply to Fortitude saves.

Advanced Weaponmaster Path (Psionic)

You are a particularly dangerous opponent to duel.

Prerequisites: Combat Expertise, Improved Disarm, Weapon Focus, weaponmaster path class feature, manifester level 10th, base attack bonus +6

Benefit: The competence bonus from your trance now also applies to damage rolls made with a weapon (natural attacks do not count for this purpose). In addition, when using the Weaponmaster maneuver, you can choose to make a free disarm attempt against your attacker in place of the single melee attack. If your disarm attempt is successful, you may then make a single melee attack against your opponent in place of the 5-foot step.

Aligned Attack (Psionic)

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. (Your choice must match one of your alignment components.) Once you've made this alignment choice, it cannot be changed.

As long as you maintain psionic focus, your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You may choose to expend your psionic focus when making an attack to power this feat's secondary ability. When you make a successful melee or ranged attack in this fashion, you deal an extra 2d6 points of damage of the type you originally selected if your target is of the opposed alignment. This attack is still treated as the appropriate alignment type. You must decide whether or not to use this ability prior to making an attack. If your attack misses, you still expend your psionic focus.

Assassin's Shot (Combat)

You are capable of using your ranged combat training when making ranged sneak attacks.

Prerequisites: Sniper combat style, sneak attack +1d6

Benefit: Once per round when making a successful ranged attack that deals sneak attack damage, you can activate any one style ability that requires expending your psionic focus without having to expend your psionic focus.

Assassin's Venom (Psionic)

The poisons you create are more effective.

Prerequisites: Base attack bonus +3, assassin warrior path, *prevenom* or *prevenom weapon* path power.

Benefit: You gain a bonus on the save DC of *prevenom* and *prevenom weapon* equal to the competence bonus granted by your trance class feature.

Autonomous

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Knowledge (psionics) checks. If you have 10 ranks in either of these skills, your bonus on that skill increases to +4.

Body Fuel (Psionic)

You can expand your power point total at the expense of your health.

Benefit: You can recover 2 power points by taking 1 point of ability burn damage to each of your three physical ability scores: Strength, Dexterity, and Constitution.

You can recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

Boost Construct (Psionic)

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu that the construct currently has an ability from.

Special: This effect stacks with the summoner's call ability of the shaper.

Broken Dreams Style (Psionic, Style)

Your unarmed strikes are empowered by nightmares.

Prerequisites: Devastating touch class feature, Improved Unarmed Strike, Intimidate 3 ranks

Benefit: When performing an unarmed attack, you can choose to also deliver your devastating touch damage through that attack.

Burning Power (Metapsionic)

You cause creatures to take extra damage when you affect them with a power that has the acid or fire descriptor.

Benefit: To use this feat, you must expend your psionic focus. The acid or fire effects of the affected power adhere to the creature, causing more damage the next round. When a creature takes acid or fire damage from the affected power, that creature takes damage equal to 2 × the power's level at the start of its next turn. The damage is acid or fire, as determined by the power's descriptor. If a burning power has both the fire and acid descriptor, the manifester chooses what kind of damage is dealt by the burning power effect. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not deal fire or acid damage cannot be used with this feat.

Burrowing Power (Metapsionic)

Your powers sometimes bypass barriers.

Prerequisites: Spellcraft 8 ranks.

Benefit: To use this feat, you must expend your psionic focus. You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with *clairvoyant sense*. Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Chain Power (Metapsionic)

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus. You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than

once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Channel Rage (Psionic)

You have learned to focus your anger to fuel your wild surges.

Prerequisites: Wild surge class feature, rage class feature.

Benefit: When you choose to power a manifestation with only your wild surge, you may spend 1 round of your rage instead of expending your psionic focus.

Cloak Dance

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Perform (dance) 2 ranks, Stealth 7 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

Combat Manifestation (Psionic)

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on concentration checks made to manifest a power or use a psi-like ability when manifesting on the defensive or while grappled.

Concussive Power (Metapsionic)

You cause creatures to be disoriented when you affect them with a power that has the sonic descriptor.

Benefit: To use this feat, you must expend your psionic focus. With sonic damage comes a concussive wave of energy that rattles creatures affected by the power.

A concussive power causes creatures that take damage from a power that has the sonic descriptor to take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to the power level of the power. A concussive power only affects powers with the sonic descriptor. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not deal sonic damage cannot be used with this feat.

Craft Crystalline Focus (Item Creation)

You are able to craft crystalline items that focus psionic energy.

Prerequisite: Manifester level 3rd.

Benefit: You can craft crystalline focus items that harness psionic energy such as that for a mind blade, mind armor, or astral suit. Doing so takes one day for each 1,000 gp in the item's base price.

Craft Cognizance Crystal (Item Creation)

You can create psionic *cognizance crystals* that store power points.

Prerequisite: Manifester level 3rd.

Benefit: You can create a *cognizance crystal*. Doing so takes one day for each 1,000 gp in its base price. The base price of a *cognizance crystal* is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. To create a *cognizance crystal*, you must use up raw materials costing one-half its base price.

Crippling Assault (Psionic)

You are able to paralyze the targets of your ranged and thrown attacks.

Prerequisites: Intimidating Shot, Point-Blank Shot, Staggering Shot, base attack bonus +11.

Benefit: To use this feat, you must expend your psionic focus. As a standard action, you can make a ranged attack with a ranged or thrown weapon. If the attack is successful, it deals damage normally and forces the target to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier) or be paralyzed until the beginning of your next turn. This paralysis is only effective against dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foes. If your attack misses, you still expend your psionic focus.

Critical Refocus (Combat, Psionic)

Your critical hits recharge your expended focus.

Prerequisites: Improved Critical, proficiency with weapon, base attack bonus +8.

Benefit: When you confirm a critical hit on an attack where you expended psionic focus, you automatically regain your psionic focus after the results of the attack are determined.

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.

Dazing Power (Metapsionic)

You can daze a creature with the powers you manifest.

Benefit: To use this feat, you must expend your psionic focus. You can modify a mind-affecting power that targets only one creature to possibly daze the creature. When a creature makes a successful save against a

dazing power, they must make an additional saving throw or become dazed for a number of rounds equal to the level of the power. If the power does not allow a save, the target can make a Will save to negate the daze effect. If the power effect causes the creature to become dazed, the duration of this metapsionic effect is added to the duration of the power if the creature fails its save. This is considered a mind-affecting effect; if the subject fails the save for the daze effect, he is unaware that he has been subjected to a mind-affecting power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level

Deadly Throw (Psionic)

Your skill with thrown weapons allows you to replace power with finesse.

Prerequisites: Dex 15, Point-Blank Shot, base attack bonus +3.

Benefit: As long as you maintain psionic focus, you may add your Dexterity modifier to damage rolls made with thrown weapons instead of using your Strength modifier. You must be within 30 ft. of the target to gain this benefit.

Normal: You add your Strength modifier to damage rolls for attacks made with thrown weapons.

Deep Focus (Psionic)

You have learned to focus your subconscious mind even while awake.

Prerequisites: Psionic Body, Autohypnosis 4 ranks.

Benefit: You can psionically focus your subconscious in the same manner in which you gain psionic focus normally. At any time when you need to expend your psionic focus, you can expend your subconscious's psionic focus instead. At any time when you need to maintain psionic focus for an effect, you can use your subconscious's psionic focus instead. Psionically focusing your subconscious works just like focusing your conscious mind.

Special: You cannot benefit from both Psicrystal Containment and Deep Focus at the same time. If you have both feats, you may only have your psicrystal or your subconscious maintaining psionic focus at any given time.

Deep Impact (Psionic)

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +6.

Benefit: To use this feat, you must expend your psionic focus as part of a melee attack. You can resolve that attack with a melee weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus. Abilities that do not work on touch attacks similarly do not work with this feat.

Defensive Tactics

Your experience on the battlefield grants you experience with tactics and combat gear.

Prerequisites: Strategy class feature, armor training class feature.

Benefit: You add your levels of tactician and fighter together for the purposes of your strategy and armor training class features.

Delay Power (Metapsionic)

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a power as a delayed power. A delayed power doesn't activate immediately. When you manifest the power, you choose one of three trigger mechanisms: (1) The power activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Disciple of Fear (Psionic)

You have studied the intricacies of terror and fear, being able to use this knowledge to further your own powers beyond what would normally be available for you.

Prerequisites: Devastating touch class feature, terrors class feature.

Benefit: For the purpose of your devastating touch and terror class features, your effective class level increases by 4. This benefit can't increase your effective class level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of other classes, you might be able to apply the rest of the bonus. This feat does not affect your terrors known or give you further uses of your terrors, but increases it for the purposes of augmentation and save DC's.

Dispelling Static (Psionic)

You can cause dispelled effects to make the target more prone to your powers.

Prerequisites: Spellcraft 5 ranks.

Benefit: If you make a successful targeted dispel check, you may choose to have the effect unravel violently, lashing the target of the dispel with psychic static that imposes a -1 penalty on saves against any power you manifest until the end of your next turn. The penalty increases by 1 for each effect dispelled. The target also loses any psionic focus it has and cannot regain psionic focus for 1 round.

This does not affect psionic focus contained in psicrystals via Psicrystal Containment, unless the psicrystal is the target of the targeted dispel attempt.

Echoing Power (Metapsionic)

You have learned how to release most, but not all, of a power's potential when you manifest it.

Benefit: To use this feat, you must expend your psionic focus. When you manifest an echoing power a portion of it remains in your power point pool, and you can manifest it one additional time during that day. This second manifesting does not expend any additional power points. Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Ectoplasmic Power (Metapsionic)

Your psionic powers breach the gulf between dimensions, sending ghostly emanations into the ether.

Benefit: To use this feat, you must expend your psionic focus. An ectoplasmic power has full effect against incorporeal or ethereal creatures. Using this feat does not increase the power point cost of the power.

Efficient Aid (Psionic)

Your ability to heal others at their request is more efficient.

Prerequisites: Heal 7 ranks, request aid class feature.

Benefit: The damage healed through the use of request aid is 4 hit points per power point spent.

Normal: The damage healed through the use of request aid is 3 hit points per power point spent.

Elemental Blast (Psionic)

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

Prerequisite: 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.

Empower Power (Metapsionic)

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus. You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Empowered Shot (Psionic)

You can empower your ranged attacks, sending them farther.

Prerequisites: Point-Blank Shot.

Benefit: As long as you maintain psionic focus, the range of your ranged weapons doubles. You may expend your psionic focus as part of a ranged attack (but not ranged touch attack) to ignore any penalties for range increment for that single attack. That attack still has its range doubled as if you were maintaining psionic focus.

Endowed Mind (Metapsionic)

You can make your powers more difficult to resist.

Benefit: As long as you maintain psionic focus, increase the save DC of any power you manifest by 1 for every 2 power points you spend augmenting the power, provided the augmentation does not already increase the power's save DC. You may even spend 2 power points to increase a power's save DC even if the power does not have any augment options.

Special: Unlike most metapsionic feats, you do not need to expend your psionic focus to use this feat.

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).

Enhanced Steal Life (Psionic)

You make it more difficult for others to resist you stealing their life.

Prerequisites: Steal life class feature.

Benefit: When you use your steal life class feature, you can channel power points into it to increase the DC of the save. For every three power points you spend, the save DC is increased by 1. You may not spend more power points in this fashion than your manifester level.

Enlarge Power (Metapsionic)

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level.

Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

Enlarged Collective (Psionic)

Your collective has a longer range than normal.

Prerequisites: Manifester level 3rd, collective class feature.

Benefit: The range of your collective is now long range (400 ft. + 40 ft. per class level). Additionally the range of your collective becomes unlimited at 12th level and planar at 16th level. At 19th level, if a member of your collective would be removed from the collective due to dying or their Wisdom being reduced to 0, they remain in the collective for 24 hours, although they are still dead or have a 0 Wisdom and remain unconscious, as appropriate. However, you do not suffer any penalties while they remain in your collective.

Normal: The range of your collective is medium range (100 ft. + 10 ft. per class level), and the level at which your collective increase to unlimited and planar ranges are level 15 and level 19 respectively.

Special: If you have the Expansive Collective* feat, use your total Hit Dice instead of your class level.

Expanded Collective (Psionic)

You are able to include more creatures into your collective.

Prerequisite: Collective class feature.

Benefit: You may add two additional creatures into your collective.

Normal: Your collective can contain a number of creatures equal to half your class level or your key ability modifier, whichever is greater.

Special: You may take this feat multiple times; its benefits stack.

Expanded Favored Weapon (Combat)

Your mastery of weapons is broader than most.

Prerequisites: Favored weapon class feature, base attack bonus +6.

Benefit: Choose one additional weapon group. You gain all the normal benefits of your favored weapon class feature this weapon group in addition to your original weapon group.

Expanded Knowledge (Psionic)

You learn another power.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. You can choose any power, including powers from another discipline's list or even from another class's list, even if that power is already on your class's power list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

Expanded Martial Power (Psionic)

You are able to use a wider selection of powers while making attacks.

Prerequisites: Martial power class feature

Benefit: To use this feat, you must expend your psionic focus. When using the martial power ability, you can manifest any power you know, provided it is at least one lever lower than the highest level power you can manifest.

Normal: When using martial power, you may only manifest path powers.

Special: You may still manifest path powers with martial power without expending psionic focus.

Expanded Strategies (Psionic)

You develop new strategies at a faster rate than most tacticians.

Prerequisite: Strategy class feature.

Benefit: You gain an additional strategy. You must meet all the prerequisites of that strategy.

Special: You may take this feat multiple times. Each time, you gain a new strategy.

Expansive Collective (Psionic)

The power of your collective is unaffected by your other dabblings.

Prerequisites: Collective class feature, spirit of many class feature.

Benefit: When calculating the range and number of creatures which may be joined to your collective, use your total Hit Dice instead of your class level.

Explosive Power (Metapsionic)

Your powers that normally only affect a single creature explode on impact.

Prerequisite: Manifester level 3rd

Benefit: To use this feat, you must expend your psionic focus. You can cause a power you manifest that deals hit point damage and has a direct target or targets (not an area effect) to explode upon impact, dealing its damage

to all creatures adjacent to the target of the initial power. A successful Reflex save halves the damage from this explosion, even if the original power did not allow a save, such as *energy ray*, in which case calculate the save based upon the level of the power manifested.

Using this feat does not increase the power point cost of the power if only a single creature was targeted by the initial effect. For powers that allow the direct targeting of multiple creatures, such as *energy missile*, each additional target of the initial power increases the cost of the power by 2 power points. Creatures cannot be affected by both the initial power and the explosion, nor by overlapping explosions.

Extra Blade Skill (Psionic)

Your training with a mind blade allows you to perform additional abilities.

Prerequisite: Blade skill class feature, base attack bonus +2.

Benefit: You gain an additional blade skill.

Special: You may take this feat multiple times. Each time, you gain a new blade skill.

Extend Power (Metapsionic)

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus. You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Extended Blast (Psionic)

Your surge blast has a farther reach.

Prerequisites: Surge blast class feature.

Benefit: Your surge blast has a range of 60 feet.

Normal: Your surge blast has a range of 30 feet.

Extra Customization (Psionic)

Your astral suit can have additional customizations.

Prerequisites: Astral suit class feature

Benefit: You gain one additional customization point.

Special: You can gain this feat multiple times, but only one additional time for every five aegis levels you possess.

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 Power Known (Psionic)

You know an additional psionic power.

Prerequisite: Manifester level 1st.

Benefit: Add one additional power known of any level up to the highest-level power you can manifest to your powers known. You can only choose the power from your class power list.

Special: You can gain this feat multiple times. Each time, you learn one new power from your class power list up to the highest-level power you can manifest.

Extra Reconfiguration (Psionic)

You are able to modify your astral suit more often.

Prerequisites: Astral suit class ability, reconfigure class ability

Benefit: You gain one additional daily use of your reconfigure class ability.

Extra Strategy (Psionic)

You gain extra daily uses of your strategy ability.

Prerequisite: Strategy class feature

Benefit: You gain two additional daily uses of your strategy class feature.

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

Extra Terrors (Psionic)

You can use your terrors more than normal.

Prerequisite: Terrors class feature.

Benefit: You gain 3 additional daily uses of your terrors.

Special: You can gain Extra Terrors multiple times. Its effects stack. Each time you take the feat, you gain three additional daily uses of your terrors.

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.

Fast Aid (Psionic)

Requests to you for healing can be made much faster.

Prerequisite: Heal 7 ranks, Spellcraft 7 ranks, request aid class feature.

Benefit: Your allies may choose to request aid as a swift action.

Normal: Request aid costs a standard action to perform.

Fast Step (Psionic)

You are able to teleport more easily.

Prerequisite: Nomad's Step class feature.

Benefit: You may use Nomad's Step as a move action, instead of as a standard action.

Favored Energy (Psionic)

You prefer a certain energy type over all others.

Prerequisite: Ability to manifest any power that deals fire, cold, electricity, or sonic damage, manifester level 3rd.

Benefit: Choose one type of energy to become your favored energy: cold, electricity, fire, or sonic. Any time you manifest a power that deals damage of your favored energy type, the damage is increased by +1 per die.

Fear Mastery (Psionic)

You have walked among true nightmares and seen into the depths of mortal fear and despair - giving you a terrible edge when it comes to weakening your enemies and bringing them to their knees, paralyzed with fear.

Prerequisites: Psionic Endowment, devastating touch class feature.

Benefit: As long as you maintain psionic focus, you receive a +1 insight bonus to the save DCs of all your terrors and powers with the fear descriptor. You can expend your focus while manifesting a power or using a terror to increase this bonus to +2.

Fear's Reach (Psionic)

You have learned how to focus the power of fear to reach enemies too far away to touch.

Prerequisites: Devastating touch class feature, Psionic Shot

Benefit: Your devastating touch ability may now also be used as a ranged touch attack with a range of close (25 ft. + 5 ft. / 2 levels).

Fell Shot (Psionic)

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +6.

Benefit: To use this feat, you must expend your psionic focus as part of a ranged attack. You can resolve that ranged attack as a ranged touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus. Abilities that do not work on touch attacks similarly do not work with this feat.

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.

Flaring Power (Metapsionic)

You dazzle creatures when you affect them with a power that has the fire, light, or electricity descriptor.

Benefit: To use this feat, you must expend your psionic focus. The electricity, fire, or light effects of the affected power create a flaring that dazzles creatures that take damage from the power. A flare power causes a creature that takes fire, light, or electricity damage from the affected power to become dazzled for a number of rounds equal to the level of the power. A flaring power only affects powers with a fire, light, or electricity descriptor. Using this feat does not increase the power point cost of the power.

Powers that do not deal fire, light, or electricity damage cannot be used with this feat.

Fighter's Blade

Your training with a mind blade is not hindered by dabbling in other studies.

Prerequisites: Enhanced mind blade

Benefit: Treat your class level as four higher to determine your enhanced mind blade class feature and which blade skills you can select, to a maximum of your character level.

Focused Power (Metapsionic)

When you manifest a power that affects more than one creature, one opponent finds it more difficult to resist.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power that can or does affect or target more than one creature, you can choose one target or creature within the power effect. That creature's saving throw DC to resist the power is increased by +2. You must choose which target to focus the power on before manifesting the power. Using this feat does not increase the power point cost of the power.

Powers that do not require a saving throw to resist or lessen the power's effect cannot be used with this feat.

Focused Precision (Combat, Psionic)

Your aim is so precise that you find just the right spot to maximize the damage of your attacks.

Prerequisites: Base attack bonus +7, Dexterity 17, Weapon Focus (any crossbow or firearm), style ability class feature.

Benefit: While maintaining psionic focus, you add your Dexterity modifier to damage rolls made with a crossbow or firearm for which you have the Weapon Focus feat. Damage from this feat is precision-based

damage, so creatures immune to precision damage are immune to this extra damage.

Focused Sunder (Psionic)

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your psionic focus. When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object. You must still expend your psionic focus when using this special option.

Ghost Attack (Psionic)

Your deadly strikes against incorporeal foes more frequently find their mark.

Prerequisite: Base attack bonus +3.

Benefit: You must be psionically focused to use this feat. When you make a successful melee attack or a ranged attack against an incorporeal creature, your attack deals 75% damage instead of the standard 50% damage.

If you expend your psionic focus as part of the attack, your attack deals full damage. You must decide whether or not to use this option prior to making an attack. If your attack misses, you still expend your psionic focus. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

Gravitic Stability (Psionic)

You have an uncanny stability against attempts to impede your movement.

Prerequisites: Elocater level 1st

Benefit: Any time your movement speed would be reduced to 10 ft. as a result of using personal gravity or scorn earth (such as from wearing heavy armor or being more than 1 ft. away from a stable surface), your speed is instead reduced to 10 ft. plus any bonuses to your movement (such as from freerunning). You do not take any penalty for attacking while using scorn earth at distances greater than 1 ft. from the ground or a stable surface. You gain a bonus to your CMD equal to your elocater class level against any bull rush or trip attempt.

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.

Greater Intuitive Shot (Psionic)

Your intuition extends to multiple attacks.

Prerequisites: Wis 13, Intuitive Shot, Point-Blank Shot, Psionic Shot, base attack bonus +6

Benefit: You can expend your psionic focus as part of a full attack made with a ranged or thrown weapon to add your Wisdom modifier to the damage roll of each attack made in the full attack. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

Greater Power Penetration (Psionic)

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: When you use the Power Penetration feat, the bonus on manifester level checks to overcome a creature's power resistance increases to +4 when you maintain psionic focus, and +8 when you expend you psionic focus.

Greater Power Specialization (Psionic)

You deal more damage with your powers.

Prerequisites: Power Specialization, Weapon Focus (ray), manifester level 12th.

Benefit: Your powers that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

Greater Psionic Endowment (Psionic)

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

Greater Psionic Fist (Psionic)

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, Psionic Fist, base attack bonus +6.

Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 2 points of damage instead of 1 point of damage while you maintain psionic focus, and deal an extra 4d6 points of damage instead of an extra 2d6 points when you expend your psionic focus.

Greater Psionic Shot (Psionic)

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, Psionic Shot, base attack bonus +6.

Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 2 points of damage instead

of 1 point of damage while you maintain psionic focus, and deal an extra 4d6 points of damage instead of an extra 2d6 points when you expend your psionic focus.

Greater Psionic Weapon (Psionic)

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +6.

Benefit: When you use the Psionic Weapon feat, your attack deals an extra 2 points of damage instead of 1 point of damage while you maintain psionic focus, and deal an extra 4d6 points of damage instead of an extra 2d6 points when you expend your psionic focus.

Harmonic Resonance (Psionic)

You can attune your mind to the subtle inner workings of other psionic beings, and gain a more intimate knowledge of their powers.

Prerequisites: Collective class feature, Spellcraft 3 ranks.

Benefit: To use this feat, you must have an active collective when you choose your powers known for the day or meditate to regain your power point pool. Choose a number of powers equal to your primary manifesting modifier that members of your collective know. If you are psionically focused, you may treat those powers as if they were on your power list for the purposes of manifesting another's powers known. You may change these powers as often as you change your powers known or regain your power point pool.

Special: The nature of this connection requires constant focus. If you expend your focus during the manifestation (for instance, to add a metapsionic feat to a borrowed power), the manifestation fails. If you have the Psicrystal Containment feat, you can expend your crystal's focus and maintain your own, and the manifestation will not fail in this way.

Normal: If you try to manifest a power that is not on your power list from another's powers known, the attempt automatically fails.

Hawkeye (Combat)

Keen eyes, steady hands, and sharp reflexes – together, they forge a warrior with extraordinary precision.

Prerequisites: Far Shot, Point-Blank Shot.

Benefit: You gain a +2 bonus on vision-based Perception checks.

Additionally, attacks that require precision and are limited to a range of 30 ft, such as Point Blank Shot, sneak attack, or the cover fire marksman class feature, have this range increased by 15 ft.

If you have 10 or more ranks in Perception, the bonus increases to +4 and the increase to range increases to 30 ft.

Hustle Power (Metapsionic)

You can hasten the manifesting time of some powers.

Benefit: To use this feat, you must expend your psionic focus. You may manifest a power with a manifesting time of one standard action as a move action instead. Powers with manifesting times other than one standard action may not be affected by this feat. You can perform another action, even manifest another power, in the same round that you manifest a hustled power.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Manifesting a hustled power still provokes attacks of opportunity.

Special: This feat cannot be used on powers that cannot be quickened.

Improved Cover Fire (Combat, Psionic)

You are more dangerous when providing cover fire.

Prerequisite: Cover fire class feature

Benefit: You gain a +1 bonus on attack rolls to activate your cover fire class feature and the Reflex save DC increases by 1. When you confirm a critical hit when using your cover fire ability, you can expend your psionic focus as an immediate action; if you do and the opponent fails their Reflex save, they are stunned for one round instead of staggered. You must choose to use this ability before the Reflex save and critical confirmation roll.

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 Disengage (Combat, Psionic)

You are skilled at disengaging from enemies.

Prerequisite: Disengage class feature

Benefit: When you expend your psionic focus to activate your disengage class feature, you may move 5 feet as a free action that does not provoke an attack of opportunity. This movement does not provoke attacks of opportunity and does not count as a 5-foot step. You may only use this ability when leaving a threatened square.

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 Metamorphosis (Psionic)

You gain more versatility when changing your form.

Prerequisite: Ability to manifest *minor metamorphosis*, *metamorphosis*, *greater metamorphosis*, or *true metamorphosis*.

Benefit: Any time you manifest *minor metamorphosis*, *metamorphosis*, *greater metamorphosis*, or *true metamorphosis*, you gain one additional menu option

from either the Ability Menu or Enhancement Menu of the relevant power.

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.

Improved Psicrystal (Psionic)

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your level as one higher than your normal level.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

Inquisitor (Psionic)

You know when others lie.

Prerequisite: Wis 13.

Benefit: While you maintain psionic focus, you gain a +2 enhancement bonus on Sense Motive checks to oppose a Bluff check. If you have at least 10 ranks in Sense Motive, this bonus increases to +4.

Additionally, you may expend your psionic focus to gain a +10 bonus on a Sense Motive check to oppose a Bluff check. You must decide whether or not to use this option prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus. If you have at least 10 ranks in Sense Motive, this bonus increases to +20 when you expend your psionic focus.

Insightful Terror (Psionic)

Your insight into how fear affects creatures allows you to paralyze an enemy with fear, instead of merely shaking him.

Prerequisites: Fearsome insight class feature, Intimidate 9 ranks.

Benefit: As a standard action you can make an Intimidate check to demoralize a single foe (within 30 ft). If you succeed the target is paralyzed for one round. This is a mind-affecting fear effect.

Normal: A creature demoralized through Intimidate is shaken.

Intimidating Shot (Psionic)

Your ranged and thrown attacks are charged with such force that they can demoralize your enemies.

Prerequisites: Point-Blank Shot

Benefit: As long as you maintain psionic focus, as a standard action, you may make a single ranged or thrown attack at an enemy. If the attack is successful, deal damage normally and you may make a free Intimidate check to demoralize the target.

Intuitive Fighting (Psionic)

Your intuition guides your strikes to be more devastating.

Prerequisite: Blind-Fight.

Benefit: To use this feat you must maintain psionic focus. You add your Wisdom modifier to your melee attack rolls instead of your Strength modifier.

Intuitive Shot (Psionic)

Your intuition allows you to make deadly ranged attacks.

Prerequisites: Wis 13, Point-Blank Shot, Psionic Shot

Benefit: As long as you maintain psionic focus, as a standard action, you may make an attack with a ranged or thrown weapon and add your Wisdom modifier to the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

Killer's Vitality

You are skilled with stealing the health of those you strike.

Prerequisite: Soulthief method, sneak attack +1d6

Benefit: Any time you make a successful sneak attack against a living creature, you can expend your psionic focus to gain 3 temporary hit points per die of sneak attack dealt. You can divide these temporary hit points between yourself and members of your collective in any ratio.

Special: If your attack reduces the target to fewer than 0 hit points, you gain double the temporary hit points.

Knightmare

You are a roving horror that strikes terror into the hearts of others.

Prerequisites: Terrors class feature, cavalier's charge class feature

Benefit: Your manifester level which granted you the terrors class feature gains a +2 bonus as long as this bonus doesn't raise your manifester level above your current Hit Dice. In addition, for the purpose of terrors level requirements and order benefits, add your dread and cavalier levels together. In addition, when declaring your challenge, you can make a free Intimidate check against the target.

Knockdown Shot (Psionic)

You are capable of knocking down your enemies by psionically empowering your attacks.

Prerequisites: Dex 15, Point-Blank Shot, Psionic Shot

Benefit: You can expend your psionic focus and make a single ranged attack as a standard action. If your attack hits, it deals damage normally and the target must make a Reflex save (DC 10 + half your character level + your Wisdom modifier) or be knocked prone.

Levitative Transport (Psionic)

You can share your gravity-defying abilities.

Prerequisites: Elocater level 5th, Gravitic Stability*

Benefit: When you gain psionic focus, you may choose to share the benefit of your personal gravity, scorn earth, and terminal velocity abilities with all adjacent allies. When you move, all affected allies move with you on your turn. Allies may move around you freely on their own turns (for example, an ally in front of you could move to stand behind you), but if any ally moves more than 5 ft. away from you, the effect ends immediately for that ally. If you are attacked, you must make a concentration check as if concentrating on a 2nd-level power to maintain this effect. If subjected to harsh environmental effects which would disrupt concentration (such as strong winds), you must make a concentration check once per hour of overland travel in such conditions.

In addition, your speed is no longer reduced to 10 ft. when wearing medium or heavy armor or carrying a medium load while using personal gravity or scorn earth, although your base land speed is still reduced as normal for such, unless you have an ability or trait such as a fighter's armor training or a dwarf's slow and steady. You may use personal gravity and scorn earth while heavily encumbered, but your movement speed is reduced to 10 ft. plus any applicable speed bonuses.

Lingering Power (Metapsionic)

Your power clings to existence, slowly fading from the world.

Benefit: To use this feat, you must expend your psionic focus. You may cause an instantaneous power that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering power with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet. Using this feat does not increase the power point cost of the power. Powers that do not affect an area cannot be used with this feat.

Malleable Power (Metapsionic)

You are able to shape the effect of your power to exclude targets.

Prerequisites: Selective Power, Spellcraft 10 ranks.

Benefit: To use this feat, you must spend your psionic focus. Doing so lets you manifest a malleable power. This power may exclude any number of 5-foot cubes (5' long by 5' wide by 5' high). The cubes you exclude do not otherwise hamper the power.

For example, you may shoot an energy bolt from your fingertips and exclude the first two cubes of the power. The other 110' of the energy bolt would be manifest as normal.

Manifesting a malleable power increases the power point cost of the power by 2. The total cost cannot exceed your manifester level.

Powers that do not affect an area cannot be used with this feat.

Master Of All Forms (Psionic)

No longer inhibited by a single form, you are able to instantly change into the perfect shape for your current dilemma.

Prerequisites: Swift Shapeshifter*, ability to manifest *metamorphosis*

Benefit: When you manifest *minor metamorphosis*, *major metamorphosis* or *metamorphosis* the manifestation time is a swift action instead of a standard action.

Master's Refuge (Psionic)

Your thralls are also your final resort if death comes calling.

Prerequisite: Twofold master class feature

Benefit: When you die, your mind instantly transfers to one of your living thralls. While inside your thrall, their mind submerges into a comatose state and you take over their body. You retain the body's Strength, Constitution and Dexterity, but you keep your Intelligence, Wisdom and Charisma, as well as all other relevant statistics. Each day you remain in your thralls body, you must make a Will-save or die (DC20 +1 for each day spent in the body). If your body is recreated, you can relocate to your body at will, or you can find alternate means of surviving (via the *mind switch* power, for example).

Master's Voice (Psionic)

You are always present in the mind of your thrall.

Prerequisite: Thrallherd class feature

Benefit: Each of your thralls is always under the effect of a permanent *mindlink* with you. You can always communicate instantly with them and you do not need to spend power points to manifest this power.

Maximize Power (Metapsionic)

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus. You can maximize a power. All variable, numeric effects of a power modified by this feat are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Mental Leap (Psionic)

You can make amazing jumps.

Prerequisite: Dex 13 OR Str 13, Acrobatics 2 ranks.

Benefit: While you maintain psionic focus, you gain a +2 enhancement bonus on Acrobatics checks made to jump. If you have at least 10 ranks in Acrobatics, this bonus increases to +4.

Additionally, if you expend your psionic focus, you gain a +10 enhancement bonus on an Acrobatics check made to jump. If you have at least 10 ranks in Acrobatics, this bonus increases to +20.

Merciful Power (Metapsionic)

Your damaging powers subdue rather than kill.

Benefit: To use this feat, you must maintain your psionic focus, rather than expend it. You can alter powers that inflict hit point damage to inflict nonlethal damage instead. Powers that inflict hit point damage of a particular type (such as fire) inflict nonlethal damage of that same type. Using this feat does not increase the power point cost of the power.

Powers that do not deal hit point damage cannot be used with this feat.

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.

Metapsionic Mastery (Psionic)

You have mastered applying a metapsionic feat to a particular power.

Prerequisites: Manifester level 3rd, one metapsionic feat

Benefit: Select one psionic power you can manifest. You can manifest this power while applying any number of metapsionic feats you possess without having to expend your psionic focus, but for each metapsionic feat you apply without expending your psionic focus, the power's cost is increased by 2 power points. The power's total cost cannot exceed your manifester level.

Special: You can select this feat multiple times. Each time, it applies to a different psionic power.

Mind Blade Knight (Psionic)

You have gained additional flexibility with your summoned weapons.

Prerequisites: Mind knight warrior path, expanded path class feature.

Benefit: As long as you maintain focus, when you wield a weapon created by *call weaponry*, you may choose to forgo some or all of the mind knight trance bonus to attack and damage rolls, and instead add an equal value of weapon special abilities to the weapon. These special abilities must be selected from the soulknife's list of weapon special abilities, and your effective soulknife level for determining which abilities you can select is equal to half your psychic warrior level (rounded down). Once you have selected weapon special abilities to apply, you must spend 8 hours in meditation to change the selected special abilities, or to dismiss the special abilities and keep the normal trance bonus.

If you have levels in a class that grants you a mind

blade or similar weapon (such as a mind bolt or mind arrow), you may add those class levels to your psychic warrior levels to determine your manifester level for call weaponry and your mind knight trance bonus.

Mind Knight's Arsenal (Psionic)

Your skill with a particular weapon makes your summoned weapons more powerful.

Prerequisites: Base attack bonus +3, mind knight warrior path, *call weaponry* path power, Weapon Focus with selected weapon.

Benefit: When you summon a weapon with the *call weaponry* path power with which you have the Weapon Focus feat, the weapon's enhancement bonus is increased by 1 and it gains a single predetermined weapon special ability with a +1 base price modifier. The weapon special ability must be appropriate for the weapon you choose and must be selected from those weapon special abilities available to the soulknife. You can meditate for 8 hours to change which predetermined special ability it gets.

Special: You may take this feat multiple time, it effect do not stack. Each time, choose a new weapon for which you have the Weapon Focus feat to apply the benefits of this feat.

Mind Over Body

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

Mixed Combat (Combat)

You are trained at using ranged and melee attacks at the same time.

Prerequisites: Quick Draw, base attack bonus +6

Benefit: You can sheathe your weapons as free actions that do not provoke attacks of opportunity.

If you use this feat to change from a melee attack to a ranged attack against the same target, your ranged attacks do not provoke attacks of opportunity from that target.

Normal: Sheathing weapons is a move action that provokes attacks of opportunity. Ranged attacks provoke attacks of opportunity.

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.

Multiple Connections (Psionic)

You are able to be attuned to multiple minds.

Prerequisite: Open Door*, mindlock class feature

Benefit: You can be attuned to up to three creature for the purposes of Open Door.

Normal: You can only be attuned to one creature.

Nightmare Veil (Psionic)

You wrap your form in the fears of your opponents.

Prerequisites: Devastating touch class feature, Broken Dreams Style*, Improved Unarmed Strike, Shattered Dream Strike*, Intimidate 9 ranks.

Benefit: While in the broken dreams style, any target that is shaken treats you as concealed. In addition, while in the broken dreams style, you treat shaken targets as flat-footed for unarmed attacks.

Nomad's Jump (Psionic)

Your ability to teleport short distances is not hindered by your new studies.

Prerequisite: Aerial acrobatics class ability, nomad's step class ability

Benefit: Your levels of elocater stack with your levels of nomad for the purposes of determining the range of nomad's step.

In addition, when you use nomad's step, you may split your distance traveled into two steps and determine your line of sight at the end of the first step. The total distance traveled must not exceed your maximum range for nomad's step and you may perform no other actions during the steps.

One Pattern (Psionic)

Your adventures have taught you that all creatures have a common thread to their patterns, and that they also all have that one loose thread to pull.

Prerequisites: Disrupt pattern class feature, Knowledge (arcane) 5 ranks, Knowledge (dungeoneering) 5 ranks, Knowledge (nature) 5 ranks, Knowledge (planes) 5 ranks, Knowledge (psionics), and Knowledge (religion) 5 ranks.

Benefit: Your target no longer needs to match your active creature type to deal full damage with your disrupt pattern ability. If your target does match your active creature type, you inflict an extra 1 point of damage per dice of damage dealt with disrupt pattern. This extra damage is not multiplied on a critical hit.

Open Door (Psionic)

Once you have pried the gates open into another mind, you can always return there no matter how long it has been.

Prerequisite: Mindlock class feature.

Benefit: Once an individual has failed a Will save to avoid being mindlocked by you, you can attune yourself to that creature. You can only be attuned to one creature in such a way at any given time. You can reactivate the mindlock to your attuned creature at any time by spending 1 power point as a free action, regardless of the time since you first mindlocked the target. This means that they count as having failed their Will save again.

Open Minded

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You gain 1 skill point for every Hit Die you possess. You gain 1 skill point whenever you gain a Hit Die (such as when you gain a level). You spend these skill points as normal. You cannot exceed the normal maximum point for your level in any skill.

Opportunity Power (Metapsionic)

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free.

Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.

Overchannel (Psionic)

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

Penetrating Fear (Psionic)

Your terrors are able to affect those normally immune.

Prerequisite: Terrors class feature, 10th level dread

Benefit: You can expend your psionic focus when activating a terror to allow it to affect those normally immune to fear effects or mind-affecting effects. The target gets a +4 bonus to any applicable save against the effect.

Persistent Focus (Psionic)

You are always treated as maintaining psionic focus for one ability.

Prerequisites: Wis 13, Psionic Meditation, Auto-hypnosis 4 ranks.

Benefit: Choose one psionic ability or psionic feat that requires maintaining psionic focus. From this point forward, you are always considered psionically focused even if you expend your psionic focus for any other ability.

Persistent Power (Metapsionic)

You can modify a power to become more tenacious when its targets resist its effect.

Benefit: To use this feat, you must expend your psionic focus. Whenever a creature targeted by a persistent power or within its area succeeds on its saving throw against the power, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the power, as if it had failed its first saving throw.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not require a saving throw to resist or lessen the power's effect cannot be used with this feat.

Piercing Power (Metapsionic)

Your studies have helped you develop methods to overcome power resistance.

Benefit: To use this feat, you must expend your psionic focus. When you manifest a piercing power against a target with power resistance, it treats the power resistance of the target as 5 lower than its actual PR. Using this feat does not increase the power point cost of the power.

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.

Power Channeler (Psionic)

You have learned how to channel your powers through your weaponry, allowing you to make melee attacks and channel offensive powers at the same time.

Benefit: You can channel a touch range power through a melee weapon. You can make a single melee attack during the same action in which you manifest a touch power with a manifesting time of one standard action; if this melee attack hits, it triggers the power as if you had succeeded on a touch attack and deals damage as normal. If you miss, the power fizzles and the charge is lost. The attack made is against standard AC and not touch AC.

Power Penetration (Psionic)

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: As long as you maintain psionic focus, you gain a +2 bonus on manifester level checks made to overcome a creature's power resistance. You may expend your psionic focus to increase this bonus to +4.

Power Perfection (Psionic)

You are unequaled at the manifesting of one particular power.

Prerequisites: Spellcraft 15 ranks, at least three metapsionic feats.

Benefit: Pick one power which you have the ability to manifest. Whenever you manifest that power you may apply any one metapsionic feat you have to that power without expending psionic focus or affecting its level or manifesting time, as long as the total power point cost of the power, including the metapsionic feat cost and any augmentation, does not exceed 17 power points. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this power (such as Power Penetration, Psionic Endowment, Weapon Focus [ray], and so on), double the bonus granted by that feat when applied to this power.

Power Specialization (Psionic)

You deal more damage with your powers.

Prerequisites: Weapon Focus (ray), manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 hit points of damage. If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of adding 2).

Psicrystal Affinity (Psionic)

You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal. Should your psicrystal be destroyed, you gain a new one after 24 hours. A new psicrystal must have the same personality as the original.

Psicrystal Special Abilities

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch powers
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Power resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	Channel power
17th–18th	+8	+8	—
19th–20th	+9	+9	—

Psicrystals

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat). A psicrystal appears as a crystalline construct about the size of a human hand.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes. Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics: Use the statistics for a psicrystal, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Psicrystal Personalities

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Focused	+3 bonus on Autohypnosis checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Perception checks
Nimble	+2 bonus on Initiative checks
Poised	+3 bonus on Acrobatics checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+3 bonus on concentration checks
Sneaky	+3 bonus on Stealth checks
Sympathetic	+3 bonus on Sense Motive checks

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Perception and Stealth. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

Psicrystal Ability Descriptions: All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Natural Armor Adj. (Ex): This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

Intelligence Adj. (Ex): Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex): The presence of a psicrystal sharpens its master's senses. While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex): If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality (Ex): Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su): As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su): At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the

psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted (Ex): Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a *mindlink* power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Powers (Su): If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the "toucher." The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech (Ex): If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su): If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex): If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

Sight Link (Sp): If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the *remote view* power) once per day.

Channel Power (Sp): If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power's originator, and all ranges are calculated from its location.

When channeling a power through his psicrystal, the owner manifests the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if *invisible*, as does the psicrystal).

Psicrystal Personality (Ex): Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the Psicrystal Personalities table. At 1st level, its owner typically gets a feel for a psicrystal's personality only through occasional impulses, but as the owner increases in level the psicrystal's personality becomes more pronounced. At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal's particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

Psicrystal Containment (Psionic)

Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can psionically focus your psicrystal in the same manner in which you gain psionic focus. At any time when you need to expend your psionic focus, you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. At any time when you need to maintain psionic focus for an effect, you can use your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

Psionic Body (Psionic)

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

Psionic Bull Rush (Psionic)

You can use psionic energy to carry the force of a bull rush through your foe.

Prerequisite: Improved Bull Rush.

Benefit: While maintaining psionic focus, when you successfully perform a bull rush combat maneuver, you also deal damage equal to half your level to the creature bull rushed.

If you expend your psionic focus when you successfully make a bull rush maneuver, you can also knock the target of your bull rush prone.

Psionic Charge (Psionic)

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your psionic focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

Psionic Critical (Psionic)

You can add psionic energy to a perfect weapon strike.

Prerequisite: Improved Critical.

Benefit: While maintaining psionic focus, when you successfully score a critical hit, you deal +1d8 bonus damage. If you expend your psionic focus, you deal an additional +1d8 bonus damage.

Psionic Disarm (Psionic)

You can psionically carry your disarm maneuver's force through your foe.

Prerequisite: Improved Disarm.

Benefit: While maintaining psionic focus, when you successfully perform a disarm combat maneuver, you also deal damage equal to half your level to the creature disarmed.

If you expend your psionic focus when you make a successful disarm combat maneuver, you can also send the disarmed object into any space of your choosing within 25 ft. +5 ft./2 levels. If a creature is in the selected space and has a hand free, it can grab the disarmed object as an immediate action.

Psionic Dodge (Psionic)

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You must be psionically focused to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat. You may expend your psionic focus as an immediate action to increase this bonus to a +4 dodge bonus to your Armor Class for a single attack made against you.

Psionic Endowment (Psionic)

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus. You add 1 to the save DC of a power you manifest.

Psionic Fist (Psionic)

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: While you maintain psionic focus, your unarmed strikes or attacks with a natural weapon deal an extra 1 point of damage.

Additionally, if you expend your psionic focus as part of an unarmed strike or an attack with a natural weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this option prior to making an attack. If your attack misses, you still expend your psionic focus.

Psionic Meditation (Psionic)

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Autohypnosis 4 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

Special: This feat works on other methods of psionic focus, such as that permitted by Psicrystal Containment.

Psionic Overrun (Psionic)

You can draw on your psionic power to boost the power of an overrun attack.

Prerequisites: Str 13, Improved Overrun, Power Attack, base attack bonus +1.

Benefit: While maintaining psionic focus, when you successfully perform an overrun combat maneuver, you also deal damage equal to half your level to the creature you overrun.

If you expend your psionic focus when you perform a successful overrun combat maneuver, you can also push your target up to 5 feet, +5 feet for every four levels you possess.

Psionic Precise Shot (Psionic)

Your ranged attacks sometimes bypass barriers.

Prerequisites: Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +11.

Benefits: To use this feat, you must expend your psionic focus. You can attempt to make a single ranged attack as a standard action against a target that is sheltered behind a wall, wall of force effect, or similar barrier. Your attack briefly skips through the Astral Plane to bypass the barrier. You must still have line of sight to the target.

Psionic Shield Bash (Psionic)

Your shield bash attacks can strike both the body and mind of a foe.

Prerequisites: Improved Shield Bash, Shield Proficiency.

Benefit: While maintaining psionic focus, when you successfully strike a foe with a shield bash attack, the foe must also make a Will save (DC 10 + one-half your base attack bonus + your Wisdom modifier) or be shaken for 1 round. This is a mind-affecting fear effect.

If you expend your psionic focus when you make a shield bash, on a successful attack roll you can instead force the target to make a Will saving throw or be stunned for 1 round.

Psionic Shot (Psionic)

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: While you maintain psionic focus, your attacks with a ranged weapon deal an extra 1 point of damage.

Additionally, if you expend your psionic focus as part of an attack with a ranged weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Psionic Stamina (Psionic)

Your psionic power reinforces your physical form.

Prerequisites: Psionic Body, soulknife level 3

Benefit: As long as you maintain psionic focus, you gain a +1 bonus to your Fortitude saves for each psionic feat you have (including this one), to a maximum bonus of 1/3 of your soulknife class level (rounded down, minimum +1).

You can expend your psionic focus as an immediate action to also add your Wisdom bonus to your Fortitude saves instead of your Constitution bonus until the beginning of your next turn.

Psionic Sunder (Psionic)

You can draw on your psionic power to boost the power of a sunder attack.

Prerequisites: Str 13, Improved Sunder, Power Attack, base attack bonus +1.

Benefit: While maintaining psionic focus, when you successfully perform a sunder combat maneuver, you also deal damage equal to half your level to the creature holding the item sundered.

If you expend your psionic focus when you perform a successful sunder maneuver, you ignore half the hardness of the object you are sundering.

Psionic Talent (Psionic)

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

Psionic Trip (Psionic)

You can draw on your psionic power to boost the power of a trip attack.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: While maintaining psionic focus, when you successfully perform a trip combat maneuver, you also deal damage equal to half your level to the creature tripped.

If you expend your psionic focus when you perform a successful trip combat maneuver, you can also throw your target up to 5 feet, +5 feet for every four levels you possess, although the creature thrown may not be more than one size category larger than you.

Psionic Unarmed Strike (Psionic)

Your unarmed attacks sometimes bypass barriers.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist.

Benefit: To use this feat, you must expend your psionic focus. You can attempt to make a single unarmed melee attack as a standard action against a target that is sheltered behind a wall, wall of force effect, or similar barrier. Your attack briefly skips through the Astral Plane to bypass the barrier. This does not grant you line of sight or extra reach, requiring you to make the attack without being able to see the target or use some other method of seeing the target (such as clairaudience/clairvoyance) and be within your normal reach for your unarmed attack.

Psionic Weapon (Psionic)

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: While you maintain psionic focus, your attacks with a melee weapon deal an extra 1 point of damage.

Additionally, if you expend your psionic focus as part of an attack with a melee weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

Psychoportive Pathfinder (Psionic)

Your expertise in dimensional movement has made you the perfect guide for others.

Prerequisites: Nomad, ability to manifest *trace psychoport* and either *psychoport* or *greater psychoport*.

Benefit: Any time you manifest *psychoport*, you may, as a free action, choose to leave a marker for someone else to follow. This marker has a duration of one round. If another person casts *teleport* or *greater teleport* or manifests *psychoport* or *greater psychoport* in the space you left from, they can choose as part of casting the spell or manifesting the power to appear adjacent to you in a safe, uninhabited space even if they would normally fail due to lack of familiarity or lack of range.

Pyromaniac

Your weapons of fire complement each other.

Prerequisites: Bomb 2d6 class feature, fire lash class feature.

Benefits: Add your alchemist and pyrokineticist levels together to determine the damage done by your bombs and the number of bombs you can create each day. Additionally, when you apply your weapon afire ability to your bombs, all creatures in the splash area also take the extra damage from your weapon afire ability.

Quick Suit (Psionic)

You have learned to quickly form your astral suit.

Prerequisites: Astral suit class feature, reconfigure class feature.

Benefit: You can form your astral suit as a free action once per turn.

Normal: Forming an astral suit takes a swift action for astral skin, a standard action for astral armor, and a full-round action for astral juggernaut.

Quicken Power (Metapsionic)

You can manifest a power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus. You can quicken a power. You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Manifesting a quickened power does not provoke attacks of opportunity.

Raging Hulk

Your rage infuses your astral suit, turning you into a hulking monstrosity.

Prerequisites: Rage power class feature, astral suit class feature

Benefit: For the purpose of level requirements for rage powers or astral suit customizations, add your levels of barbarian and aegis together. Damage reduction from either class stacks. In addition, any time you enter a rage, you can activate augment suit as a free action.

Rapid Augmentation (Psionic)

With a quick burst of psionic power, you can make slight alterations in your astral suit.

Prerequisites: Augment suit class feature.

Benefit: You can activate your augment suit class feature as a swift action.

Normal: Activating augment suit is a standard action.

Rapid Draw (Psionic)

You are able to form your blade more frequently each round.

Prerequisites: Alter blade blade skill, quick draw class feature, base attack bonus +6

Benefit: You may form your mind blade as a free action an additional number of times per round equal to your Wisdom modifier (minimum +1).

Normal: You may form your mind blade as a free action once per round.

Rapid Metabolism

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

Ready Response (Psionic)

You can move yourself more quickly through sheer willpower.

Benefit: At the beginning of a surprise round, if you would not normally take an action, you can expend your psionic focus to roll initiative and take a standard action or a move action. If you do move normally in a surprise round, you can expend your psionic focus to take a full-round of action, rather than only a standard or move action.

Normal: A character that is allowed to act in a surprise round can take only a standard action or a move action, not both.

Rebounding Throw (Psionic)

Your thrown attacks are capable of striking multiple targets.

Prerequisites: Point-blank Shot, base attack bonus +1.

Benefit: You may expend your psionic focus as a free action when one of your thrown attacks successfully hits to rebound the attack at another enemy within one range increment of the original target. This second attack is made at a -4 penalty.

Reckless Offense

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of –4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

Redirect Power (Metapsionic)

You can direct a failed power against a different target.

Benefit: To use this feat, you must expend your psionic focus. Whenever a redirecting power targeting a single creature has no effect on its intended target (whether due to power resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected power behaves in all ways as if its new target were the original target for the power. Powers that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. Using this feat does not increase the power point cost of the power.

Resonance Mastery (Psionic)

Through practiced effort, you have mastered the art of resonating powers through your psicrystal.

Prerequisites: Psicrystal imprinter 5th, any metapsionic feat.

Benefit: When you use the psicrystal resonance class feature, choose any single metapsionic feat that you posses that increases the power point cost of a power by your psicrystal imprinter level minus 3 or less. Feats which reduce manifesting time, such as Hustle Power[PE] or Quicken Power, may not be chosen. Instead of gaining one of the normal benefits of psicrystal resonance, you may choose to instead apply the effects of that metapsionic feat to the power being manifested.

The power is treated as if manifested with the selected metapsionic feat, but the power point cost is not increased nor are you required to expend your psionic focus. Instead, the manifestation time is increased. If the power has a manifestation time of less than one round, increase the manifesting time to one full round; otherwise, increase the manifesting time by one full round. If the metapsionic feat would normally increase the power point cost of the power by more than 2 power points, add one round to the manifesting time for every 2 power points that the metapsionic feat would have increased the power cost beyond the first 2.

Return Shot (Psionic)

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisite: Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +6.

Benefit: To use this feat, you must expend your psionic focus and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

Returning Throw (Psionic)

You are able to make your thrown weapons return to your hand.

Prerequisites: Point-Blank Shot, base attack bonus +1.

Benefit: As long as you maintain psionic focus, weapons you throw return to the square from which they were thrown just before your next turn. Catching any returning weapons is a free action. If you can't catch the weapon, it drops to the ground.

You may expend your psionic focus as part of a thrown attack to make the weapon you throw return to your hand immediately after any thrown attack resolves. This effect lasts until the end of your turn, allowing you to attack multiple times with the same thrown weapon if multiple attacks are otherwise available.

If the weapon (or shield) being thrown has the ranged, returning, or teleporting special ability, your attacks are treated as if you had expended psionic focus to power this feat.

Ricochet (Psionic)

You are able to redirect your thrown attacks.

Prerequisites: Point-Blank Shot, base attack bonus +6.

Benefit: If a thrown attack of yours would strike a flat and sturdy surface, such as a wall, you may expend your psionic focus to psychoportively redirect its momentum up to 90 degrees, allowing it to continue as if it were thrown in that new direction. Each time you redirect your attack in this manner, your attack roll suffers a -2 penalty on the attack and damage roll.

You may even recover from missed attacks this way: if a failed attack would also miss a creature's touch AC, it continues past the creature, potentially rebounding off of another wall for another attempt to hit. All distance traveled, regardless of direction, counts toward the weapon's range.

You may attempt a number of redirections per attack equal to 1 plus your Wisdom modifier.

Rime Power (Metapsionic)

Creatures damaged by your powers with the cold descriptor become entangled.

Benefit: To use this feat, you must expend your psionic focus. The frost of your cold power clings to

the target, impeding it for a short time. A rime power causes creatures that take cold damage from the power to become entangled for a number of rounds equal to the original level of the power.

This feat can only be used with powers that have the cold descriptor and deal damage. Using this feat does not increase the power point cost of the power.

Scholarly Discipline

You have found similarities in your study of arcane schools and psionic disciplines, increasing your ability in both.

Prerequisites: Arcane school, discipline class feature.

Benefit: Your psion manifester level and wizard caster level gain a +2 bonus as long as this bonus doesn't raise your manifester level or caster level above your current Hit Dice.

Scribe Tattoo (Item Creation)

You can create psionic tattoos, which store powers within their designs.

Prerequisite: Manifester level 3rd.

Benefit: You can create a psionic tattoo of any power of 3rd level or lower that you know and that targets one or more creatures. Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level x its manifester level x 50 gp. To scribe a tattoo, you must use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power.

When its wearer physically activates the tattoo, the wearer is the target of the power.

Selective Power (Metapsionic)

Your allies need not fear friendly fire.

Prerequisite: Spellcraft 10 ranks.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a selective power with an area effect, you can choose a number of targets in the area equal to your key ability modifier. These targets are excluded from the effects of your power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not have an area of effect cannot be used with this feat.

Shared Power (Metapsionic)

You have learned to extend the range of your personal powers, granting their benefits to your nearby allies.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a power with a range of personal as if the range was instead touch. Using this feat in this manner does not increase the power point cost of the power.

Alternatively, you can expend your psionic focus to treat the power as if it has a range of Close (25 ft. + 5 ft./2 levels) and has the network descriptor.

Using this feat in this manner increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Shattered Dream Strike (Psionic)

You sap your opponent's will with your attacks.

Prerequisites: Devastating touch class feature, Improved Unarmed Strike, Broken Dreams Style*, Intimidate 6 ranks

Benefit: While in the broken dreams style, after making a successful unarmed strike empowered with your devastating touch, you can make a free Intimidate check against the target.

Sickening Power (Metapsionic)

You can sicken creatures with your powers.

Benefit: To use this feat, you must expend your psionic focus. You can modify a power to sicken a creature damaged by the power. When a creature takes damage from this power, they become sickened for a number of rounds equal to the level of the power. If the power allows a saving throw, a successful save negates the sickening effect. If the power does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the power effect also causes the creature to become sickened, the duration of this metapsionic effect is added on to the duration of the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not inflict damage cannot be used with this feat.

Sidestep Charge

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

Soul Warrior

You have learned to blend your abilities with psionic power and the mind blade.

Prerequisites: Enhanced mind blade +2, warrior's path class feature.

Benefit: Your manifester level which granted you the warrior's path class feature gains a +2 bonus as long as this bonus doesn't raise your manifester level above your current Hit Dice. Your soulknife level gains a +2 bonus, up to a maximum of your hit dice, for the purpose of your mind blade enhancement class feature. In addition,

any time you perform a path maneuver while wielding your mind blade, you gain a +1 bonus to attack rolls with your mind blade for until the end of your next turn.

Speed Of Thought (Psionic)

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet. You may expend your psionic focus to increase the insight bonus to your speed to 30 feet for your turn.

Split Headed Lash (Psionic)

The pyrokineticist has learned to split her focus and attack multiple targets at once.

Prerequisites: Fire lash class feature, Knowledge (psionics) 10 ranks, Point Blank Shot, Precise Shot, Weapon Focus (whip)

Benefit: By expending your psionic focus as part of a full attack, you can split you fire lash into two separate heads for the first attack. The fire lash returns to normal for the remaining attacks. Each head's attack is rolled separately and need not be at the same target. If attacking multiple targets, these targets must be within 10 ft. of each other and both must be within 15 ft. of the pyrokineticist. Any extra damage dice that would have applied to the fire lash attack are applied to both heads, including damage from sources such as sneak attack and psychic strike.

Split Psionic Ray (Metapsionic)

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus. You can split psionic rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take. You may choose to have both rays strike the same target.

Using this feat increases the power point cost of the power by 2.

Staggering Shot (Psionic)

Your ranged and thrown attacks stagger fearful opponents.

Prerequisites: Intimidating Shot, Point-Blank Shot, base attack bonus +6.

Benefit: As long as you maintain psionic focus, as a standard action, you may make a single ranged or thrown attack against an enemy that is frightened, panicked, or shaken. If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

Student of the Astral Suit

Your studies in other areas has not hindered your skill with astral suits.

Prerequisites: Invigorating suit class feature.

Benefit: Treat your class level as four higher to determine your number of customization points and which customizations you can select for your astral suit, to a maximum of your character level.

Surging Aura (Psionic)

Your wild surge enhances the aim of nearby allies.

Prerequisites: Wild surge +1.

Benefit: You gain a 10' surging aura. When you use your wild surge class feature, you can designate one ally for every +1 of your wild surge within the surging aura to gain an insight bonus to attack rolls equal to your wild surge until the end of their next turn.

Swift Shapeshifter (Psionic)

You are naturally confident with different shapes and forms, and years of training have allowed your body to more easily flow into new shapes.

Prerequisites: Ability to manifest *metamorphosis*

Benefit: When you manifest *minor metamorphosis, major metamorphosis or metamorphosis* the manifestation time is a move action instead of a standard action.

Talented (Psionic)

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

Telepathic Link (Psionic)

Your experience with joining minds has progressed to the point that you are now able to maintain a permanent telepathic connection with others.

Prerequisites: Manifester level 3rd, ability to manifest *mindlink*.

Benefit: As long as you maintain psionic focus, you may maintain a telepathic connection between yourself and other willing creatures. Creatures so connected may communicate with you and each other telepathically, even if they do not share a common language.

As a standard action, you may add any number of creatures in line of sight to this link; however the link may never contain more creatures than your key ability modifier (minimum 1). You are always a member of the link and do not count against this limit. You may remove any number of creatures from the link as a free action, and any creature within the link may remove itself as a free action. Any creature in the link which moves beyond medium range (100 ft. + 10 ft./manifester level) from you or falls unconscious or dies is automatically removed from the link.

Special: You may take this feat multiple times. Each

additional time, the maximum number of creatures in the link is increased by 2.

Terror Mastery (Psionic)

You have learned to activate multiple terrors at a time.

Prerequisite: 8 terrors known.

Benefit: When you use your terrors class feature, you can activate two terrors in a single swift action.

Normal: You can only activate one terror at a time.

Thundering Power (Metapsionic)

You can conjure your powers into existence with blaring thunder or fearful shrieks, deafening creatures damaged by their effects.

Benefit: To use this feat, you must expend your psionic focus. You can modify a power to deafen a creature damaged by the power. When a creature takes damage from this power, it becomes deafened for a number of rounds equal to the level of the power. If the power allows a saving throw, a successful save negates the deafening effect. If the power does not allow a save, the target can make a Fortitude save to negate the deafening effect. If the power effect also causes the creature to become deafened, the duration of this metapsionic effect is added to the duration of the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not inflict damage cannot be used with this feat.

Tomb Raider

You are adept at exploring dangerous ruins and dungeons.

Prerequisites: Trapmaker class feature, favored terrain (underground) class feature.

Benefit: Add your levels of cryptic and ranger together for the purposes of your trapfinding and favored terrain class features. In addition, you can add your favored terrain (subterranean) bonus to Disable Device checks when in a subterranean terrain.

Toppling Power (Metapsionic)

Your powers with the force descriptor knock the affected creatures prone.

Benefit: To use this feat, you must expend your psionic focus. The impact of your force power is strong enough to knock the target prone. If the target takes damage, fails its saving throw, or is moved by your force power, make a trip check against the target, using your manifester level plus your manifesting ability score bonus (Wisdom for psychic warriors, Intelligence for psions, and so on). This does not provoke an attack of opportunity. If the check fails, the target cannot attempt to trip you or the force effect in response.

A toppling power only affects powers with the force descriptor. Using this feat does not increase the power point cost of the power.

Touch of Terror (Psionic)

Your devastating touch deals additional damage.

Prerequisites: Devastating touch class feature

Benefit: Your devastating touch ability deals 1d6 points of damage plus your class level and your Charisma modifier.

Normal: Devastating touch deals 1d6 points of damage plus your class level.

Toughened Suit (Psionic)

When you call your astral suit, you strengthen it with a boost of energy.

Prerequisites: Astral suit class feature.

Benefit: Any time you form your astral suit, you can choose to pay 1 power point as part of the action to form the astral suit to gain 1 temporary hit point per aegis level you possess. These temporary hit points last until your astral suit is dismissed, destroyed, or otherwise ends.

Twin Power (Metapsionic)

You can manifest a power simultaneously with another power just like it.

Benefit: To use this feat, you must expend your psionic focus. You can twin a power. Manifesting a power altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as duration, number of targets, and so on) are the same for both of the resulting powers. The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Twin Throw (Combat)

You can hurl multiple weapons at the same time.

Prerequisites: Dex 17, Point-Blank Shot, Two-Weapon Fighting, base attack bonus +6.

Benefit: When making a full-attack action with a thrown weapon, your first attack fires two thrown weapons. If the attack hits, both weapons hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from a high Strength bonus apply to each weapon, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each weapon.

Unavoidable Strike (Psionic)

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, Psionic Fist, base attack bonus +6.

Benefit: To use this feat, you must expend your psionic focus as part of either an unarmed strike or an attack with a natural weapon. You can resolve that unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus. Abilities that do not work on touch attacks similarly do not work with this feat.

Unconditional Power (Metapsionic)

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional power when you are dazed, *confused*, nauseated, shaken, or stunned.

Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

Unlocked Talent

You have discovered your psionic ability, granting you limited manifesting ability.

Prerequisite: Wild Talent.

Benefit: You gain 2 power points. In addition, when you take this feat, select any one 1st level power. You treat this power as a power known and can manifest this power with a manifester level of 1 as long as you have a Charisma score of at least 11. Use your Charisma modifier to determine any applicable save DCs. If you have manifester levels from a psionic class, you may instead use the manifester level from that class when manifesting the power gained from this feat, as well as the appropriate key ability modifier.

Special: The manifester level when manifesting the power granted from this feat is not a true manifester level and does not count as a manifester level for purposes such as bonus power points, feat, item creation, or prestige class prerequisites.

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 as a standard action. The target may attempt a Will save (DC 10 + half manifester 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.

If you expend your psionic focus while using this feat, the action required to attempt to force a living creature into your collective is instead a move action.

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.

Up The Walls (Psionic)

You can run on walls for brief distances.

Prerequisite: Wis 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

You may expend your psionic focus while using Up the Walls and gain its benefits until the end of your turn.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

Urban Tracking

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Diplomacy check to gather information. You must make another Diplomacy check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town. The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions. If you fail a Diplomacy check, you can retry after 1 hour of questioning. The game master should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal: A character without this feat can use Diplomacy to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Diplomacy checks to gather information to use this feat. You can cut the time between Diplomacy checks to gather information in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty on the check.

Widen Power (Metapsionic)

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus. You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the power's area increase by 100%.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Wildblood Mage

Your blood runs wild with arcane energies, unleashing your psionic abilities.

Prerequisites: Bloodline arcana, wild surge +1

Benefit: Your wilder manifester level gains a +2 bonus as long as this bonus doesn't raise your manifester level above your current Hit Dice. Your sorcerer caster level gains a +2 bonus as long as this bonus doesn't raise your caster level above your current Hit Dice. In addition, you can use your wild surge on spells, increasing your caster level the wild surge amount, and your bloodline arcana is applied to applicable powers.

Wild Talent

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

Wounding Attack (Psionic)

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend your psionic focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

CHAPTER IV
PSIONICS

"Too long have you interfered with our plans, fools" the scourge hissed in their minds.

As the beast's robe fell to the ground, Veron began weaving ectoplasm into warriors as Lena called forth the foliage around them to slow down their nemesis.

Psionics

Psionic powers spring from sentient minds. Even an undead creature or a being that has no physical form can create a reserve of inner strength necessary to manifest powers, as long as it has an Intelligence score of at least 1. Vermin possessed of a hive mind ability are an exception to this rule.

A psionic power is a one-time psionic effect. Psionic characters and creatures need not prepare their powers for use ahead of time. They either have sufficient power points to manifest a power or they do not.

A power is manifested when a psionic character pays its power point cost. Some psionic creatures automatically manifest powers, called psi-like abilities, without paying a power point cost. Other creatures pay power points to manifest their powers, just as characters do.

Each power has a specific effect. A power known to a psionic character can be used whenever he or she has power points to pay for it.

All psionic powers are grouped into six different categories called disciplines, representing six general themes of powers. This chapter describes the differences between the disciplines. In addition, it discusses how powers work, gives an overview of the format of power descriptions, explains how psionics works between psionic beings and against non-psionic targets, and discusses what happens when psionic effects combine with other psionics and with magic.

The second part of the chapter discusses the topic of the psionic campaign and ways to integrate psionics into your game world.

MANIFESTING POWERS

Psionic characters and creatures manifest powers. Whether they cost power points when manifest by a psionic character, or are manifested as psi-like abilities, powers' effects remain the same.

The process of manifesting a power is akin to casting a spell, but with significant differences.

Manifesting powers follows the same rules as casting spells to determine attacks of opportunity.

Choosing A Power

First you must choose which power to manifest. You can select any power you know, provided you are capable of manifesting powers of that level or higher. To manifest a power, you must pay power points, which count against your daily total. You can manifest the same power multiple times if you have points left to pay for it.

Concentration

To manifest a power, you must concentrate. If something threatens to interrupt your concentration while you're manifesting a power, you must succeed on a concentration check or lose the power points without manifesting the power. The more distracting the interruption and the higher the level of the power that you are trying to manifest, the higher the DC. (Higher-level powers require more mental effort.) When you make a concentration check, you roll d20 and add your manifester level and the ability score modifier used to determine bonus power points for that class.

Injury: Getting hurt or being affected by hostile psionics while trying to manifest a power can break your concentration and ruin a power. If you take damage while trying to manifest a power, you must make a concentration check (DC 10 + points of damage taken + the level of the power you're manifesting). The interrupting event strikes during manifestation if it occurs between when you start and when you complete manifesting a power (for a power with a manifesting time of 1 round or longer) or if it comes in response to your manifesting the power (such as an attack of opportunity provoked by the manifesting of the power or a contingent attack from a readied action).

If you are taking continuous damage, half the damage is considered to take place while you are manifesting a power. You must make a concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the power you're manifesting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Power: If you are affected by a power while attempting to manifest a power of your own, you must make a concentration check or lose the power you are manifesting. If the power affecting you deals damage, the concentration DC is 10 + the damage taken + the level of the power you're manifesting. If the power interferes with you or distracts you in some other way, the concentration DC is the power's save DC + the level of the power you're manifesting. For a power with no saving throw, it's the DC that the power's saving throw would have if a save were allowed (10 + power level + manifester's ability score).

To manifest a power while grappling or pinned, you must make a concentration check (DC 10 + the grappler's CMB + the level of the power you're casting) or lose the power.

If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC 10 + the level of the power you're manifesting) or lose the power.

If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a concentration check (DC 15 + the level of the power you're manifesting) or lose the power.

If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the power you're manifesting. If

you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the power you're manifesting. In either case, you lose the power if you fail the concentration check. If the weather is caused by a power, use the rules in the Power subsection above.

If you want to manifest a power without provoking attacks of opportunity, you need to dodge and weave. You must make a concentration check (DC 15 + double the level of the power you're manifesting) to succeed. You lose the power points without successful manifestation if you fail.

If you want to manifest a power while entangled in a net or while affected by a power with similar effects you must make a DC 15 concentration check to manifest the power. You lose the power if you fail.

Manifester Level

The variables of a power's effect often depend on its manifester level, which for most manifesting characters is equal to your psionic class level. A power that can be augmented for additional effect is also limited by your manifester level (you can't spend more power points on a power than your manifester level). See Augment under Descriptive Text, below.

You can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for you to manifest the power in question, and all level-dependent features must be based on the same manifester level.

In the event that a class feature or other special ability provides an adjustment to your manifester level, this adjustment applies not only to all effects based on manifester level (such as range, duration, and augmentation potential) but also to your manifester level check to overcome your target's power resistance and to the manifester level used in dispel checks (both the dispel check and the DC of the check).

Power Failure

If you try to manifest a power in conditions where the characteristics of the power (range, area, and so on) cannot be made to conform, the manifestation fails and the power points are wasted.

Powers also fail if your concentration is broken (see Concentration, above).

The Power's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a power entails.

Special Power Effects

Certain special features apply to all powers.

Some powers refer to attacking. All offensive combat actions, even those that don't damage opponents, such as disarm and bull rush, are considered attacks. Attempts to channel energy count as attacks if it would harm any creatures in the area. All powers that opponents can resist with saving throws that deal damage, or that otherwise harm or hamper subjects are considered attacks. *Astral construct* and similar powers are not considered attacks because the powers themselves don't harm anyone.

Many powers give creatures bonuses to ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the power grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Psionic and Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one. Bonuses without a type always stack, unless they are from the same source.

Of all the psionic powers, only *reality revision* has the ability to restore slain characters to life (although *psionic revivify* can perform a similar function if done quickly). When a living creature dies, its soul departs the body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Negative Level: Any creature brought back to life usually gains one or more permanent negative levels. These levels apply a penalty to most rolls until removed through spells such as restoration. If the character was 1st level at the time of death, he loses 2 points of Constitution instead of gaining a negative level.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using a single manifestation of *reality revision* to restore the slain character to life.

Revivification Against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Psionic And Magical Effects

The default rule for the interaction of psionics and magic is simple: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as psionics–magic transparency.

Psionics–Magic Transparency: Though not explicitly called out in the spell descriptions or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics.

When the rule about psionics–magic transparency is

in effect, it has the following ramifications.

Spell resistance is effective against powers, using the same mechanics. Likewise, power resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.)

All spells that dispel magic have equal effect against powers of the same level using the same mechanics, and vice versa.

The spell *detect magic* detects powers, their number, and their strength and location within 3 rounds (though a Spellcraft check is necessary to identify the discipline of the psionic aura), while *detect psionics* detects spells, their number, and their strength and location within 3 rounds (though a Spellcraft check is necessary to identify the school of magic).

Dead magic areas are also dead psionics areas.

Unless specifically mentioned in a power's description, a power cannot be counterspelled when it is being manifested, nor can powers be used to counterspell a spell as it is being cast.

Unless specifically stated otherwise, feats such as metamagic feats that specifically affect spells do not affect powers, and feats such as metapsionic feats that specifically affect powers do not affect spells.

Powers or psionic effects usually work as described no matter how many other powers, psionic effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a power does not affect the way another power or spell operates. Whenever a power has a specific effect on other powers or spells, the power description explains the effect (and vice versa for spells that affect powers). Several other general rules apply when powers, spells, magical effects, or psionic effects operate in the same place.

Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different powers, or one from a power and one from a spell. You use whichever bonus gives you the better result.

Different Bonus Types: The bonuses or penalties from two different powers, or a power and a spell, stack if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. If one power or spell is dispelled or its duration runs out, the other power or spell remains in effect (assuming its duration has not yet expired).

Same Effect with Differing Results: The same power or spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in

a series trumps the others. None of the previous spells or powers are actually removed or dispelled, but their effects become irrelevant while the final spell or power in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, a power can render another power irrelevant.

Multiple Mental Control Effects: Sometimes psionic or magical effects that establish mental control render one another irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Powers and spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some powers and spells negate or counter each other. This is a special effect that is noted in a power's or spell's description.

Instantaneous Effects: Two or more magical or psionic effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

POWER DESCRIPTIONS

The description of each power is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every power description gives the name by which the power is generally known. A power might be known by other names in some locales, and specific manifesters might have names of their own for their powers.

Discipline (Subdiscipline)

Beneath the power name is a line giving the discipline (and the subdiscipline in parentheses, if appropriate) that the power belongs to.

Every power is associated with one of six disciplines. A discipline is a group of related powers that work in similar ways. Each of the disciplines is discussed below.

Clairsentience

Clairsentience powers enable you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden objects, and to know what is normally unknowable.

For the purpose of psionics–magic transparency, clairsentience powers are equivalent to powers of the divination school (thus, creatures immune to divination spells are also immune to clairsentience powers).

Many clairsentience powers have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the power.

Scrying: A power of the scrying subdiscipline creates an invisible sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This includes any powers or effects that target you, but not powers or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active power. Lead sheeting or psionic protection blocks scrying powers, and you sense that the power is so blocked.

Metacreativity

Metacreativity powers create objects, creatures, or some form of matter. Creatures you create usually, but not always, obey your commands.

A metacreativity power draws raw ectoplasm from the Astral Plane to create an object or creature in the place the psionic character designates (subject to the limits noted above). Objects created in this fashion are as solid and durable as normal objects, despite their originally diaphanous substance. Psionic creatures created with metacreativity powers are considered constructs, not outsiders.

A creature or object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range.

For the purpose of psionics–magic transparency, metacreativity powers are equivalent to powers of the conjuration school (thus, creatures immune to conjuration spells are also immune to metacreativity powers).

Creation: A power of the creation subdiscipline creates an object or creature in the place the manifester designates (subject to the limits noted above). If the power has a duration other than instantaneous, psionic energy holds the creation together, and when the power ends, the created creature or object vanishes without a trace, except for a thin film of glistening ectoplasm that quickly evaporates. If the power has an instantaneous duration, the created object or creature is merely assembled through psionics. It lasts indefinitely and does not depend on psionics for its existence.

Psychokinesis

Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of

these powers produce spectacular effects above and beyond the power's standard display (see Display, below), such as moving, melting, transforming, or blasting a target. Psychokinesis powers can deal large amounts of damage.

For the purpose of psionics–magic transparency, psychokinesis powers are equivalent to spells of the evocation school (thus, creatures immune to evocation spells are also immune to psychokinesis powers).

Psychometabolism

Psychometabolism powers change the physical properties of some creature, thing, or condition.

For the purpose of psionics– magic transparency, psychometabolism powers are equivalent to powers of the transmutation school (thus, creatures immune to transmutation spells are also immune to psychometabolism powers).

Healing: Psychometabolism powers of the healing subdiscipline can remove damage from creatures. However, psionic healing usually falls short of divine magical healing, in direct comparisons.

Psychoportation

Psychoportation powers move the manifester, an object, or another creature through space and time.

For the purpose of psionics–magic transparency, psychoportation powers do not have an equivalent school.

A power of the teleportation subdiscipline transports one or more creatures or objects a great distance. The most potent of these powers can cross planar boundaries. Usually the transportation is one-way (unless otherwise noted) and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Telepathy

Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior.

Most telepathy powers are mind-affecting.

For the purpose of psionics–magic transparency, telepathy powers are equivalent to powers of the enchantment school (thus, creatures resistant to enchantment spells are equally resistant to telepathy powers).

Charm: A power of the charm subdiscipline changes the way the subject views you, typically making it see you as a good friend.

Compulsion: A power of the compulsion subdiscipline forces the subject to act in some manner or changes the way her mind works. Some compulsion powers determine the subject's actions or the effects on the subject, some allow you to determine the subject's actions when you manifest them, and others give you ongoing control over the subject.

[Descriptor]

Appearing on the same line as the discipline and subdiscipline (when applicable) is a descriptor that further categorizes the power in some way. Some powers have more than one descriptor.

The descriptors that apply to powers are acid, cold, death, electricity, evil, fire, force, good, language-dependent, light, mind-affecting, and sonic.

Most of these descriptors have no game effect by themselves, but they govern how the power interacts with other powers, with spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent power uses intelligible language as a medium.

A mind-affecting power works only against creatures with an Intelligence score of 1 or higher.

Level

The next line of the power description gives a power's level, a number between 1 and 9 that defines the power's relative strength. This number is preceded by the name of the class whose members can manifest the power. If a power is part of a discipline's list instead of the psion's general power list, this will be indicated by the name of the discipline's specialist. The specialists a power can be associated with include Egoist (psychometabolism), Kineticist (psychokinesis), Nomad (psychoportation), Seer (clairsentience), Shaper (metacreativity), and Telepath (telepathy).

Display

When a power is manifested, a display may accompany the primary effect. This secondary effect may be auditory, material, mental, olfactory, or visual. No power's display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat. The secondary effect for a power occurs only if the power's description indicates it. If multiple powers with similar displays are in effect simultaneously, the displays do not necessarily become more intense. Instead, the overall display remains much the same, though with minute spikes in intensity. A Spellcraft check (DC 10 + 1 per additional power in use) reveals the exact number of simultaneous powers in play. The displays given below are examples and may be adjusted as desired to fit the theme of your game.

Dispense with Displays: Despite the fact that almost every power has a display, a psionic character can always choose to manifest the power without the flashy accompaniment. To manifest a power without any display (no matter how many displays it might have), a manifester must make a concentration check (DC 15 + the level of the power). This check is part of the action of manifesting the power. If the check is unsuccessful, the power manifests normally with its display.

Even if a manifester manifests a power without a display, he is still subject to attacks of opportunity in appropriate circumstances. (Of course, another

concentration check can be made as normal to either manifest defensively or maintain the power if attacked.)

Auditory: A bass-pitched hum issues from the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), eerily akin to many deep-pitched voices. The sound grows in a second from hardly noticeable to as loud as a shout strident enough to be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard only within 15 feet with a successful DC 10 Perception check. Some powers describe unique auditory displays.

Material: The subject or the area is briefly slicked with a translucent, shimmering substance. The glistening substance evaporates after 1 round regardless of the power's duration. Sophisticated psions recognize the material as ectoplasmic seepage from the Astral Plane; this substance is completely inert.

Mental: A subtle chime rings once in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option). At the manifester's option, the chime can ring continuously for the power's duration. Some powers describe unique mental displays.

Olfactory: An odd but familiar odor brings to mind a brief mental flash of a long-buried memory. The scent is difficult to pin down, and no two individuals ever describe it the same way. The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than a second (or lasts for the duration, at the manifester's option).

Visual: The manifester's eyes burn like points of silver fire while the power remains in effect. A rainbow-flash of light sweeps away from the manifester to a distance of 5 feet and then dissipates, unless a unique visual display is described. This is the case when the Display entry includes "see text," which means that a visual effect is described somewhere in the text of the power.

Manifesting Time

Most powers have a manifesting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

A power that takes 1 round to manifest requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began manifesting the power. You then act normally after the power is completed.

A power that takes 1 minute to manifest comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are manifesting a power as a full-round action, as noted above for 1-round manifesting times). These actions must be consecutive and uninterrupted, or the power points are lost and the power fails.

When you use a power that takes 1 round or longer to manifest, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the manifesting time is complete, the power points are lost and the power fails.

You make all pertinent decisions about a power (range, target, area, effect, version, and so forth) when the power comes into effect.

Range

A power's range indicates how far from you it can reach, as defined in the Range entry of the power description. A power's range is the maximum distance from you that the power's effect can occur, as well as the maximum distance at which you can designate the power's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include the following.

Personal: The power affects only you.

Touch: You must touch a creature or object to affect it. A touch power that deals damage can score a critical hit just as a weapon can. A touch power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch powers allow you to touch multiple targets. You can touch as many willing targets as you can reach, but all targets of the power must be touched in the same round that you manifest the power.

Close: The power reaches as far as 25 feet away from you. The maximum range increases 5 feet for every two manifester levels you have.

Medium: The power reaches as far as 100 feet + 10 feet per manifester level.

Long: The power reaches as far as 400 feet + 40 feet per manifester level.

Range Expressed in Feet: Some powers have no standard range category, just a range expressed in feet.

Aiming A Power

You must make some choice about whom the power is to affect or where the power's effect is to originate, depending on the type of power. The next entry in a power description defines the power's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some powers have a target or targets. You manifest these powers on creatures or objects, as defined by the power itself. You must be able to see or touch the target, and you must specifically choose that target. However, you do not have to select your target until you finish manifesting the power.

If you manifest a targeted power on the wrong type of target the power has no effect. If the target of a power is yourself (the power description has a line that reads "**Target:** You"), you do not receive a saving throw and power resistance does not apply. The Saving Throw and Power Resistance lines are omitted from such powers.

Some powers can be manifested only on willing targets. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one

who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. The Saving Throw and Power Resistance lines are usually omitted from such powers, since only willing subjects can be targeted.

Effect: Some powers, such as most metacreativity powers, create things rather than affect things that are already present. Unless otherwise noted in the power description, you must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the power's range once created.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted power. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray power has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray power deals damage, you can score a critical hit just as if it were a weapon. A ray power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects spread out from a point of origin (which may be a grid intersection, or may be the manifester) to a distance described in the power. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the effect may take. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect (unless the effect is centered on you), but you need not have line of effect (see below) to all portions of the effect.

(S) Shapeable: If an Effect line ends with "(S)" you can shape the power. A shaped effect can have no dimension smaller than 10 feet.

Area: Some powers affect an area. Sometimes a power description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the power originates, but otherwise you usually don't control which creatures or objects the power affects. The point of origin of a power that affects an area is always a grid intersection. When determining whether a given creature is within the area of a power, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but every second diagonal counts as 2 squares of distance. If the far edge of a square is within the power's area, anything within that square is within the power's area. If the power's area touches only the near edge of a square, however, anything within that square is unaffected by the power.

Burst, Emanation, or Spread: Most powers that affect an area function as a burst, an emanation, or a spread. In each case, you select the power's point of origin and measure its effect from that point. A burst power affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst powers are specifically described as cone-shaped.

A burst's area defines how far from the point of origin the power's effect extends.

An emanation power functions like a burst power, except that the effect continues to radiate from the point of origin for the duration of the power.

A spread power spreads out like a burst but can turn corners. You select the point of origin, and the power spreads out a given distance in all directions. Figure the area the power effect fills by taking into account any turns the effect takes.

Cone, Line, or Sphere: Most powers that affect an area have a particular shape, such as a cone, line, or sphere. A cone-shaped power shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

A line-shaped power shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped power affects all creatures in squares that the line passes through or touches.

A sphere-shaped power expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Other: A power can have a unique area, as defined in its description.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A solid barrier cancels a line of effect, but it is not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you manifest a power on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any power you manifest.

A burst, cone, or emanation power affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, or an emanation's point of origin). An otherwise solid barrier with a hole of at least

1 square foot through it does not block a power's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for the purpose of determining a power's line of effect.

Duration

A power's Duration line tells you how long the psionic energy of the power lasts.

Timed Duration: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the psionic energy sustaining the effect fades, and the power ends. If a power's duration is variable it is rolled secretly.

Instantaneous: The psionic energy comes and goes the instant the power is manifested, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the power is vulnerable to *dispel psionics*.

Concentration: The power lasts as long as you concentrate on it. Concentrating to maintain a power is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when manifesting a power can also break your concentration while you're maintaining one, causing the power to end. You can't manifest a power while concentrating on another one. Some powers may last for a short time after you cease concentrating. In such a case, the power keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the power, but you can't maintain it for more than a stated duration in any event. If a target moves out of range, the power reacts as if your concentration had been broken.

Subject, Effects, and Area: If the power affects creatures directly the result travels with the subjects for the power's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the power affects an area then the power stays with that area for its duration. Creatures become subject to the power when they enter the area and are no longer subject to it when they leave.

Touch Powers and Holding the Charge: In most cases, if you don't discharge a touch power on the round you manifest it, you can hold the charge (postpone the discharge of the power) indefinitely. You can make touch attacks round after round. If you touch anything with your hand while holding a charge, the power discharges. If you manifest another power, the touch power dissipates.

Some touch powers allow you to touch multiple targets as part of the power. You can't hold the charge of such a power; you must touch all the targets of the power in the same round that you finish manifesting the power. You can touch one friend (or yourself) as a standard action or as many as six friends as a full-round action.

Discharged: Occasionally a power lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the power at will. You must be within range of the power's effect and must mentally will the dismissal, which causes the same display as when you first manifested the power. Dismissing a power is a standard action that does not provoke attacks of opportunity. A power that depends on concentration is dismissible by its very nature, and dismissing it does not take an action or cause a display, since all you have to do to end the power is to stop concentrating on your turn.

Saving Throw

Usually a harmful power allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw line in a power description defines which type of saving throw the power allows and describes how saving throws against the power work.

Negates: The power has no effect on a subject that makes a successful saving throw.

Partial: The power causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

(object): The power can be manifested on objects, which receive saving throws only if they are psionic or if they are attended (held, worn, grasped, or the like) by a creature resisting the power, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a power can be manifested only on objects. Some powers of this sort can be manifested on creatures or objects.) A psionic item's saving throw bonuses are each equal to 2 + one-half the item's manifester level.

(harmless): The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your power has a DC 10 + the level of the power + your key ability modifier (Intelligence for a psion, Wisdom for a psychic warrior, or Charisma for a wilder). A power's level can vary depending on your class. Always use the power level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a power that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted power you sense that the power has failed. You do not sense when creatures succeed on saves against effect and area powers.

Failing a Saving Throw against Mind-Affecting Powers: If you fail your save, you are unaware that you have been affected by a power.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the power may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the power specifies otherwise, all items carried or worn by a creature are assumed to survive a psionic attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Psionic Attacks.

Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form or take whatever damage the attack deals.

Table 5-1: Items Affected by Psionic Attacks

Order[1]	Item
1st	Shield
2nd	Armor
3rd	Psionic or magic helmet, hat, headband, or psicrown
4th	Item in hand (including weapon, dorje, or the like)
5th	Psionic or magic cloak
6th	Stowed or sheathed weapon
7th	Psionic or magic bracers
8th	Psionic or magic clothing
9th	Psionic or magic jewelry (including rings)
10th	Anything else

1 In order of most likely to least likely to be affected.

Power Resistance

Power resistance is a special defensive ability. If your power is being resisted by a creature with power resistance, you must make a manifester level check (d20 + manifester level) at least equal to the creature's power resistance for the power to affect that creature. The defender's power resistance functions like an Armor Class against psionic attacks. Spell resistance is equivalent to power resistance unless the Psionics Is Different option is in use. Include any adjustments to your manifester level on this manifester level check.

The Power Resistance line and the descriptive text of a power description tell you whether power resistance protects creatures from the power. In many cases, power resistance applies only when a resistant creature is targeted by the power, not when a resistant creature encounters a power that is already in place.

The terms "object" and "harmless" mean the same thing for power resistance as they do for saving throws. A creature with power resistance must voluntarily lower the resistance (a standard action) to be affected by a power noted as harm less. In such a case, you do not need to make the manifester level check described above.

Power Points

All powers have a Power Points line, indicating the power's cost.

The psionic character class tables show how many power points a character has access to each day, depending on level.

A power's cost is determined by its level, as shown below. Every power's cost is noted in its description for ease of reference.

Table: Power Points by Power Level

Power Level	1	2	3	4	5	6	7	8	9
Power Point Cost	1	3	5	7	9	11	13	15	17

Some powers allow you to spend more than their base cost to achieve an improved effect, or augment the power. The maximum number of points you can spend on a power (for any reason) is equal to your manifester level.

Descriptive Text

This portion of a power description details what the power does and how it works. If one of the previous lines in the description included "see text," this is where the explanation is found. If the power you're reading about is based on another power you might have to refer to a different power for the "see text" information.

Augment: Many powers have variable effects based on the number of power points you spend when you manifest them. The more points spent, the more powerful the manifestation. How this extra expenditure affects a power is specific to the power. Some augmentations allow you to increase the number of damage dice, while others extend a power's duration or modify a power in unique ways. Each power that can be augmented includes an entry giving how many power points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a power equal to your manifester level.

Augmenting a power takes place as part of another action (manifesting a power). Unless otherwise noted in the Augment section of an individual power description, you can augment a power only at the time you manifest it.

Power points spent on metapsionic feats do not count toward augmenting, but do count against the total number of power points spent on a power.

POWERS AND POWER POINTS

Psionic characters manifest powers, which involve the direct manipulation of personal mental energy. These manipulations require natural talent and personal meditation. A psionic character's level limits the number of power points available to manifest powers. A psionic character's key ability score might allow him to gain extra power points. He can manifest the same power more than once, but each manifestation subtracts power points from his daily limit. Manifesting a power is an arduous mental task. To do so, a psionic character must have a key ability score of at least 10 + the power's level.

To regain used daily power points, a psionic character must have a clear mind. To clear his mind, he must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must have at least 1 hour of rest immediately prior to regaining lost power points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining power points.

If a psionic character has manifested powers recently, the drain on his resources reduces his capacity to regain power points. When he regains power points for the coming day, all power points he has used within the last 8 hours count against his daily limit.

Peaceful Environment: To regain power points, a psionic character must have enough peace, quiet, and comfort to allow for proper concentration. The psionic character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining power points.

Once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the psionic character's daily limit.

Death and Power Points: If a character dies, all daily power points stored in his mind are wiped away. A potent effect (such as *reality revision*) can recover the lost power points when it recovers the character.

Energy Powers: Many psionic powers deal damage of a certain type of energy, with cold, electricity, fire, and sonic being the most common. For powers that have the choice of cold, electricity, fire, and sonic, the manifester must choose after he regains his psionic power points for the day which of these four energy types is his active energy. The manifester may choose to change which energy is his active energy by gaining psionic focus. If he is currently maintaining psionic focus, he may expend it as a free action and then gain psionic focus normally to choose a new energy type. The manifester need not maintain psionic focus to have an active energy type. Wilders may change their active energy type when performing a wild surge. Kineticists are exempt from this restriction and may freely choose the energy type at the time the power is manifest, so long as it is within the choices allowed by the power. He could not, for example, choose fire as his energy type when manifesting *concussion blast*, as the power does not allow a choice in energy types.

ADDING POWERS

Psionic characters can learn new powers when they attain a new level. A psion can learn any power from the psion/wilder list and powers from his chosen discipline's list. A wilder can learn any power from the psion/wilder list. A psychic warrior can learn any power from the psychic warrior list.

Psions and other psionic characters perform a certain amount of personal meditation between adventures in an attempt to unlock latent mental abilities. Each time a psionic character attains a new level, he or she learns additional powers according to his class description. Psions, psychic warriors, and wilders learn new powers

of their choice in this fashion. These powers represent abilities unlocked from latency. The powers must be of levels the characters can manifest.

Independent Research: A psion also can research a power independently, duplicating an existing power or creating an entirely new one. If characters are allowed to develop new powers, use these guidelines to handle the situation.

Any kind of manifester can create a new power. The research involved requires access to a retreat conducive to uninterrupted meditation. Research involves an expenditure of 1,000 gp per week and takes one week per level of the power. At the end of that time, the character makes a Spellcraft check (DC 10 + spell level). If that check succeeds, the character learns the new power if her research produced a viable power. If the check fails, the character must go through the research process again if she wants to keep trying. Powers learned through independent research still count against the manifester's powers known.

Manifest an Unknown Power from Another's Powers Known

A psionic character can attempt to manifest a power from a source other than his own knowledge (usually another willing psionic character). To do so, the character must first make contact (a process similar to addressing a power stone, requiring a Spellcraft check against a DC of 20). A psionic character can make contact with only a willing psionic character or creature (unconscious creatures are considered willing, but not psionic characters under the effects of other immobilizing conditions). Characters that can't use power stones for any reason are also banned from attempting to manifest powers from the knowledge of other psionic characters. Mental contact requires 1 full round of physical contact, which can provoke attacks of opportunity. Once contact is achieved, the character becomes aware of all the powers the other character knows up to the highest level of power the contactor knows himself.

Next, the psionic character must choose one of the powers and make a second Spellcraft check (DC 15 + the power's level) to see if he understands it. If the power is not on his class list, he automatically fails this check.

Upon successfully making contact with another willing psionic character or creature and learning what he can of one power in particular, the character can immediately attempt to manifest that power even if he doesn't know it (and assuming he has power points left for the day). He can attempt to manifest the power normally on his next turn, and he succeeds if he makes one additional Spellcraft check (DC 15 + the power's level). He retains the ability to manifest the selected power for only 1 round. If he doesn't manifest the power, fails the Spellcraft check, or manifests a different power, he loses his chance to manifest that power, although he does not spend any power points unless he successfully manifests a power.

Whether this process results in a successful manifestation of a power or not, the entire process must be performed every time a character wants to manifest a power from another's powers known.

Using Stored Power Points

A variety of psionic items exist to store power points for later use, in particular a storage device called a cognizance crystal. Regardless of what sort of item stores the power points, all psionic characters must follow strict rules when tapping stored power points.

When using power points from a storage item to manifest a power, a psionic character may not pay the power's cost with power points from more than one source. He must either use an item, his own power point reserve, or some other discrete power point source to pay the manifestation cost.

Most power point storage devices allow psionic characters to "recharge" the item with their own power points. Doing this depletes the character's power point reserve on a 1-for-1 basis as if he had manifested a power; however, those power points remain indefinitely stored. The opposite is not true—psionic characters may not use power points stored in a storage item to replenish their own power point reserves.

Special Abilities

Psionic creatures can create psionic effects without having levels in a psionic class (although they can take a psionic class to further enhance their abilities); such creatures have the psionic subtype.

Characters using dorjes, cognizance crystals, and other psionic items can also create psionic effects. In addition to existing spell-like and supernatural abilities, creatures can also have psi-like abilities. (Psionic creatures may also have extraordinary and natural abilities.)

The manifestation of powers by a psionic character is considered a psi-like ability, as is the manifestation of powers by creatures without a psionic class (creatures with the psionic subtype, also simply called psionic creatures). Usually, a psionic creature's psi-like ability works just like the power of that name. A few psi-like abilities are unique; these are explained in the text where they are described.

Psi-like abilities have no verbal, somatic, or material components, nor do they require a focus. The user activates them mentally. Armor never affects a psi-like ability's use. A psi-like ability has a manifesting time of 1 standard action unless noted otherwise in the ability description. In all other ways, a psi-like ability functions just like a power. However, a psionic creature does not have to pay a psi-like ability's power point cost.

Psi-like abilities are subject to power resistance and to being dispelled by *dispel psionics*. They do not function in areas where psionics is suppressed or negated.

Some creatures have psionic abilities that are considered supernatural. Psionic feats are also supernatural abilities. These abilities cannot be

disrupted in combat, as powers can be, and do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be negated or dispelled; however, they do not function in areas where psionics is suppressed.

Variant: Psionics As Different

In some games, you might prefer that psionics and magic interact as if completely different. While there is nothing stopping you from doing this, by default, psionics and magic interact as if they are the same. Implementing psionics and magic as different can introduce a variety of balance issues, as the psionic system was designed to interact with magic as outlined above.

However, should you choose to implement this variant, the following changes occur to the mechanics of psionics.

Creatures with power resistance are affected by spells normally, and creatures with spell resistance are affected by powers normally; they are offered no protection from their resistance to the other type of energy.

Dispel psionics does not dispel magical effects, and *dispel magic* does not dispel psionic effects.

Detect psionics does not detect the presence of magic, and *detect magic* does not detect the presence of psionics.

Creatures that gain a bonus to saving throws against powers do not gain the same bonus against spells, and creatures that gain a bonus to saving throws against spells do not gain the same bonus against powers.

Should these changes prove more than you wish to implement, you could instead use diminished effects. For example, *dispel psionics* might have a 50% chance to work against magic, and vice versa for *dispel magic* to affect powers, while creatures with power resistance might be treated as having spell resistance equal to half their power resistance.

Additionally, in this type of variant game, the Spellcraft skill for manifesters is renamed to Psicraft, and skill points in one skill do not give any training in the other. Similarly, the Use Magic Device skill for psionic items is instead Use Psionic Device, and skill points in one skill do not give any training in the other.

PSIONIC CAMPAIGNS

The day the godminds appeared forever changed the balance of power in the world. Suddenly, power was not derived through complex rituals, worship of a greater being, or physical prowess, but instead through sheer force of will. This was the day psionics was born.

If you as a game master have never used psionics, introducing them may seem daunting or give pause. Presented below are ideas, helpful points, and new rules to help you incorporate psionics into your new or existing campaign.

Adding Psionics To Your Game

If working in an existing campaign, applying revisionist history might offer the easiest solution to incorporate psionics. In this situation, psionics has always existed in the world, the players were simply ignorant of it. Psionic talent might only exist in far-off parts of the world, or it might be hidden away due to a history of persecution that the commoner has nearly forgotten, or it might be that psionic creatures, items, or people were assumed to be magical, and no one ever corrected the assumption.

It could even be that creatures or people the players have encountered had ties to psionics all along. That band of goblins the party fought against may have been part of a tribe led by a blue who now seeks vengeance for his kin. An ousted, corrupt politician may have been under the control of a thrallherd (see Chapter Seven: Prestige Classes), a thrallherd who was secretly working to set himself up as ruler. These previously unknown ties allow the introduction of psionics into an ongoing game without requiring breaking the immersion of the world.

The First Psionic Beings

Perhaps the reason that no one has heard about psionics is because it is just now being discovered. This

might be true for your world for a variety of reasons, some of which are presented below.

- If your world has widespread use of magic, the development of the mental arts might still be in its infancy. The standard path to tap into powerful energy is that of the arcane and the divine, with the path of psionics still unexplored.
- There may have been an event in the past where those with psionics were wiped out by beings with immense power and those beings placed a block on psionic energy that has only just begun to fade, allowing the emergence of psionic creatures.
- A recent event has such widespread repercussions that it changes the very fabric of existence, and the latent psionic abilities in creatures begin to manifest. This event might be one facilitated by the characters themselves, or it may have been in the recent past, or it may happen during the game without character involvement, such as the appearance of godminds mentioned earlier.

These first psionic characters have to not only discover and explore their own abilities, but do so in a world where tutors, experts, and lore on the subject is likely not available. They must exist in a world where psionic items and creatures will be rare, or perhaps they discover a hidden cache of psionic lore, locked away before the Great Purge or phased into reality when the godminds appeared.

Psionic Encounters

Allowing players to choose psionic characters does not mandate you must include psionics into your adventures, either directly through the use of psionic monsters, or indirectly by having some hidden psionic agenda putting things in motion. Psionics fits into any adventure or campaign just as easily as magic.

However, by including psionic creatures, enemies, allies, or events into your game, it can help improve the realism of psionics. By replacing a spellcaster with a psion, or a fighter with a soulknife, or a barbarian with a raging wilder, psionics can feel more like a true part of the world. And if you have players unfamiliar with psionics, it introduces a level of mystery that they may not feel if they encounter a wizard, cleric, or rogue.

The High Psionics Campaign

In a high psionics campaign, psionics does not merely exist, as it might in a standard game that includes psionics, it flourishes. Psionics is common, and powerful manifesters are real threats to the world at large.

A world of high psionics is more likely to have NPCs with manifesting ability, or psionic items available for purchase in the bazaar, or psionic monsters accosting travelers.

A high psionics game is more likely to use soulknives instead of paladins, wilders instead of sorcerers, and psions instead of wizards. Even if you do not want to make your game exclusively psionic in nature, increasing the number of NPCs with levels in psionic classes, or enemies with psionic ability, can create a high psionics world.

Psionic Maladies

Just as those with psionic ability are able to perform amazing feats and revel in the power of the mind, so too do they find themselves susceptible to unique afflictions. Presented below are some of these maladies.

Ability Burn: This is a special form of ability damage that cannot be magically or psionically healed. It is caused by the use of certain psionic feats and powers. It returns only through natural healing.

Disease, Cascade Flu: Spread by brain moles and other vermin; injury; Fortitude DC 13; Onset one day; damage psionic cascade.

A psionic cascade is a loss of control over psionic abilities. Using power points becomes dangerous for a character infected by cascade flu, once the incubation period has run its course. Every time an afflicted character manifests a power, she must make a DC 16 concentration check. On a failed check, a psionic cascade is triggered. The power operates normally, but during the following round, without the character's volition, two additional powers she knows manifest randomly, and their power cost is deducted from the character's reserve. During the next round, three additional powers manifest, and so on, until all the psionic character's power points are drained, although the character may attempt an additional DC 16 concentration check every affected round to negate that round's effect. Powers with a range of personal or touch always affect the diseased character. For other powers that affect targets, roll d%: On a 01–50 result, the power affects the diseased character, and 51–00 indicates that the power targets other creatures in the vicinity. Psionic creatures (those that manifest their powers without paying points) cascade until all the powers they know have manifested at least twice.

As with any disease, a psionic character who is injured or attacked by a creature carrying a disease or parasite, or who otherwise has contact with contaminated material, must make an immediate Fortitude save. On a success, the disease fails to gain a foothold. On a failure, the character takes damage (or incurs the specified effect) after the incubation period. Once per day afterward, the afflicted character must make a successful Fortitude save to avoid repeating the damage. Two successful saving throws in a row indicate she has fought off the disease.

Disease, Cerebral Parasites: Spread by contact with infected psionic creatures; contact; Fortitude DC 15; Onset 1d4 days; damage 1d8 power points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he carries the parasites—until he discovers he has fewer power points for the day than expected. Psionic creatures with cerebral parasites are limited to using

each of their known powers only once per day (instead of freely manifesting them). See the note about diseases under Cascade Flu, above.

Negative Levels: Psionic characters can gain negative levels just like members of other character classes. They suffer the same penalties. They suffer no loss in power points, do not lose access to powers to manifest, and may still spend their normal manifester level limit manifesting a power.

PSIONICS AND CRYSTALS

In many parts of this book, references are made to using crystals for psionic purposes. This is done mostly for a stylistic element that ties crystals to mental energy, but it is in no way a rule you must use in your games. Crystals are simply the type of item given in this book, you can use any type of item or concept that fits into the setting of your campaign.

For example, take the psicrystal, a small piece of crystalline rock that talks, crawls, and even manifests powers. Instead of being a piece of crystal, this could be matter drawn from the Ethereal Plane and given form by the subcionscious mind of its owner, taking a form not unlike a homunculus, or resembling a miniature replica of its owner, or even an animated doll.

Similarly, cognizance crystals could instead be created from a special type of liquid that is contained within a mineral which, when processed with special metals and shaped into a disc is able to hold a reservoir of psionic energy.

These are just a tiny sliver of the ways in which you can implement the material side of psionics to fit your game world. Crystals are the option used within this book, they certainly are not the only choice.

PSIONIC CREATURES

Any creature with psionic powers has the psionic subtype. A psionic creature can be born with the subtype or can gain the subtype during its life.

A creature meeting any of the following criteria has the psionic subtype:

- Creatures with a power point reserve, including characters who have levels in a character class that grants a power point reserve or creatures who have the Wild Talent feat.
- Creatures with psi-like abilities, including characters who have racial psi-like abilities.
- Creatures that have spell-like abilities described as "psionics."

Traits: Other than the fact that all psionic creatures have psionic powers, power points, or psi-like abilities, psionic creatures have no specific traits. The psionic subtype serves to identify creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

GAME MASTERY

This section offers you advice on how to implement or introduce psionics into your game. Whether adding to an existing game, creating a new campaign where psionics is an option, or running an all-psionic party for the first time, there might be situations where a little bit of advice goes a long way.

Who this Section is for

We won't beat around the bush, where most of the material here is intended for both players and game masters, everything here is intended specifically for game masters. While there is likely to be material that is of interest to players, this section is intended to give insight, recommendations, and guidance to the game masters who want to run games with psionics – or whose players are asking to allow psionics.

Although many parts of this section apply to the old D&D psionics ruleset, this section is intended primarily with the use of *Ultimate Psionics* or *Psionics Unleashed*. While *Psionics Unleashed* was built on the D&D psionics ruleset, significant changes were made to the system to support the *Pathfinder Roleplaying Game*, as well as to address mechanical issues, inconsistencies, and oversights with the D&D system. As such, if you're using the old D&D psionics ruleset, you may find value in the information presented in this section, but if you find that parts of it do not match the system, it is likely because something changed between D&D and *Psionics Unleashed*.

What This Section Is

Mastering Psionics is a compilation of instructions, recommendations, and explanations attempting to detail the psionic system as a whole, rather than covering specific classes, races, or other specific mechanical aspects. While portions of the book may touch on specific rules, this book is not intended to give a variety of new game options. Instead, it takes the expertise of the writers of *Psionics Unleashed* and *Ultimate Psionics* and seeks to give that to game masters to help them smoothly incorporate psionics into their game.

What This Section Isn't

This isn't a bunch of new options, rules, classes, feats, powers, or monsters. This isn't a guide on how to make a better psionic character. If you need help in choosing a class, power, feat, or any other of the myriad of choices made to create a new character, feel free to ask at **dreamscarred.com**. There are plenty of players who enjoy psionics and are happy to help you get the most out of your psionic experience.

What is Psionics?

Perhaps the biggest question – What is psionics? At its simplest, psionics is the power of the mind. Where arcane magic is the power of the cosmos, and divine magic is the power of higher beings, psionics is

harnessing the mental energy of self to create an effect. The effect might vary from mind reading to teleportation, but the energy that powers it comes from the mind and body of the wielder. The exact implementation of how this energy is harnessed – meditation, mental strength, clarity of thought, a third eye, etc – is up to you, but psionics is all about using the power of the mind to affect change in the world.

Why Psionics?

The second big question – Why psionics? This one is a trickier question to answer, because there are a variety of reasons. As a concept, psionics has existed for a very long time. As a gaming concept, psionics has been around since the first edition of the world's most popular roleplaying game. *Psionics Unleashed* updated the system of psionics for the *Pathfinder Roleplaying Game* because a multitude of psionic fans shouted for support.

But why do they want that support? Why not just use magic?

The simple answer is there is no one simple answer. For some players, it is the flexibility of power points over spell slots. For others, it is the thematic aspect of using the power of the mind instead of arcane formulae or divine intervention. In other cases, it may be the nostalgia of psionics from previous editions and wanting to continue the use of psionics. It may simply be because it's different from the "standard" magic. There are a host of reasons why players want to use psionics and understanding why your players in particular want to use psionics is important so that you can understand the best way to introduce it.

Introducing Psionics

In this part, we'll discuss how to introduce psionics into your game. This might include one or more of your players using psionic options, or it might simply be you introducing psionic NPCs and monsters, or you might decide to a run an all-psionics game, such as that found in the *Third Dawn Campaign Setting*. In all of these possible situations, there are things to understand about the psionics system in order to have a fun and smooth game experience.

Terms to Know

While there are already a lot of terms to know for the Pathfinder Roleplaying Game – class, level, caster level, saving throw, and the like – there are new terms specific to psionics. The most important terms are detailed below, while the full list of terms is presented in the glossary.

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.

Manifest: To cause a psionic power or psi-like ability to take effect. The process of manifesting a power is akin to casting a spell, but with significant differences. A power is manifested when a psionic character pays its power point cost. Some psionic creatures have psi-like abilities, which they can manifest without paying a power point cost.

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.

Power: A psionic power is a one-time psionic effect. It is akin to a spell, but relies upon psionic energy rather than magical energy.

Power Point: A measure of psionic energy. Power points are spent to manifest powers or use special abilities. Spent power points can be replenished after 8 hours of rest, akin to casters regaining spent spell slots.

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.

Power Resistance: Power resistance is the extraordinary ability to avoid being affected by powers. Some powers also grant power resistance. To affect a creature that has power resistance, a manifester must succeed on a manifester level check (1d20 + effective manifester level) at least equal to the creature's power resistance. Only powers and psi-like abilities are subject to power resistance; extraordinary and supernatural abilities (including enhancement bonuses on psionic weapons) are not.

Psionic (subtype): A creature with a power point reserve or psi-like abilities. A psionic creature can gain psionic focus.

Psionic Class: A class that grants or requires a power point reserve or psi-like abilities. If a character is a member of a psionic race and chooses to gain an extra power point for taking a level in a favored class, or chooses to take a psionic feat, that does not determine a psionic class; the class itself must grant or require the power point reserve or psi-like abilities. Classes that grant the Wild Talent feat or that require the character be of a psionic race or have levels in a psionic class are also considered to be psionic classes.

Psionic Feat: A type of feat which can only be taken by creatures with the psionic subtype.

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.

Psi-like Ability: A psionic effect which can be manifested without paying a power point cost. When manifesting a psi-like ability, the creature's effective manifester level is equal to its hit dice unless specified otherwise. Some psi-like abilities duplicate existing psionic powers; unless specified otherwise, such psi-like abilities are manifested as if the psionic power were augmented to the limit of the creature's effective manifester level. Psi-like abilities are subject to power resistance and *dispel psionics*. They do not function in areas where psionics are suppressed or negated (such as a *null psionics field*). Psi-like abilities can be dispelled as normal. A creature with psi-like abilities gains the psionic subtype.

Rules to Know

As with any system of rules, there are some rules that are more frequently used and therefore, more important to understand. Psionics is no different. Although all of the rules of psionics are important, one rule stands above the rest – the manifester level cap, also known as the Golden Rule of Psionics.

The Golden Rule of Psionics

The single most important rule to understand when using psionics is that a manifester cannot spend more power points on a power than his manifester level. This includes the base cost of the power, any augmenting being done to the power, effects like metapsionic feat, and anything else that increases the power point cost of a power.

The reason this is important is because, unlike spells, where a spellcaster has a set number of slots of particular levels, manifesters choose how strong to make their effects on the fly, by spending a certain number of power points on the manifestation. Without this rule, a 10th level psion could manifest a power with an effect equivalent to a 9th level spell. By restricting the number of power points spent on a power to the character's manifester level, it ensures that the effects of powers are in-line with the effects other characters of comparable level can create.

If you find that your players or the manifesters you control are creating effects that seem like they are stronger than should be possible, it is possible that this rule is being broken. It is the cornerstone of the balance of the psionic ruleset.

Manifester Level

Now that you know about the Manifester Level Cap, it's important to understand what a manifester level is. This might seem backwards, but it's only to emphasize how important the Golden Rule of Psionics really is.

For most classes, the manifester level is equal to the psionic class level. While there are some exceptions to this rule, such as the Gifted Blade archetype for the Soulknife class (first released in *Psionics Expanded*), it is the general rule. This means that a 15th level psion has a manifester level of 15, and a 15th level psychic warrior has a manifester level of 15. Any time a class grants manifesting, its manifester level is equal to the class level unless otherwise indicated.

While the most critical part of the manifester level deals with how many power points can be spent on a single power, the manifester level also determines things such as duration, range, power resistance, and other similar variables.

Augment

The psionic system, unlike the spellcasting system, uses a Pay More to Get More system. Where a fireball automatically grows in power as a wizard gains levels, a psion must pay to make his fiery energy ball more powerful. The reason this is important to understand is that a 1st-level spell for a wizard only ever costs a 1st-level spell slot, but might give higher effects at higher levels (such as the additional missiles of *magic missile*). A manifester, on the other hand, must pay for every improvement in his powers (with the typical exception of range and duration, which scale like a spellcaster).

There are two main types of augments. The first is the augment option that a psionic power itself may possess. For example, the *energy ray* power has an augment option to pay one additional power point to deal one additional die of damage. The second augment option is that gained by some class features, such as the Spirit of Many class feature of the Vitalist class first released in *Psionics Expanded*, where one or more powers are given special augment options.

With Psionic Players

One situation to keep in mind when introducing psionics into your game is if you will have players who are also using psionics. If only you as the game master are using psionics, you can minimize the parts of the system you need to learn and understand. When your players are using psionics, you now need to understand the rules that those characters will need to use.

Know the Rules

Any time you have a player using psionics, especially if psionics is new to you, know and understand the rules for that player's character. If he's going to be a psion, read about the psion. This isn't to say that you need to become an expert on a psion, but if a player chose to be a summoner from the *Advanced Player's Guide*, wouldn't you want to understand what the summoner did so that you don't get surprised during the game?

As such, if you have a player in your game who wants to use psionics, it is highly recommended to get at least a cursory understanding of the mechanics needed for that character. Know roughly what sort of effects your player can accomplish and the rules to support it. This isn't to say that your players will intentionally

try to sneak things past you to try to do things the rules don't support, but it's entirely possible that your player misunderstands a mechanic that could have far-reaching implications in your game.

If your player wants to uses a psionic class, read over the abilities of that class. If you're starting at a low level, you have the benefit of only needing to read over what the class can do early in its career, but it's not a bad idea to get an idea of what the class can do once it has fully matured. Players don't stay the same level the whole campaign, after all! You need to know what to expect as they gain experience and levels.

If your player is going to be a class like the psion, which uses powers, find out which powers the player is going to make use of. You might already know what *magic missile* does, but what about *crystal shard*? There's a fair bit of preexisting knowledge about magic, so it's best to try to get on an equal footing with psionics when using it in your game.

While this might sound like a lot of work, let's really consider what you'll need to know:

The rules for a psionic race – typically less than 1 page

The rules for 1 class – typically around 2-3 pages

The rules for any feats, powers, or skills that you might not be familiar with – probably another 2-3 pages

When you look at it from this perspective, six pages isn't a lot of material to read so that you are prepared to unleash psionics into your game. If your player wanted to use a character option from a book such as *Ultimate Combat*, you would normally do some research on it, as well, wouldn't you?

And remember, you really only need a high-level understanding at first. If something doesn't seem right, double check the rules. Misunderstandings can and do happen; having the rules ready can help minimize any game delays to verify how something is supposed to work.

Without Psionic Players

When you don't have players using the psionic rules, it gives you the flexibility of deciding which portions of the system to implement into your game. Perhaps you want psionics itself available, but not the psionic races. Or perhaps only the psionic races, without any of the psionic classes. Maybe you only want to use psionic monsters, eliminating the need to know the majority of the psionics system. Without psionic players, you can ease into psionics at your own pace without needing to learn the whole system.

Existing Campaigns

Introducing psionics into an existing campaign can be a tricky situation. Did psionics always exist and it just hadn't been talked about? Is it from some remote region of the world and the game has only recently touched on that geographic location? Is it a new development and, if so, what caused it to show up? These are the questions that need to be answered when you add psionics to an existing game.

For most campaigns, unless it has been stated previously that psionics didn't exist, it's likely easiest to say that it always existed, but the players simply haven't encountered it before. Maybe it's a rare phenomenon, or only available under a certain set of circumstances. Be sure to consider these sorts of questions if you are looking to add psionics into your game, as curious players are sure to start asking questions if this new power suddenly shows up.

New Campaigns

When starting a new campaign, it's significantly easier to introduce psionics into the world. Since there isn't an ongoing story to be altered to incorporate psionics, it can simply be said to have always been there. If starting in an existing world, but a new campaign, you might use the suggestions in the Existing Campaigns section. Otherwise, it may be a mystery for the players to investigate as to why previous campaigns within the world did not have psionics, and now psionics exists.

All-Psionic Campaigns

If you want to truly immerse your game in psionics, the all-psionic campaign may just be the answer for you. In this sort of game environment, spellcasters do not exist. Mysterious wizards, pious clerics, devout paladins, and even the wandering bard are not to be found within the world of your campaign. Instead, psionic or mundane classes are the only choices available. While a fighter is still a fighter, where once you would find a temple of clerics, instead you might find a monastic society of egoists and vitalists. Instead of a school for the arcane, where apprentice wizards and sorcerers study, you might have an academy of psions, tacticians, and the rare wilder.

The all-psionic campaign perhaps requires the most work, because everything that you have grown used to using needs to be reevaluated to see if it should still exist within a world where arcane and divine magic no longer function. In particular, using an all-psionic campaign can make the world a more deadly place, for resurrection rules in psionics are limited in availability and in scope. Where divine magic does not exist, death tends to be more permanent.

In addition to lacking in resurrection options, psionics as a general rule of thumb has limited options when it comes to illusions and necromancy. While there are some psionic powers that give illusion-like functions – typically by manipulating light and sound – the more advanced illusions that spellcasters can use are simply not available in psionic format. Necromancy, which typically animates corpses using magical energy, does not have a psionic counterpart, except for the puppeteer-like animation of inanimate objects.

The All-Psionic Party

A lesser version of the all-psionic campaign, the all-psionic party means, quite simply, that every member of the adventuring party is psionic in some way. This

could be something as simple as being a member of a psionic race, taking psionic feats, taking levels in a psionic class, or all of the above. The all-psionic party gives you immersion into the system, allowing you to see all the different parts of psionics working together in your game.

Psionic Monsters

Perhaps the easiest way to implement psionics in your game, just have some psionic enemies for your players to encounter. Instead of a wizard, you could have a psion. Instead of a ranger, the enemy could be a marksman. Instead of a random encounter with orcs, it could be duergar. This can introduce mystery and intrigue into your games with minimal effort. After all, most psionic monsters have all the material you need to use them right in their stat block, so you don't have to do a lot of research on the rules.

And if your players are new to psionics, you have the added bonus of putting them up against creatures they're not already familiar with how to defeat. Tactics used against spellcasters, such as effects that silence so spells cannot be cast, are rendered impotent against manifesters who have no need to speak incantations. Just don't get overzealous and put the party up against a creature they couldn't possibly hope to defeat, or you might just make them dislike psionics as a whole!

With Psionic Characters

By this point, you should have an idea of how you're going to introduce psionics into your game.

Encounters and Expectations

In the old D&D (3.5), the system clearly specified that it was balanced around the premise that a typical party would deal with four encounters per day on average. While there were adjustments to make depending on the difficulty of the encounter, the principle was that the finite resources of the party – use per day abilities, spellcasting abilities, and the like – were intended to be usable only a certain number of times before the characters rested. Some classes had options that were never used up, such as a rogue's sneak attack. Yet even these classes have a finite resource – their hit point total.

Psionics is no exception to this design paradigm. The psionic classes are balanced off the premise of having roughly four encounters per day of a difficulty equal to the average party level. While this isn't the only way to have a game, it is the general standard. You can use the chart below to see how many encounters would be balanced against the system. The goal is to have an Encounters per Day value of 4.

Monster CR Relative To Party	Encounters Per Day Value
-3 - -4	0.25
-2	0.5
-1 - 0	1
+1	2
+2	3

As you can see from the chart, if you have only one encounter in a day with a challenge rating roughly equal to the party's average level, the party will have a lot of resources left over. And if your players know this, you open yourself up to what is known as the Nova Phenomenon.

The Nova Phenomenon

During the heyday of the D&D psionics ruleset, a use of psionics called "going nova" became well-known. In this situation, a psionic character – usually a manifester – would burn through most or all of his power point pool in a few rounds, typically at the start of a combat-based encounter. The idea was simple: by using maximum power in minimum time, the party would overcome the encounter with minimal effort.

Although most classes have the capacity to do this to some extent – spellcasters can use all of their highest level spells, paladins can use up their smite evil ability, monks can use up their stunning fist and ki points – the flexibility of psionics and power points put a spotlight on this phenomenon. While psionics did not create the ability to use up a character's strongest abilities in a short time to trivialize challenges, it did make it simpler. While this gave psionics a reputation for being unbalanced, the system, when used as intended, tended to be self-correcting – especially when in an environment as mentioned above, where four encounters per day was the standard, not the exception.

While there is no single proper way to handle "going nova", there are a variety of options to mitigate the behavior and hopefully retrain your players to properly conserve resources.

Have More Encounters of Lower CR: The simple fact is that you can't go nova if you know you will likely face another encounter later. A good player keeps resources ready just in case. If you've taught your players that while on the road, they'll only experience one random encounter on the way to their destination, then there is no reason not to use up everything on that single encounter. Similarly, if the players know that there will be only one fight with underlings, and then the big fight with the final enemy, why would they keep any resources in reserve?

Spread out the encounters, pacing them just long enough apart that short-term beneficial effects have expired and need to be reapplied. Instead of having one fight with six underlings, have two fights with three. Or one with two and one with four. Then, when the party thinks they've found the final enemy, have that be the boss's lieutenant, or his right-hand man, or some other title. By putting additional roadblocks in place, if someone or someones in the party do decide to go nova, they'll quickly learn that this behavior is detrimental.

Use Waves of Enemies: Stagger the pace of the encounter by not revealing every enemy immediately. Have an encounter of eight goblins first be four goblins and the other four show up a few rounds in. This tends

to counter the behavior of blowing through what the players perceive to be "the encounter" when enemies fill in during the battle. The more (and different) the waves, the more interesting it can become. By keeping the players on their toes as to what the makeup of the encounter will eventually be, they will be forced to keep resources in reserve, instead of choosing to go nova.

Have A Back-Up Encounter: This option can be difficult to implement, because it requires flexibility on how the story progresses. In the back-up encounter scenario, the party has burned through large amounts of resources against a final enemy, trying to trivialize the encounter, and they've succeeded. A back-up encounter might be used to mitigate this behavior. The final enemy the party has defeated turns out to be the lieutenant or assistant to some other, more nefarious enemy, or the enemy had some sort of contingency effect that whisked him away and restored him, but that enemy is still within reach of the party and they do not have the luxury of resting. Because this is a "back-up", having it ready and then not using it might feel like a lot of work and is more recommended as an extreme correction rather than a desired outcome.

Check Their Math: If you're still new to psionics, or don't know the rules inside and out, it's OK to ask players to explain their math. And keep that Golden Rule of Psionics in mind: they can't spend more power points on a single power than their manifester level, and their manifester level is *usually* their class level. Many a nova situation comes about because players knowingly or unknowingly violate the Golden Rule of Psionics, or perhaps they rolled an additional die of damage in error, or they calculated the save DC incorrectly. Once you're more familiar with psionics, you likely won't have to do this very often, but it's not a bad idea to make sure that the players are being accurate.

Have The Enemies Do It: While this isn't necessarily recommended, because it can lead to an arms race where going nova bigger is better, one way to try to curb your players from going nova is to have the enemies do it as well. It might not be a bad idea to mention to your players that this sort of behavior by NPCs isn't typical, but with such a rapid onslaught of power, they felt the need to use every resource at their disposal as quickly as possible. The downside of this tactic is that it can be extremely deadly for the party, and cause *them* to view psionics as overpowered, so it is best to use this sparingly.

Fewer Resources: Although this might sound the easiest at first, reducing the players' resources can actually be the most difficult to successfully implement. Cut the power point pool too drastically, and your manifesters will feel like they can't contribute or encounters will become very deadly, very quickly. Cut insufficiently, and all you've done is annoy your players who can still pull off a successful nova. However, if additional encounters aren't an option, reducing the resources available to your players might be the best solution available to you. If you use this option, the important thing to remember is to be consistent. Don't penalize the psionic players and leave the spellcasters unaltered. After all, a sorcerer could fire off every high-level spell in his arsenal in an attempt to trivialize an encounter.

How Not To Handle It

With the variety of options on how to handle players with a penchant for going nova, it's important to note that there are some ways that you should *not* handle the behavior. These are typically because it can make the players feel like you're being an unfair or inconsistent game master. As a game master, it is your job to run the game, but if your players don't trust that you'll be fair with how you handle the rules and mechanics, it can cause animosity and a poor gaming experience. On the most extreme end of the spectrum, it can result in players coming to the conclusion that since you don't follow the rules, they don't need to either.

Don't Hand-Wave: The rules of your game should be consistent. While situations may arise where you need to create and enforce a house-rule to fit your game style, it is important that you do that in a consistent fashion. If a player knows how a rule is supposed to work and you decide off-the-cuff in the middle of a game that you don't like it and say that such an activity doesn't work, you are likely to upset your players. House-rules are fine, but they should be communicated in advance so players know what to expect.

It's OK to keep players in the dark with how monsters or traps or dungeons behave, but make sure you have an explanation as to why their power or ability did not work as expected, especially if it has worked the same way in the past. This explanation may be a plot device, a unique trait of the creature, or some special item or effect, but don't change the rules without having a good reason to do so. After all, if a wizard's *magic missile* didn't work after countless successful uses, the player would expect a reason why. A player of a psion should expect the same.

Treasure

It can be easy to overlook the need to adjust your treasure when running a game with psionics, especially if you use random treasure for rewards. However, it is something that needs to be considered, especially if you are running an all-psionic campaign or have an all-psionic party. After all, players might get confused or frustrated if you were to give them a horde of arcane scrolls in a world where arcane magic is said to not exist. Unless there is some viable reason *why* arcane scrolls are found – such as a leftover cache of treasure from a time when arcane magic still existed – these sorts of situations can be avoided by ensuring that you include psionic versions of these items.

House Rules

Although psionics can be used as originally presented in your games, there are times when you might find alternate rules a better fit for your game. Presented below are a few variant options to use with psionics.

Transparency Variants

If you're new to psionics, you still might have heard the term transparency thrown about. Transparency refers to the level at which magic and psionics interact, and how the two sources of energy behave with each other. In the default rules, psionics and magic are considered to be mechanically the same, just as divine magic and arcane magic interact as if the same. That means, among other things, that effects like *dispel magic* works on psionics, and vice versa. By keeping transparency intact, you limit the potential for unforeseen side effects of blending magic and psionics in the same game.

However, one of the most common house rules discussed is that of magic-psionic transparency. Although the level of transparency used in your game can vary, presented below are two of the most common variants for magic-psionic transparency: semi-transparency and non-transparency.

It is important to understand that altering the rules of transparency can have far-reaching effects on your game balance unless you take into account just what the changes you're making mean. Your magical enemy might be defeated with ease by a psionic party, or your psionic enemy might prove unexpectedly lethal against your magic-using adventuring party. Should you simply desire for psionics and magic to be different from a descriptive point of view, that doesn't necessarily mean that they need to be different from a mechanical point of view. After all, divine magic is the energy of divine beings, channeled through a mortal vessel, while arcane magic is the energy of the cosmos, harnessed through complex rituals and formula. Such sources of energy could be considered vastly different, yet the two are treated as the same mechanically.

Use the house rules below at your own risk.

Semi-Transparency

In a game of semi-transparency, psionics and magic interact to an extent, but are treated as moderately different. If you want to treat magic and psionics as different mechanically, but as still interacting with each other, semi-transparency is the way to do that.

Using this sort of house rule has the following rules:

- Power resistance works against magic, but is reduced by 10 (so PR 17 becomes SR 7).
- Spell resistance works against psionics, but is reduced by 10 (so SR 17 becomes PR 7).
- *Dispel magic* takes a -10 penalty to its rolls against psionic effects.
- *Dispel psionics* takes a -10 penalty to its rolls against magical effects.
- Anti-magic fields / dead magic zones have a 50% chance of affecting a psionic item or effect.
- Null psionics fields have a 50% chance of affecting a magical item or effect.
- *Detect magic* does not detect psionics.
- *Detect psionics* does not detect magic.

Non-Transparency

The extreme in terms of treating psionics and magic as different, non-transparency means, quite simply, that magic and psionics do not interact. In this house rule, psionic effects treat magical defenses as if they did not exist, and vice versa. While this might initially sound great, if you're going to run a non-transparent game, you need to consider all the mechanical ramifications doing so means.

First: magical defenses like *dispel magic*, spell resistance, and magic immunity do not apply to psionics. This means that your dragon with Spell Resistance 30

who gets targeted by a psion's *energy ball*? It ignores all that spell resistance.

Second: similar psionic defenses are likewise useless against magic. Need to dispel a magical effect on your enemy? If you're a psionic character, you're just out of luck.

Variant Themes

While psionics is based on a power point system rather than the slot-based spellcasting system of the *Pathfinder Roleplaying Game*, sometimes the theme of psychic powers does not fit the campaign you are envisioning. The wonderful thing about the psionic rule set is that it can have that theme modified without needing to alter the mechanics underneath it, allowing you to use the power point system in your games, while adjusting the feel of psionics to better fit into your campaign setting or world.

Changing the theme of psionics is as little or as much work as you want it to be. If you don't want to alter the entire system, simply focus on those parts of it that will actually be used. If you have a player that wants to be a psion, but you won't be using psionic NPCs and no other member of the party is going to be psionic, don't worry about the psionic races, the other classes, or the powers for those classes. If you plan to use only the soulknife, you don't need to worry about psionic powers at all! Simply focus on those parts of the psionic system that you need for your game and don't do work that isn't necessary.

Presented below is a sample alternate theme of how psionics could be altered to fit into your game without changing any mechanics. Note also that this is just a suggestion on how to change the theme, and that you can take these ideas and reinterpret them for your campaigns, providing a multitude of different themes. Perhaps more than one of these themes might exist in your campaign, giving you a solid reference in mechanics, but providing a wide variety in how "psionics" appears in the game.

Rune Magic

"The robed figure raised his finger and traced a glowing rune of power in the air, the rune flashing brightly upon its completion and a ball of fire shooting forth from it toward the distant orc. Upon striking the orc, the ball exploded into a blazing inferno, consuming not only the single orc, but those nearby, leaving only burnt husks of char in their places."

While psionics uses tattoos that might have appearances that could be described as "runic," having the power point system based around runes, which already have ties to races like the dwarves and to certain magic spells, makes it an easy way to incorporate the psionic system into your game without the mental, spiritual, or crystalline ties that the default psionic theme brings. As rune magic, psionics would still use power points, augmentation, and psionic focus. The psionic classes can even still be used, all by changing the names but without any need to change the mechanics.

Changes

To change psionics into rune magic, the below suggestions are given to the different aspects of the system.

Power points: Rename power points to runic energy or even mana.

Powers: Simply call powers runes. Specific powers such as *detect psionics* could simply be called *detect runic energy* or even just use *detect magic*, although keep in mind that psionic creatures, which would instead be runic creatures, would still be detected, as detailed below.

Psionic Focus: Probably the easiest change, simply call it focus or runic focus.

Class Names: The psion could become the runecaster, the psychic warrior the runic warrior, the soulknife the runeblade, and the wilder the wild pattern.

Manifestations: Where psionic powers might carry different displays, such as lights, smells, or sounds, rune magic would use visible runes that appear either on the caster, on the target, or even as a pattern of runes that appear in the air. These runes might be accompanied by a sound or some other display depending upon the desired implementation in your game.

Psicrystals: Instead of being a small crystal, the psicrystal could be changed to be a small ceramic carving with a variety of runes covering its form and called a runestone. The runes would grant the carving the same game statistics as a standard psicrystal, but its appearance would be more in-line with the theme of rune magic.

Psionic Creatures: It is likely going to be difficult to incorporate psionic creatures into your games without more significant changes, as their appearances are a bit more detailed and thematic. However, this doesn't mean it can't be done! For example, the brain mole might instead be itself covered in runes and seek out new runes to siphon energy in order to feed.

Sample Powers: The chart below gives several psionic powers with their normal name and then a potential name for a rune magic theme.

Alternate Power Names Rune Magic

Psionic Power Name	Rune Magic Spell Name
Astral construct	Runic protector
Animal affinity	Augment self
Energy ray	Runic shot
Offensive precognition	Insightful attacks
Precognition	Intuitive edge

CHAPTER V
POWERS

As if on cue, the jungle around the temple erupted with wings and claws, screeching and slashing. Moricaitas let his mind explore the area around them until he found the guardian.

"Keep them occupied while I take care of this," he told Umbar through clenched teeth as the battle of wills began.

Psionic Powers

This chapter contains the power lists of the psionic classes. An [A] appearing at the end of a power's name in the power lists denotes an augmentable power. Powers with an [N] at the end of the power's name carry the Network descriptor (detailed below).

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.

New Descriptor: [Network]

The Network descriptor relates to powers that draw in some way on the psychic connections between creatures. While anyone with specialized training (Expanded Knowledge feats) can learn and use these powers, tacticians and vitalists have special options when manifesting them, and can achieve results far beyond any other manifesters with them.

Like most descriptors, the Network descriptor does not provide any specific ability. Rather, certain class features only work when dealing with a Network power. For mechanical information, see the spirit of many feature of the tactician and vitalist classes.

New Descriptor: [Shared]

A manifester may only manifest and maintain one power with the Shared descriptor at any given time. Should he manifest another power with the Shared descriptor while he is maintaining another Shared power, the new power takes effect and the initial Shared power immediately expires for all targets. Maintaining a Shared power simply means that it has not expired, been dismissed, or been dispelled from all targets. Unless the power's duration specifies otherwise, you do not need to concentrate to maintain a Shared power.

New Descriptor: [Trigger]

A trigger power is one that has a set of criteria that the target can perform to result in a second effect. If a creature is affected by a trigger power, they are aware of the action that will activate the trigger, although they do not know what the effect is unless they make a successful Spellcraft check to identify the power as it is being manifested (DC 15 + power level). If a creature fulfills the condition for a trigger power, the manifester must decide immediately whether to activate the trigger effect or the opportunity is lost.

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

0-Level Cryptic Powers (Talents)

Conceal Thoughts: You conceal your motives.
Create Sound: Create the sound you desire.
Detect Psionics: You detect the presence of psionics.
Distract: Target gets –4 bonus on Perception and Sense Motive checks.
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.
Float[A]: You buoy yourself in water or other liquid.
Fortify, Lesser[N]: 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, Lanis's[A]: Gain additional Knowledge check with +4 competence bonus.
Chameleon[A]: Gain +10 enhancement bonus on vision-based Stealth checks.
Déjà Vu[A]: Your target repeats his last action.
Elfsight: Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.
Fortify[A]: You gain a +2 resistance bonus on saves.
Hidden Pocket[A]: Transport a small item into an extradimensional space.
Inevitable Strike, Roshan's[A]: Gain an insight bonus on your next attack.
Kinetic Legerdemain[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[A]: Gain +2 insight bonus on your damage rolls.
Vigor[A]: Gain 5 temporary hit points.

2nd-Level Cryptic Powers

Animal Affinity, Lanis's[A]: Gain +4 enhancement to one ability.
Body Adjustment[A]: Heal 1d12 damage.
Body Equilibrium: You can walk on nonsolid surfaces.
Body Purification[A]: Restore 2 points of ability damage.
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[A]: 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, Syonique's[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 Possession[A]: Hide within the body of a creature, experiencing all of its activities.
Pierce the Veils: See all things as they really are.
Retrieve, Nimar's [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.
Barred Mind, Personal[A]: You are immune to scrying and remote viewing and gain a bonus to mental effects.

Cosmic Awareness[A]**:** You gain insight bonus on single attack roll, check, or save.
Ethereal Passage: Invisible passage through wood or stone.
Hypercognition: You can deduce almost anything.

Dread Powers

0-Level Dread Powers (Talents)

Conceal Thoughts: You conceal your motives.
Create Sound: Create the sound you desire.
Detect Psionics: You detect the presence of psionics.
Distract: Target gets –4 bonus on Perception and Sense Motive checks.
Empathy[A]**:** You know the subject's surface emotions.
Fortify, Lesser[N]**:** 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.
Telekinetic Punch: Deal 1 force damage to target.
Telepathic Lash[A]**:** Humanoid creature of 4 HD or less loses next action.
Unearthly Terror[AN]**:** Terrify an enemy with sustained images.
Vim: Gain 1 temporary hit point.

1st-Level Dread Powers

Biofeedback[A]**:** Gain DR 2/–.
Demoralize[A]**:** Enemies become shaken.
Lingering Touch[A]**:** Your devastating touch ability lingers for an additional round, dealing damage.
Mind Thrust[A]**:** Deal 1d10 damage.
Mindlink[A]**:** You forge a limited mental bond with another creature.
Precognition, Defensive[A]**:** Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive[A]**:** Gain +1 insight bonus on your attack rolls.
Prescience, Offensive[A]**:** Gain +2 insight bonus on your damage rolls.
Slumber: Put creatures to sleep.

Untouchable Aura[A]**:** Your presence keeps enemies from attacking you.

2nd-Level Dread Powers

Concealing Amorpha[A]**:** Quasi-real membrane grants you concealment.
Deflect: Avoid a single ranged attack.
Feat Leech[A]**:** Borrow another's psionic or metapsionic feats.
Id Insinuation[A]**:** Swift tendrils of thought disrupt and confuse your target.
Mental Disruption[A]**:** Daze creatures within 10 feet for 1 round.
Sidestep: Avoid a single melee attack.
Strength of My Enemy[A]**:** Siphon away your enemy's strength and grow stronger.
Subconscious Banishment[A]**:** Sicken the target by sending their subconscious into a plane of nightmares.
Sustenance: Go without food and water for one day.
Thought Shield[A]**:** Gain PR 13 against mind-affecting powers.
True Terror[A]**:** Cause the target to become stunned.

3rd-Level Dread Powers

Dispatch[A]**:** Set up and deliver spectacular finishing strikes.
Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.
Guarded Sleep: Subject's mind is protected while asleep, and awakens in peak condition.
Mental Barrier[A]**:** Gain +4 deflection bonus to AC until your next action.
Mindhunter: Discover the location of your target while you sleep.

4th-Level Dread Powers

Aura Sight: Reveals creatures, objects, powers, or spells of selected alignment axis.
Deadly Fear[A]**:** Fearsome illusion kills subject or deals 3d6 damage.
Fear Cascade[A]**:** Paralyze one target and cause nearby enemies to become shaken.
Mindwipe[A]**:** Subject's recent experiences wiped away, bestowing negative levels.
Moment of Terror[A]**:** Knock target prone and make them more susceptible to mind-affecting effects.
Personality Parasite: Subject's mind calves selfantagonistic splinter personality for 1 round/level.
Power Leech: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.
Sensory Cascade[A]**:** Trigger a dazing cascade of the senses in the target.

5th-Level Dread Powers

Dream Message[A]**:** Sends message to anyone sleeping.
Induce Nightmare[A]**:** Sends vision dealing 1d10 damage, fatigue.
Pierce the Veils: See all things as they really are.
Planar Travel: Travel to other planes.
Psychic Crush[A]**:** Brutally crush subject's mental essence, reducing subject to –1 hit points.
Schism: Your partitioned mind can manifest lower level powers.

6th-Level Dread Powers

Barred Mind, Personal[A]**:** You are immune to scrying and remote viewing and gain a bonus to mental effects.
Dream Travel[A]**:** Travel to other places through dreams.
Form of Doom, Zikopathik's[A]**:** You transform into a frightening tentacled beast.
Temporal Acceleration, Willian's [A]**:** Your time frame accelerates for 1 round.

Gifted Blade Powers

1st-Level Gifted Blade Powers

Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.
Biofeedback[A]**:** Gain DR 2/–.
Burst[A]**:** Gain +10ft. to speed this round.
Call Weaponry[A]**:** Create temporary weapon.
Chameleon[A]**:** Gain +10 enhancement bonus on Stealth checks.
Conceal Thoughts: You conceal your motives.
Deaden Attack: Your attacks with weapons deal non-lethal damage.
Detect Psionics: You detect the presence of psionics.

Distract[A]: Subject gets –4 on Perception and Sense Motive checks.
Elfsight: Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.
Empty Mind[A]: Gain +2 on Will saves until your next action.
Expansion, Karak's[A]: Become one size category larger.
Float[A]: Buoy yourself in water or other liquid.
Force Screen[A]: Invisible disc provides +4 shield bonus to AC.
Fortify[A]: You gain a +2 resistance bonus on saves.
Grip of Iron[A]: Your iron grip gives +4 bonus on grapple checks.
Inertial Armor[A]: Tangible field of force provides you with +4 armor bonus to AC.
Metaphysical Weapon[A]: Weapon gains +1 bonus.
My Light[A]: Your eyes emit 40-ft. cone of light.
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[A]: Gain +2 insight bonus on your damage rolls.
Prevenom Weapon[A]: Your weapon is mildly venomous.
Skate[A]: Subject slides skillfully along the ground.
Synesthete: You receive one kind of sense when another sense is stimulated.
Thicken Skin[A]: Gain +1 enhancement bonus to your AC for 10 min./level.
Vigor[A]: Gain 5 temporary hit points.

2nd-Level Gifted Blade Powers

Body Adjustment[A]: Heal 1d12 damage.
Body Equilibrium: You can walk on nonsolid surfaces.
Body Purification[A]: Restore 2 points of ability damage.
Cloud Mind[A]: You erase knowledge of your presence from target's mind.
Concealing Amorpha[A]: Quasi-real membrane grants you concealment.
Defy Gravity: You move up and down, forward and back, via mental support.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Dimension Swap[A]: You and an ally switch positions.
Dissolving Weapon[A]: Your weapon deals 4d6 acid damage.
Endorphin Surge[A]: You incite a rush of endorphins, augmenting your physical form.
Energy Adaptation, Specified[A]: Gain resistance 10 to one energy type.
Feat Leech[A]: Borrow another's psionic or metapsionic feats.
Heightened Vision: See 60 ft. in total darkness.
Prowess: Instantly gain another attack of opportunity.
Psionic Scent: Gain the scent ability.
Sustenance: You can go without food and water for one day.
Thought Shield[A]: Gain PR 13 against mind-affecting powers.
Wall Walker: Grants ability to walk on walls and ceilings.

3rd-Level Gifted Blade Powers

Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.
Dimension Slide[A]: Teleports you very short distance.
Ectoplasmic Grapnel, Syonique's[A]: Use a ray of ectoplasm to perform a variety of functions.
Empathic Feedback[A]: When you are hit in melee, your attacker takes damage.
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.
Graft Armor: Your armor becomes an extension of your body.
Graft Weapon: Your hand is replaced seamlessly by your weapon.
Hustle: Instantly gain a move action.
Mental Barrier[A]: Gain +4 deflection bonus to AC until your next action.
Physical Acceleration[A]: You move faster, gain +1 on attack rolls, AC, and Reflex saves.
Psionic Lion's Charge[A]: You can make full attack in same round you charge.
Sharpened Edge: Doubles normal weapon's threat range.
Ubiquitous Vision: You have all-around vision.
Vampiric Blade: You heal half of your base weapon damage.

4th-Level Gifted Blade Powers

Energy Adaptation[A]: Your body converts energy to harmless light.
Fold Space[A]: Teleports you short distance.
Immovability: You are almost impossible to move and gain DR 15/–.
Inertial Barrier: Gain DR 5/–.
Psychic Reformation[A]: Subject can choose skills, feats, and powers anew for previous levels.
Slip the Bonds: You cannot be held or otherwise rendered immobile.
Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Perception checks.
Truevenom Weapon: Your weapon is horribly poisonous.
Weapon of Energy: Weapon deals additional energy damage.

MARKSMAN POWERS

0-Level Marksman Powers (Talents)

Conceal Thoughts: You conceal your motives.
Detect Psionics: You detect the presence of psionics.
Distract: Target gets –4 bonus on Perception and Sense Motive checks.
Ectoplasmic Trinket: Create a small, fragile, temporary object.
Far Hand[A]: Move small objects at a limited distance.
Float[A]: You buoy yourself in water or other liquid.
My Light[A]: Your eyes emit 20-ft. cone of light.
Telekinetic Punch: Deal 1 force damage to target.
Trick Shot: Your ranged attacks defy the laws of physics.

1st-Level Marksman Powers

Astral Traveler: Enable yourself or another to join an astral caravan-enabled trip.
Bolt[A]: You create a few enhanced short-lived bolts, arrows, or bullets.
Burst: Gain +10 ft. to speed this round.

Catfall[A]: Instantly save yourself from a fall.
Chameleon: Gain +10 enhancement bonus to Hide checks.
Deaden Attack: Your attacks with weapons deal non-lethal damage.
Deflect Missiles[A]: Gain protection against ranged attacks.
Elfsight: Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.
Foxhole[A]: Quickly 'dig' a trench or shelter.
Inevitable Strike, Roshan's[A]: Gain an insight bonus on your next attack.
Metaphysical Weapon[A]: Weapon gains +1 bonus.
Precognition, Defensive[A]: Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive[A]: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive[A]: Gain +2 insight bonus on your damage rolls.
Prevenom Weapon[A]: Your weapon is mildly poisonous. [Ranged weapons bestow this effect on their ammunition]
Psychokinetic Cannon[A]: Launch a projectile without its launcher.
Sense Minds: Detect non-mindless creatures with pinpoint accuracy.
Vigor[A]: Gain 5 temporary hit points.

2nd-Level Marksman Powers

Blanketing Assault: Your cover fire ability affects all creatures within 10 ft.
Blinding Shot[A]: You charge a piece of ammunition with psychokinetic energy.
Body Adjustment[A]: Heal 1d12 damage.
Body Equilibrium: You can walk on nonsolid surfaces.
Body Purification[A]: Restore 2 points of ability damage.
Cloud Mind: You erase knowledge of your presence from target's mind.
Concealing Amorpha: Quasi-real membrane grants you concealment.
Deflect: Avoid a single ranged attack.
Defy Gravity: You move up and down, forward and back, via mental support.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Dissolving Weapon[A]: Your weapon deals 4d6 acid damage.
Entangling Cover: Your cover fire ability also entangles the target.
Ephemeral Bolt[A]: Create phasing projectiles with a delayed-damage effect.
Gravitational Well[A]: Cause the target to draw attacks toward it.
Kinetic Reload[A]: Use telekinesis to reload your firearm.
Knockdown: Your ranged attack knocks enemy prone.
Localized Windstorm[A]: Increase or decrease winds in a small, controllable area.
Psionic Scent: Gain the scent ability.
Share Pain: Willing subject takes some of your damage.
Sidestep: Avoid a single melee attack.
Sonic Blast[A]: Next attack deals sonic damage; expend focus to trip target.
Sustenance: Go without food and water for one day.
Wall Walker: Grants the ability to walk on walls and ceilings.
Wind Strike: Attacks with your wind reader ability also daze your targets.

3rd-Level Marksman Powers

Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.
Control Air[A]: You have control over wind speed and direction.
Danger Sense[A]: Gain +4 bonus against traps.
Dimension Slide[A]: Teleports you a very short distance.
Ectoplasmic Grapnel, Syonique's[A]: Use a ray of ectoplasm to perform a variety of functions.
Energy Adaptation, Specified[A]: Gain resistance 10 to one energy type.
Escape Detection: You become difficult to detect with clairsentience powers.
Flexible Trajectory[A]: Ranged attacks follow imaginary path to target.
Gravitational Anchor: Alter gravity to direct toward the creature or object you touch.
Heightened Vision: See 60 ft. in total darkness.
Hustle: Instantly gain a move action.
Physical Acceleration[A]: You move faster, gain +1 on attack rolls, AC, and Reflex saves.
Touchsight[A]: Your telekinetic field tells you where everything is.
Ubiquitous Vision: You have all-around vision.

4th-Level Marksman Powers

Aura Sight[A]: Reveals creatures, objects, powers, or spells of selected alignment axis.
Barrage: Execute a flurry of swift attacks against nearby targets.
Evade Burst[A]: You take no damage from a burst on a successful Reflex save.
Inertial Barrier: Gain DR 5/-.
Mirror Shot[A]: Reflects alternate realities, partially duplicating a projectile in midair.
Pierce the Veils: See things as they really are
Sharpened Edge: Doubles normal weapon's threat range.
Slip the Bonds: You cannot be held or otherwise rendered immobile.
Steadfast Perception: See through illusions, gain +6 bonus on Perception checks.
Truevenom Weapon: Your weapon is horribly poisonous. [Ranged weapons bestow this effect on their ammunition]
Zealous Fury, Zelladariath's[A]: Subsequent attacks are as accurate as previous ones.

PSION/WILDER POWERS

0-Level Psion/Wilder Powers (Talents)

Blinding Flash[A]: Dazzle an opponent.
Conceal Thoughts: You conceal your motives.
Create Sound[A]: Create the sound you desire.
Crystal Light: Cause a crystal to glow.
Detect Psionics: You detect the presence of psionics.
Distract: Target gets –4 bonus on Perception and Sense Motive checks.
Ectoplasmic Trinket: Create a small, fragile, temporary object.
Empathy[A]: You know the subject's surface emotions.
Energy Splash: Deal energy (2 cold, 1 electricity (+3 to hit metal), 2 fire, or 1 sonic) damage.
Far Hand[A]: Move small objects at a limited distance.

Float[A]**:** You buoy yourself in water or other liquid.
Fortify, Lesser[N]: 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.
Sense Poison: Detect the presence of poison in a creature.
Telekinetic Punch: Deal 1 force damage to target.
Telepathic Lash[A]**:** Humanoid creature of 4 HD or less loses next action.
Unearthly Terror[AN]**:** Terrify an enemy with sustained images.
Vim: Gain 1 temporary hit point.

1st-Level Psion/Wilder Powers

Astral Traveler: Enable yourself or another to join an astral caravan-enabled trip.
Attraction[A]**:** Subject has an attraction you specify.
Bolt[A]**:** You create a few enhanced short-lived bolts, arrows, or bullets.
Broker[A]**:** You gain a +2 insight bonus to your next Diplomacy check.
Call to Mind, Lanis's[A]**:** Gain additional Knowledge check with +4 competence bonus.
Catfall[A]**:** Instantly save yourself from a fall.
Circumstance Shield[A]**:** Gain a +2 bonus to Initiative. Discharge for a bonus to a single Reflex save.
Control Flames, Izam's[A]**:** Take control of nearby open flame.
Control Light: Adjust ambient light levels.
Crystal Shard[A]**:** Ranged touch attack for 1d6 points of piercing damage.
Deceleration[A]**:** Target's speed is halved.
Déjà Vu[A]**:** Your target repeats his last action.
Demoralize[A]**:** Enemies become shaken.
Detect Compulsion: You know if the target is controlled.
Disable[A]**:** Subjects incorrectly believe they are disabled.
Dissipating Touch[A]**:** Your touch deals 1d6 damage.
Ectoplasmic Sheen[A]**:** Makes 10-ft. square or one object slippery.
Ecto Protection[A]**:** An astral construct gains bonus against dismiss ectoplasm.
Empty Mind[A]**:** You gain +2 on Will saves until your next action.
Energy Ray[A]**:** Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
Entangling Debris[A]: Psychokinetically manipulate material to grasp and entangle creatures in an area.
Entangling Ectoplasm[A]**:** You entangle a foe in sticky goo.
Force Screen[A]**:** Invisible disc provides +4 shield bonus to AC.
Fortify[A]**:** You gain a +2 resistance bonus on saves.
Foxhole[A]: Quickly dig a trench or shelter.
Hammer[A]**:** Melee touch attack deals 1d8/round.
Inertial Armor[A]**:** Tangible field of force provides you with +4 armor bonus to AC.
Inevitable Strike, Roshan's[A]: Gain an insight bonus on your next attack.
Judge[A]**:** Gain a +2 bonus to Sense Motive checks.
Know Direction and Location[A]**:** You discover where you are and what direction you face.
Locate Secret Doors: Reveals hidden doors within 60 ft.
Matter Agitation: You heat a creature or object.
Mind Thrust[A]**:** Deal 1d10 damage.
Precognition, Defensive[A]**:** Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive[A]**:** Gain +1 insight bonus on your attack rolls.
Prescience, Offensive[A]**:** Gain +2 insight bonus on your damage rolls.
Sense Link[A]**:** You sense what the subject senses (single sense).
Skate[A]**:** Subject slides skillfully along the ground.
Slumber: Put creatures to sleep.
Synesthete: You receive one kind of sense when another sense is stimulated.
Telempathic Projection[A]**:** Alter the subject's mood.
Vigor[A]**:** Gain 5 temporary hit points.

2nd-Level Psion/Wilder Powers

Bestow Power[A]**:** Subject receives 2 power points.
Biofeedback[A]**:** Gain damage reduction 2/–.
Body Equilibrium: You can walk on non-solid surfaces.
Breach: Opens locked or psionically sealed door.
Cleanse Body: Cure 1d4 points of temporary ability damage and remove fatigue.
Cloud Mind[A]**:** You erase knowledge of your presence from target's mind.
Concealing Amorpha[A]**:** Quasi-real membrane grants you concealment.
Concussion Blast[A]**:** Deal 1d6 force damage to target.
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.
Ego Whip[A]**:** Deal 1d4 Cha damage and daze for 1 round.
Elfsight: Gain low-light vision, +2 bonus on vision-based Perception checks.
Empathic Condition Relief: You relieve a target's condition.
Energy Adaptation, Specified[A]**:** Gain resistance 10 against one energy type.
Energy Push[A]**:** Deal 2d6 damage and knock subject back.
Energy Stun[A]**:** Deal 1d6 damage and stun target if it fails both saves.
Everyman[A]**:** Gain +10 to Disguise checks to appear ordinary.
Feat Leech[A]**:** Borrow another's psionic or metapsionic feats.
Id Insinuation[A]: Swift tendrils of thought disrupt and confuse your target.
Inflict Pain[A]**:** Telepathic stab gives your foe –4 on attack rolls, or –2 if he makes the save.
Mental Disruption[A]**:** Daze creatures within 10 feet for 1 round.
Metamorphosis, Minor[A]**:** You can change your physical form to a minor degree.
Missive, Mass[A]**:** You send a one-way telepathic message to an area.
Natural Linguist[A]**:** Communicate even if you do not understand a language.
Psionic Lock: Secure a door, chest, or portal.
Psychic Bodyguard[A]**:** You make a target's Will saving throws for it.
Recall Agony[A]**:** Foe takes 2d6 damage.
Share Pain: Willing subject takes some of your damage.
Sustenance: Go without food and water for one day.
Swarm of Crystals[A]**:** Crystal shards are sprayed forth

doing 3d4 slashing damage.
Thought Shield[A]: Gain PR 13 against mind-affecting powers.

3rd-Level Psion/Wilder Powers

Baleful Mind Trap of Surtr[A]: Drain 1d6 power points from anyone who attacks you with a telepathy power.
Body Adjustment[A]: You heal 1d12 damage.
Body Purification[A]: You restore 2 points of ability damage.
Concussive Onslaught[A]: Pummel an area for 3d6 points of force damage each round.
Danger Sense[A]: You gain +4 bonus against traps.
Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.
Dispel Psionics[A]: Cancels psionic powers and effects.
Endorphin Surge[A]: You incite a rush of endorphins, augmenting your physical form.
Energy Bolt, Lanis's[A]: Deal 5d6 energy damage in 120-ft. line.
Energy Burst[A]: Deal 5d6 energy damage in 40-ft. burst.
Energy Retort[A]: Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.
Energy Wall: Create wall of your active energy type.
Eradicate Invisibility[A]: Negate invisibility in 50-ft. burst.
Guarded Sleep: Subject's mind is protected while asleep, and awakens in peak condition.
Heightened Vision: See 60 ft. in total darkness.
Mental Barrier[A]: Gain +4 deflection bonus to AC until your next action.
Mindhunter: Discover the location of your target while you sleep.
Psionic Blast, Quas'thelin's: Stun creatures in 30-ft. cone for 1 round.
Share Pain, Forced[A]: Unwilling subject takes some of your damage.
Sharpened Edge: Doubles normal weapon's threat range.
Solicit Psicrystal[A]: Your psicrystal takes over your concentration power.
Telekinetic Force[A]: Move or hurl an object with the force of your mind.
Time Hop[A]: Subject hops forward in time 1 round/level.
Touchsight[A]: Your telekinetic field tells you where everything is.
Ubiquitous Vision: You have all-around vision.

4th-Level Psion/Wilder Powers

Augured Answer: Provides useful advice for specific proposed action.
Aura Sight[A]: Reveals creatures, objects, powers, or spells of selected alignment axis.
Correspond[A]: Hold mental conversation with another creature at any distance.
Deadly Fear[A]: Fearsome illusion kills subject or deals 3d6 damage.
Death Urge, Blackstock's[A]: Implant a self-destructive compulsion.
Detect Remote Viewing: You know when others spy on you remotely.
Empathic Feedback[A]: When you are hit in melee, your attacker takes damage.
Energy Adaptation[A]: Your body converts energy to harmless light.
Fold Space[A]: Teleports you short distance.
Incite Passion: Suppress the target's ability to understand logic.
Intellect Fortress[A]: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
Mindwipe[A]: Subject's recent experiences wiped away, bestowing negative levels.
Moment of Terror[A]: Knock target prone and make them more susceptible to mind-affecting effects.
Personality Parasite: Subject's mind calves self-antagonistic splinter personality for 1 round/level.
Power Leech: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.
Psychic Reformation[A]: Subject can choose skills, feats, and powers anew for previous levels.
Psychokinetic Charge: Telekinetically launch an ally across the battlefield.
Slip the Bonds: You cannot be held or otherwise rendered immobile.
Telekinetic Maneuver[A]: Telekinetically bull rush, disarm, grapple, or trip your target.
Trace Psychoport[A]: Learn destination of subject's *teleport* or *psychoport*.
Wall of Ectoplasm: You create a protective barrier.
Wither[A]: Cause the target's muscles to lose their strength.

5th-Level Psion/Wilder Powers

Adapt Body: Your body automatically adapts to hostile environments.
Catapsi[A]: Psychic static inhibits power manifestation.
Dream Message[A]: Sends message to anyone sleeping.
Ectoplasmic Creation, Major: As *ectoplasmic creation*, plus stone and metal.
Ectoplasmic Shambler: Fog-like predator deals 1 point of damage/two levels each round to an area.
Incarnate: Make some powers permanent.
Induce Nightmare[A]: Sends vision dealing 1d10 damage, fatigue.
Leech Field[A]: Leech power points each time you make a saving throw.
Pierce the Veils: See all things as they really are.
Planar Travel: Travel to other planes.
Power Resistance: Grant PR equal to 12 + level.
Psychic Crush[A]: Brutally crush subject's mental essence, reducing subject to –1 hit points.
Shatter Mind Blank[A]: Cancels target's *mind blank* effect.
Shrapnel Burst: Deal 9d6 damage to all creatures near you.
Tower of Iron Will[A]: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.
Upheaval[A]: Psychokinetically hurl chunks of the ground.

6th-Level Psion/Wilder Powers

Aura Alteration[A]: Repairs psyche or makes subject seem to be something it is not.
Breath of the Black Dragon[A]: Breathe acid for 11d6 damage.
Brutalize Wounds: Your target takes more damage than normal from wounds.
Co-opt Concentration: Take control of foe's concentration power.
Defer Fatality: You avoid death through suspended animation.
Disintegration[A]: Turn one creature or object to dust.

Fuse Flesh[A]: Fuse subject's flesh, creating a helpless mass.
Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.
Retrieve, Nimar's[A]: Teleport to your hand an item you can see.
Suspend Life: Put yourself in a state akin to suspended animation.
Sustained Flight: You fly at a speed of 40 ft. and can hustle over long distances.
Temporal Acceleration, Willian's[A]: Your time frame accelerates for 1 round.
Trigger Power: Sets trigger condition for another power.

7th-Level Psion/Wilder Powers

Barred Mind, Personal[A]: You are immune to scrying and remote viewing and gain a bonus to mental effects.
Bend Reality: Alters reality within power limits.
Cosmic Awareness[A]: You gain insight bonus on single attack roll, check, or save.
Decerebrate: Remove portion of subject's brain stem.
Divert Teleport: Choose destination for another's *teleport*.
Energy Conversion: Offensively channel energy you've absorbed.
Energy Wave[A]: Deal 13d6 damage of your active energy type in 120-ft. cone.
Ensconce: Subject invisible to sight and remote viewing; renders subject comatose.
Ethereal Passage: Invisible passage through wood or stone.
Evade Burst[A]: You take no damage from a burst on a successful Reflex save.
Oak Body[A]: Your body becomes as hard as oak.
Psychosis[A]: Subject is permanently *confused*.
Ultrablast[A]: Deal 13d6 damage in 15-ft. radius.

8th-Level Psion/Wilder Powers

Barred Mind[A]: Subject immune to scrying and remote viewing and gains bonus to mental effects.
Body of Iron: Your body becomes living iron.
Matter Manipulation: Increase or decrease an object's base hardness by 5.
Psychoport, Greater: As *psychoport*, but no range limit and no off-target arrival.
Recall Death: Subject dies or takes 5d6 damage.
Shadow Body: You become a living shadow (not the creature).
True Metabolism: You regenerate 10 hit points/round.

9th-Level Psion/Wilder Powers

Affinity Field: Effects that affect you also affect others.
Apopsi: You delete target's psionic powers.
Assimilate: Incorporate creature into your own body.
Ethereal Form, Greater: Become ethereal for 1 min./level.
Microcosm[A]: Creature or creature lives forevermore in world of his own imagination.
Reality Revision: As *bend reality*, but fewer limits.
Timeless Body: Ignore all harmful, and helpful, effects for 1 round.
Unravel Psionics: Completely unravel psionic effects and suppress psionic items in the area.

PSION DISCIPLINE POWERS

Egoist (Psychometabolism) Discipline Powers

1 Corrosive Aura[A]: Surround yourself with a mist of acid that deals nearby creatures.
Metamorphosis, Minor[A]: Change your physical form to a minor degree.
Natural Healing[A]: Heal 3 hit points of damage.
Thicken Skin[A]: Gain +1 enhancement bonus to your AC for 10 min./level.
2 Animal Affinity, Lanis's[A]: Gain +4 enhancement to one ability.
Chameleon[A]: Gain +10 enhancement bonus on Stealth checks.
Empathic Transfer[A]: Transfer another's wounds to yourself.
Resist Toxin[A]: Your body becomes temporarily immune to poison.
3 Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.
Expose Weakness[A]: Cause a creature to become clumsy.
Hustle: Instantly gain a move action.
Metamorphosis[A]: Change your physical form.
Physical Acceleration[A]: You move faster, gain +1 on attack rolls, AC, and Reflex saves.
4 Hidden Body[A]: Hide one creature within the body of another.
Psychic Drain: Touch attack drains 2 power points/level from foe.
Resist Death[A]: Gain protection against negative energy effects.
5 Psionic Revivify[A]. Return the dead to life before the psyche leaves the corpse.
Psychofeedback[A]: Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.
Restore Extremity: Return a lost digit, limb, or other appendage to subject.
6 Cleanse Spirit[A]: Restores level and ability score drains.
Metamorphosis, Major[A]: Radically change your physical form.
7 Fission: You briefly duplicate yourself.
8 Fusion: You combine your abilities and form with another.
9 Metamorphosis, True: Gain incredible versatility in shapeshifting.
Regenerative Aura: Heal all creatures within range for 25 hit points per round (max 250 hit points).

Kineticist (Psychokinesis) Discipline Powers

1 Control Object[A]: Telekinetically animate a small object.
2 Control Air[A]: You have control over wind speed and direction
Energy Missile[A]: Deal 3d6 energy damage to up to five subjects.
3 Energy Cone[A]: Deal 5d6 energy damage in 60-ft. cone.
Localized Windstorm[A]: Increase or decrease winds in a small, controllable area.
4 Control Body[A]: Take rudimentary control of your foe's limbs.
Energy Ball[A]: Deal 7d6 energy damage in 20-ft. radius.
Inertial Barrier: Gain DR 5/–.

5 **Energy Current**[A]**:** Deal 9d6 damage to up to two foes as long as you concentrate.
Fiery Discorporation[A]**:** Cheat death by discorporating into nearby fire for one day.
6 **Dispelling Buffer:** Subject is buffered from one *dispel psionics* effect.
Null Psionics Field: Create a field where psionic power does not function.
7 **Reddopsi:** Powers targeting you rebound on manifester.
8 **Psychokinetic Sphere:** Mobile force globe encapsulates creature and moves it.
9 **Tornado Blast, Willian's**[A]**:** Vortex of air subjects your foes to 17d6 damage and moves them.

Nomad (Psychoportation) Discipline Powers

1 **Burst**[A]**:** Gain +10 ft. to speed this round.
Detect Teleportation[A]**:** Know when teleportation powers are used in close range.
2 **Dimension Swap**[A]**:** You and ally or two allies switch positions.
Gravitational Well[A]: Cause the target to draw attacks toward it.
3 **Astral Caravan**[A]**:** You lead *astral traveler*-enabled group to a planar destination.
Delayed Response[A]**:** Cause the target to act last.
Gravitational Anchor: Alter gravity to direct toward the creature or object you touch.
4 **Expulsion:** Forces a creature to return to its native plane.
Flight: You fly at a speed of 60 ft.
Wrench: Bars extra-dimensional movement.
5 **Baleful Teleport, Kolbjorn's**[A]**:** Destructive teleport deals 9d6 damage.
Psychoport[A]**:** Instantly transports you as far as 100 miles/level.
Psychoport Trigger: Predetermined event triggers *psychoport*.
6 **Banish:** Banishes extraplanar creatures.
Reposition[AN]: Teleport multiple creatures short distances to different locations.
7 **Dream Travel**[A]**:** Travel to other places through dreams.
Ethereal Form: Become ethereal for 1 round/level.
8 **Time Hop, Mass**[A]**:** Willing subjects hop forward in time.
9 **Psychoportation Circle:** Circle teleports any creatures inside to designated spot.
Time Regression: Relive the last round.

Seer (Clairsentience) Discipline Powers

1 **Destiny Dissonance:** Your dissonant touch sickens a foe.
Precognition: Gain +2 insight bonus to one roll.
Psychic Tracking[A]**:** Track a creature by thought, rather than by physical tracks.
2 **Clairvoyant Sense, Dyne's:** See and hear a distant location.
False Future[A]: Show the target incorrect glimpses into the future, moving them 5 feet.
Object Reading[A]**:** Learn details about an object's previous owner.
Sensitivity to Psychic Impressions: You can find out about an area's past.
True Terror[A]**:** Cause the target to become stunned.
3 **Escape Detection:** You become difficult to detect with clairsentience powers.
Fate Link[A]**:** You link the fates of two targets.
4 **Anchored Navigation**[A]**:** Establish a mishap-free *teleport* beacon.
Remote Viewing[A]**:** See, hear, and potentially interact with subjects at a distance.
5 **Clairtangent Hand**[A]**:** Emulate *far hand* at a distance.
Second Chance[A]**:** Gain a reroll.
6 **Precognition, Greater:** Gain +4 insight bonus to one roll.
7 **Fate of One:** Reroll any roll you just failed.
8 **Hypercognition:** You can deduce almost anything.
9 **Metafaculty:** You learn details about any one creature.

Shaper (Metacreativity) Discipline Powers

1 **Astral Construct**[A]**:** Creates astral construct to fight for you.
Ectoplasmic Creation: Creates one cloth or wood object.
2 **Reconstruction:** Repairs construct of 3d8 hit points +1 hp/level.
3 **Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.
Ectoplasmic Cocoon[A]**:** You encapsulate a foe so it can't move.
4 **Crystalline Bonds:** Wrap your target in coils of crystal, preventing movement.
Modify Matter: Transforms raw goods to finished items.
Quintessence: You collapse a bit of time into a physical substance.
5 **Hail of Crystals, Anselm's**[A]: A crystal explodes in an area, dealing 9d4 slashing damage.
6 **Crystallize, Ruelle's:** Turn subject permanently to crystal.
Genesis: You instigate a new demiplane on the Astral Plane.
Modify Matter, Greater: Transforms a lot of raw goods to finished items.
7 **Ectoplasmic Cocoon, Mass**[A]**:** You encapsulate all foes in a 20-ft. radius.
8 **Astral Seed:** You plant the seed of your rebirth from the Astral Plane.
9 **True Creation:** As *major ectoplasmic creation*, except items are completely real.

Telepath (Telepathy) Discipline Powers

1 **Empathic Connection**[A]**:** Makes one person your friend.
Mindlink[A]**:** You forge a limited mental bond with another creature.
Suppress Compulsion[A]**:** You attempt to free a target temporarily from another's control using conflicting signals.
2 **Aversion**[A]**:** Subject has aversion you specify.
Brain Lock[A]**:** Subject cannot move or take any mental actions.
Compelling Voice, Naija's[A]**:** Compels subject to follow stated course of action.
Read Thoughts[A]**:** Detect surface thoughts of creatures in range.
Sense Minds: Detect non-mindless creatures with pinpoint accuracy.
3 **Battlesense**[A]**:** Mental heads-up display allows for improved teamwork.
Crisis of Breath, Kozak's[A]: Disrupt subject's breathing.
Empathic Transfer, Hostile[A]**:** Your touch transfers your hurt to another.

False Sensory Input[A]: Subject sees what isn't there.

4 Alienation: Subject loses ability to communicate with or understand others.
Fear Cascade[A]: Paralyze one target and cause nearby enemies to become shaken.
Memory Modification: Changes 5 minutes of subject's memories.
Mind Control, Geth's[A]: Control target telepathically.
Mindlink, Thieving[A]: Borrow knowledge of a subject's power.
Schism: Your partitioned mind can manifest lower level powers.
Sensory Cascade[A]: Trigger a dazing cascade of the senses in the target.

5 Metaconcert[A]: Mental concert of two or more increases the total power of the participants.
Mind Probe[A]: You discover the subject's secret thoughts.

6 Mind Switch[A]: You switch minds with another.

7 Crisis of Life[A]: Stop subject's heart.

8 Mind Seed: Subject slowly becomes you.

9 Mind Switch, True: A permanent brain swap.
Psychic Chirurgery: You repair psychic damage or impart knowledge of new powers.

PSYCHIC WARRIOR POWERS

0-Level Psychic Warrior Powers (Talents)

Blinding Flash[A]: Dazzle an opponent.
Conceal Thoughts: You conceal your motives.
Detect Psionics: You detect the presence of psionics.
Distract: Target gets –4 bonus on Perception and Sense Motive checks.
Ectoplasmic Trinket: Create a small, fragile, temporary object.
Float[A]: You buoy yourself in water or other liquid.
Fortify, Lesser[N]: Gain a +1 bonus on saving throws.
My Light[A]: Your eyes emit 20-ft. cone of light.
Sense Poison: Detect the presence of poison in a creature.
Telekinetic Punch: Deal 1 force damage to target.
Vim: Gain 1 temporary hit point.

1st-Level Psychic Warrior Powers

Absorb Weapon: Merge a weapon within your body, concealing it from view.
Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.
Biofeedback[A]: Gain DR 2/–.
Bite of the Wolf, Karak's[A]: Gain bite attack for 1d8 damage.
Burst[A]: Gain +10ft. to speed this round.
Call Weaponry[A]: Create temporary weapon.
Catfall[A]: Instantly save yourself from a fall.
Chameleon[A]: Gain +10 enhancement bonus on Stealth checks.
Circumstance Shield[A]: Gain a +2 bonus to Initiative. Discharge for a bonus to a single Reflex save.
Claws of the Beast[A]: Your hands become deadly claws.
Compression[A]: You grow smaller.
Corrosive Aura[A]: Surround yourself with a mist of acid that deals nearby creatures.
Dazzling Swordplay[A]: Dazzle next creature struck.
Deaden Attack: Your attacks with weapons deal non-lethal damage.
Dissipating Touch[A]: Touch deals 1d6 damage.
Elfsight: Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.
Empty Mind[A]: Gain +2 on Will saves until your next action.
Expansion[A]: Become one size category larger.
Force Screen[A]: Invisible disc provides +4 shield bonus to AC.
Fortify[A]: You gain a +2 resistance bonus on saves.
Foxhole[A]: Quickly 'dig' a trench or shelter.
Grip of Iron[A]: Your iron grip gives +4 bonus on grapple checks.
Hammer[A]: Melee touch attack deals 1d8/round.
Inertial Armor[A]: Tangible field of force provides you with +4 armor bonus to AC.
Inevitable Strike, Roshan's[A]: Gain an insight bonus on your next attack.
Metaphysical Claw[A]: Your natural weapon gains +1 bonus.
Metaphysical Weapon[A]: Weapon gains +1 bonus.
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[A]: Gain +2 insight bonus on your damage rolls.
Prevenom[A]: Your claws gain a poison coating.
Prevenom Weapon[A]: Your weapon is mildly venomous.
Shield Wall, Krakatal's[A]: Gain or improve proficiency with tower shields.
Skate[A]: Subject slides skillfully along the ground.
Stomp[A]: Subjects fall prone and take 1d4 nonlethal damage.
Synesthete: You receive one kind of sense when another sense is stimulated.
Thicken Skin[A]: Gain +1 enhancement bonus to your AC for 10 min./level.
Vigor[A]: Gain 5 temporary hit points.

2nd-Level Psychic Warrior Powers

Animal Affinity, Lanis's[A]: Gain +4 enhancement to one ability.
Body Adjustment[A]: Heal 1d12 damage.
Body Equilibrium: You can walk on nonsolid surfaces.
Body Purification[A]: Restore 2 points of ability damage.
Concealing Amorpha[A]: Quasi-real membrane grants you concealment.
Deflect: Avoid a single ranged attack.
Defy Gravity: You move up and down, forward and back, via mental support.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Dimension Swap[A]: You and an ally switch positions.
Dissolving Touch[A]: Your touch deals 4d6 acid damage.
Dissolving Weapon[A]: Your weapon deals 4d6 acid damage.
Distracting Strike[A]: Next creature struck suffers penalty on attack rolls and cannot make attacks of opportunity.
Empathic Transfer[A]: Transfer another's wounds to yourself.
Endorphin Surge[A]: You incite a rush of endorphins, augmenting your physical form.
Energy Adaptation, Specified[A]: Gain resistance 10 to one energy type.
Entangling Strike[A]: Next creature struck is entangled; expend focus to deal damage if creature tries to concentrate.

Ephemeral Bolt[A]: Create phasing projectiles with a delayed-damage effect.
Everyman[A]**:** Gain +10 to Disguise checks to appear ordinary.
Feat Leech[A]**:** Borrow another's psionic or metapsionic feats.
Freezing Sting[A]**:** Next attack deals additional damage; expend focus to cause penalty on attacks the creature struck makes.
Heightened Vision: See 60 ft. in total darkness.
Hustle: Instantly gain a move action.
Painful Strike[A]**:** Your natural weapons deal an extra 1d6 nonlethal damage.
Prowess: Instantly gain another attack of opportunity.
Proximity Strike[A]**:** Next attack deals additional damage and allows you to teleport the struck creature back to you.
Psionic Lion's Charge[A]**:** You can make full attack in same round you charge.
Psionic Scent: Gain the scent ability.
Repositioning Strike[A]**:** Next attack swaps your position with the struck creature; expend focus to allow an ally to treat the struck creature as flanked.
Resist Toxin[A]**:** Your body becomes temporarily immune to poison.
Shocking Strike[A]**:** Next attack deals electricity damage; expend focus to deal additional damage.
Sidestep: Avoid a single melee attack.
Sonic Blast[A]**:** Next attack deals sonic damage; expend focus to trip target.
Strength of My Enemy[A]**:** Siphon away your enemy's strength and grow stronger.
Sustenance: You can go without food and water for one day.
Thought Shield[A]**:** Gain PR 13 against mind-affecting powers.
Wall Walker: Grants ability to walk on walls and ceilings.
Wintry Grasp[A]**:** Immobilize struck creature.

3rd-Level Psychic Warrior Powers

Claws of the Vampire, Hexelyan's: Heal half of your claw's base damage.
Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.
Danger Sense[A]**:** Gain +4 bonus against traps.
Dimension Slide[A]**:** Teleports you very short distance.
Dispatch[A]**:** Set up and deliver spectacular finishing strikes.
Duodimensional Claw: Increases your natural weapon's threat range.
Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.
Ectoplasmic Grapnel, Syonique's[A]**:** Use a ray of ectoplasm to perform a variety of functions.
Empathic Feedback[A]**:** When you are hit in melee, your attacker takes damage.
Empathic Transfer, Hostile[A]**:** Your touch transfers your hurt to another.
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.
Exhalation of the Black Dragon[A]**:** Your acid breath deals 3d6 damage to a close target.
Expose Weakness[A]: Cause a creature to become clumsy.
Graft Armor: Your armor becomes an extension of your body.
Graft Weapon: Your hand is replaced seamlessly by your weapon.
Mental Barrier[A]**:** Gain +4 deflection bonus to AC until your next action.
Physical Acceleration[A]**:** You move faster, gain +1 on attack rolls, AC, and Reflex saves.
Sharpened Edge: Doubles normal weapon's threat range.
Ubiquitous Vision: You have all-around vision.
Vampiric Blade: You heal half of your base weapon damage.

4th-Level Psychic Warrior Powers

Backlash[A]**:** Attack a creature who has attacked you, but suffer a daze effect.
Battle Transformation, Galen's[AN]: You gain combat bonuses.
Claw of Energy: Your claws deal additional energy damage.
Energy Adaptation[A]**:** Your body converts energy to harmless light.
Flexible Trajectory[A]: Ranged attacks follow imaginary path to target.
Fold Space[A]**:** Teleports you short distance.
Immovability: You are almost impossible to move and gain DR 15/–.
Inertial Barrier: Gain DR 5/–.
Psychic Drain: Touch attack drains 2 power points/level from foe.
Shrapnel Burst: Deal 9d6 damage to all creatures near you.
Slip the Bonds: You cannot be held or otherwise rendered immobile.
Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Perception checks.
Thundering Step: Attack creature and deal additional damage and daze, then teleport away.
Truevenom: Your natural weapons are covered in horrible poison.
Truevenom Weapon: Your weapon is horribly poisonous.
Vanishing Strike: Make a single melee attack and then become invisible and teleport away.
Weapon of Energy: Weapon deals additional energy damage.
Zealous Fury, Zelladariath's[A]: Subsequent attacks are as accurate as previous ones.

5th-Level Psychic Warrior Powers

Adapt Body: Your body automatically adapts to hostile environments.
Barrage: Execute a flurry of swift attacks against nearby targets.
Biting Cold[A]**:** Deal extra cold damage and stagger target.
Bonding Strike[A]**:** Empathically bond two struck creatures together.
Catapsi[A]**:** Psychic static inhibits power manifestation.
Metaconcert[A]**:** Mental concert of two or more increases the total power of the participants.
Oak Body[A]**:** Your body becomes as hard as oak.
Psychofeedback[A]**:** Boost Str, Dex, or Con at the expense of one or more other scores.

Summoning Strike[A]**:** Teleport a nearby creature to you and attack it.

6th-Level Psychic Warrior Powers

Barred Mind, Personal[A]**:** You are immune to scrying and mental effects.
Body of Iron: Your body becomes living iron.
Breath of the Black Dragon[A]**:** Breathe acid for 11d6 damage.
Brutalize Wounds: Your target takes more damage than normal from wounds.
Defer Fatality: You avoid death through suspended animation.
Dispelling Buffer: You are buffered from one *dispel psionics* effect.
Form of Doom, Zikopathik's[A]**:** You transform into a frightening tentacled beast.
Suspend Life: Put yourself into a state akin to suspended animation.
Upheaval[A]**:** Psychokinetically hurl chunks of the ground.

Sighted Seeker Powers

1st-Level Sighted Seeker Powers

Blinding Flash[A]**:** Dazzle an opponent.
Burst[A]**:** Gain +10 ft. to speed this round.
Call to Mind, Lanis's[A]**:** Gain additional Knowledge check with +4 competence bonus.
Call Weaponry[A]**:** Create temporary weapon.
Chameleon[A]**:** Gain +10 enhancement bonus on Stealth checks.
Circumstance Shield[A]**:** Gain a +2 bonus to Initiative. Discharge for a bonus to a single Reflex save.
Compression[A]**:** You grow smaller.
Destiny Dissonance: Your dissonant touch sickens a foe.
Detect Psionics[A]**:** You detect the presence of psionics.
Detect Teleportation[A]**:** Know when teleportation powers are used in close range.
Grip of Iron[A]**:** Your iron grip gives +4 bonus on grapple checks.
Judge[A]**:** Gain a +2 bonus to Sense Motive checks.
Precognition: Gain +2 insight bonus to one roll.
Precognition, Defensive[A]**:** Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive[A]**:** Gain +1 insight bonus on your attack rolls.
Prescience, Offensive[A]**:** Gain +2 insight bonus on your damage rolls.
Prevenom Weapon[A]**:** Your weapon is mildly venomous.
Psychic Tracking[A]**:** Track a creature by thought, rather than by physical tracks.

2nd-Level Sighted Seeker Powers

Clairvoyant Sense, Dyne's: See and hear a distant location.
Everyman[A]**:** Gain +10 to Disguise checks to appear ordinary.
Feat Leech[A]**:** Borrow another's psionic or metapsionic feats.
Heightened Vision: See 60 ft. in total darkness.
Know Direction and Location[A]**:** You discover where you are and what direction you face.
Object Reading[A]**:** Learn details about an object's previous owner.
Prowess: Instantly gain another attack of opportunity.
Recall Agony[A]**:** Foe takes 2d6 damage.
Sensitivity to Psychic Impressions: You can find out about an area's past.

3rd-Level Sighted Seeker Powers

Danger Sense[A]**:** You gain +4 bonus against traps.
Escape Detection: You become difficult to detect with clairsentience powers.
Fate Link[A]**:** You link the fates of two targets.
Guarded Sleep: Subject's mind is protected while asleep, and awakens in peak condition.
Mental Barrier[A]**:** Gain +4 deflection bonus to AC until your next action.
Mindhunter: Discover the location of your target while you sleep.
Ubiquitous Vision: You have all-around vision.

4th-Level Sighted Seeker Powers

Anchored Navigation[A]**:** Establish a mishap-free *teleport* beacon.
Augured Answer: Provides useful advice for specific proposed action.
Aura Sight[A]**:** Reveals creatures, objects, powers, or spells of selected alignment axis.
Detect Remote Viewing: You know when others spy on you remotely.
Physical Acceleration[A]**:** You move faster, gain +1 on attack rolls, AC, and Reflex saves.
Remote Viewing[A]**:** See, hear, and potentially interact with subjects at a distance.
Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Perception checks.
Trace Psychoport[A]**:** Learn destination of subject's *teleport* or *psychoport*.

Tactician Powers

0-Level Tactician Powers (Talents)

Conceal Thoughts: You conceal your motives.
Detect Psionics: You detect the presence of psionics.
Distract: Target gets –4 bonus on Perception and Sense Motive checks.
Fortify, Lesser[N]: Gain a +1 bonus on saving throws.
Missive[A]**:** Send a one-way telepathic message to subject.
Telepathic Lash[A]**:** Humanoid creature of 4 HD or less loses next action.
Unearthly Terror[AN]: Terrify an enemy with sustained images.

1st-Level Tactician Powers

Call to Mind, Lanis's[A]**:** Gain additional Knowledge check with +4 competence bonus.
Circumstance Shield[A]**:** Gain a +2 bonus to Initiative. Discharge for a bonus to a single Reflex save.
Entangling Debris[A]: Psychokinetically manipulate material to grasp and entangle creatures in an area.
Entangling Ectoplasm[A]**:** You entangle a foe in sticky goo.
Inevitable Strike, Roshan's[A]: Gain an insight bonus on your next attack.
Know Direction and Location[A]**:** You discover where you are and what direction you face.
Precognition: Gain +2 insight bonus to one roll.

Precognition, Defensive[A]: Gain +1 insight bonus to AC and saving throws.
Precognition, Tactical[A]: Gain +2 enhancement bonus to combat maneuvers.
Sense Link[A]: You sense what the subject senses (single sense).
Skills as One[AN]: You and another share training in a skill.

2nd-Level Tactician Powers

Coordinate as One[AN]: Shared perceptions improve offense or defense.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Dimension Swap: You and ally or two allies switch positions.
Empathic Transfer: Transfer another's wounds to yourself.
Feat Leech: Borrow another's psionic or metapsionic feats.
False Future[A]: Show the target incorrect glimpses into the future, moving them 5 feet.
Missive, Mass: You send a one-way telepathic message to an area.
Psychic Bodyguard: Make an ally's Will save for them.
Psychic Interference[AN]: Disrupt foes' effectiveness with sustained hallucinations.
Read Thoughts[A]: Detect surface thoughts of creatures in range.
Share Pain: Willing subject takes some of your damage.
Strength of My Enemy[A]: Siphon away your enemy's strength and grow stronger.
Sustenance: Go without food and water for one day.
Thought Shield[A]: Gain PR 13 against mind-affecting powers.

3rd-Level Tactician Powers

Battle Transformation, Galen's[AN]: You gain combat bonuses.
Battlesense[A]: Mental heads-up display allows for improved teamwork.
Danger Sense: You gain +4 bonus against traps.
Delayed Response[A]: Cause the target to act last.
Ectoplasmic Grapnel, Syonique's[A]: Use a ray of ectoplasm to perform a variety of functions.
Empathic Transfer, Hostile: Your touch transfers your hurt to another.
Expose Weakness[A]: Cause a creature to become clumsy.
Improved Response[AN]: Allow a creature to go sooner in combat.
Share Pain, Forced: Unwilling subject takes some of your damage.
Solicit Psicrystal[A]: Your psicrystal takes over your concentration power.
Strike as One[N]: Mental bond improves allied combat coordination, allowing unusual flanking angles.
Withstand as One[AN]: You and another share the use of the best saving throws between you.

4th-Level Tactician Powers

Alienation[A]: Subject loses ability to communicate with or understand others.
Correspond[A]: Hold mental conversation with another creature at any distance.
Empathic Feedback[A]: When you are hit in melee, your attacker takes damage.
Intellect Fortress[A]: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
Psychic Reformation[A]: Subject can choose skills, feats, and powers anew for previous levels.
Psychokinetic Charge: Telekinetically launch an ally across the battlefield.
Sense as One[AN]: You and another share extraordinary senses.
Shift the Tide[A]: Target rerolls a d20 roll or may be staggered.
Slip the Bonds: You cannot be held or otherwise rendered immobile.
Wall of Ectoplasm: You create a protective barrier.

5th-Level Tactician Powers

Adapt Body: Your body automatically adapts to hostile environments.
Catapsi[A]: Psychic static inhibits power manifestation.
Incarnate: Make some powers permanent.
Metaconcert: Mental concert of two or more increases the total power of the participants.
Power Resistance: Grant PR equal to 12 + level.
Prowess as One[AN]: You and another share the use of the highest base attack bonus between you.
Tower of Iron Will[A]: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.
Upheaval: Telekinetically hurl portions of the ground into the air, dealing damage and causing difficulty in moving.

6th-Level Tactician Powers

Brutalize Wounds: Your target takes more damage than normal from wounds.
Co-opt Concentration: Take control of foe's concentration power.
Dispelling Buffer: Subject is buffered from one *dispel psionics* effect.
Reposition[N]: Teleport multiple creatures short distances to different locations.
Trigger Power: Sets trigger condition for another power.

7th-Level Tactician Powers

Barred Mind, Personal[A]: You are immune to scrying and remote viewing and gain a bonus to mental effects.
Bend Reality: Alters reality within power limits.
Cosmic Awareness[A]: You gain insight bonus on single attack roll, check, or save.
Divert Teleport: Choose destination for another's *teleport*.
Evade Burst[A]: You take no damage from a burst on a successful Reflex save.
Technique as One[AN]: You and another share the use of one feat between you.

8th-Level Tactician Powers

Ability as One[N]: You and another share one ability score between you.
Barred Mind[A]: Subject immune to scrying and remote viewing and gains bonus to mental effects.
Halt Combat: Force all nearby creatures to stop fighting.
Hypercognition: You can deduce almost anything.

9th-Level Tactician Powers

Affinity Field: Effects that affect you also affect others.
Ardent Legion, T'Nail's[A]: Summon members of your collective to your side.
Assimilate: Incorporate creature into your own body.
Fusion: You combine your abilities and form with another.
Last Stand[N]: Bolster your allies in combat.
Reality Revision: As *bend reality*, but fewer limits.
Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

VITALIST POWERS

0-Level Vitalist Powers (Talents)

Dazzle: Temporarily disrupt your enemy's vision.
Detect Psionics: You detect the presence of psionics.
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.
Missive[A]: Send a one-way telepathic message to subject.
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.

1st-Level Vitalist Powers

Biofeedback[A]: Gain damage reduction 2/–.
Collapse[A]: You cause the target's muscles to spasm, knocking them prone.
Detect Compulsion: You know if the target is controlled.
Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
Natural Healing[A]: Heal 3 hit points of damage.
Sense Link[A]: You sense what the subject senses (single sense).
Suppress Compulsion[A]: You attempt to free a target temporarily from another's control using conflicting signals.
Synesthete: You receive one kind of sense when another sense is stimulated.
Thicken Skin[A]: Gain +1 enhancement bonus to your AC for 10 min./level.
Vigor[A]: Gain 5 temporary hit points.

2nd-Level Vitalist Powers

Animal Affinity, Lanis's[A]: Gain +4 enhancement to one ability.
Body Adjustment[A]: You heal 1d12 damage.
Body Equilibrium: You can walk on nonsolid surfaces.
Cleanse Body: Cure 1d4 points of temporary ability damage and remove fatigue.
Empathic Condition Relief: You relieve a target's condition.
Empathic Transfer[A]: Transfer another's wounds to yourself.
Energy Adaptation, Specified[A]: Gain resistance 10 to one energy type.
Preserve Psyche[AN]: Contain the mind of a recently slain creature so that it can be affected by *psionic revivify*.
Psychic Bodyguard[A]: You make a target's Will saving throws for it.
Resist Toxin[A]: Your body becomes temporarily immune to poison.
Share Pain: Willing subject takes some of your damage.
Sustenance: Go without food and water for one day.

3rd-Level Vitalist Powers

Battlesense[A]: Mental heads-up display allows for improved teamwork.
Body Purification[A]: You restore 2 points of ability damage.
Crisis of Breath, Kozak's[A]: Disrupt subject's breathing.
Danger Sense[A]: You gain +4 bonus against traps.
Dispel Psionics[A]: Cancels psionic powers and effects.
Empathic Transfer, Hostile[A]: Your touch transfers your hurt to another.
Endorphin Surge[A]: You incite a rush of endorphins, augmenting your physical form.
Guarded Sleep: Subject's mind is protected while asleep, and awakens in peak condition.
Hustle: Instantly gain a move action.
Mend Body[A]: Heal yourself for 3d8 points of damage
Resist Death[A]: Gain protection against negative energy effects.
Share Pain, Forced[A]: Unwilling subject takes some of your damage.
Solicit Psicrystal[A]: Your psicrystal takes over your concentration power.

4th-Level Vitalist Powers

Empathic Feedback[A]: When you are hit in melee, your attacker takes damage.
Energy Adaptation[A]: Your body converts energy to harmless light.
Evade Burst[A]: You take no damage from a burst on a successful Reflex save.
Immovability: You are almost impossible to move and gain DR 15/–.
Incite Passion: Suppress the target's ability to understand logic.
Inertial Barrier: Gain DR 5/–.
Physical Acceleration[A]: You move faster, gain +1 on attacks, AC, and Reflex saves.
Psychic Drain: Touch attack drains 2 power points/level from foe.
Psychic Reformation: Subject can choose skills, feats, and powers anew for previous levels.
Wither[A]: Cause the target's muscles to lose their strength.

5th-Level Vitalist Powers

Adapt Body: Your body automatically adapts to hostile environments.
Incarnate: Make some powers permanent.
Leech Field[A]: Leech power points each time you make a saving throw.
Power Resistance: Grant PR equal to 12 + level.
Psionic Revivify[A]. Return the dead to life before the psyche leaves the corpse.
Psychofeedback: Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.
Restore Extremity: Return a lost digit, limb, or other appendage to subject.
Tower of Iron Will[A]: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

6th-Level Vitalist Powers

Aura Alteration[A]**:** Repairs psyche or makes subject seem to be something it is not.
Brutalize Wounds: Your target takes more damage than normal from wounds.
Cleanse Spirit: Restores level and ability score drains.
Defer Fatality: You avoid death through suspended animation.
Fuse Flesh[A]**:** Fuse subject's flesh, creating a helpless mass.
Heal Injuries[A]**:** Heal large amount of damage.
Suspend Life: Put yourself in a state akin to suspended animation.
Trigger Power: Sets trigger condition for another power.

7th-Level Vitalist Powers

Barred Mind, Personal: You are immune to scrying and mental effects.
Bend Reality: Alters reality within power limits.
Crisis of Life[A]: Stop subject's heart.
Energy Conversion: Offensively channel energy you've absorbed.
Oak Body[A]**:** Your body becomes as hard as oak.

8th-Level Vitalist Powers

Barred Mind: Subject immune to scrying and remote viewing, and gains bonus to mental effects.
Body of Iron: Your body becomes living iron.
True Metabolism: You regenerate 10 hit points/round.

9th-Level Vitalist Powers

Affinity Field: Effects that affect you also affect others.
Ardent Legion, T'Nail's[A]**:** Summon members of your collective to your side.
Assimilate: Incorporate creature into your own body.
Fusion: You combine your abilities and form with another.
Psychic Chirurgery: You repair psychic damage or impart knowledge of new powers.
Reality Revision: As *bend reality*, but fewer limits.
Regenerative Aura: Heal all creatures within range for 25 hit points per round.
Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

VITALIST METHOD POWERS

Guardian Method Powers

0 Fortify, Lesser[N]: Gain a +1 bonus on saving throws.
Toughen: Grant +1 natural armor to collective member.

Intercessor Method Powers

0 Empathy[A]**:** You know the subject's surface emotions.

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).

Ability As One

Discipline: Telepathy [Mind-Affecting, Network, Shared]; **Level**: Tactician 8
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You plus one creature
Duration: 1 round/level
Saving Throw: Will negates (harmless, see text); **Power Resistance**: Yes
Power Points: 15

This power reflects the pinnacle of the network abilities — the unification of physical and mental traits in their purest form, ability scores. When you manifest this power, choose one of the six ability scores. The highest example of that score amongst the targets replaces the same ability score amongst all willing targets.

Only base ability scores can be linked in this way — that is, the ability score without any bonuses or penalties of any type, except racial modifiers, age modifiers, inherent bonuses, and the bonuses every four character levels. Other effects that modify ability scores (such as spells, psionic powers, magic items, class features, and so on) are not transferred, though they remain in effect, altering any replaced score as they would alter the original.

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

1. If you spend an additional 2 power points, you may instead share the lowest base ability score amongst all targets, willing or not (which may impact spellcasting in a way similar to ability damage). Unwilling targets may make a Will saving throw each round to ignore the effects of this power for that round. You are exempt from any ability score change this way.

2. For every 2 additional power points you spend, you may choose an additional ability score for this power to affect.

In addition, for every 2 power points spent to achieve either of these results, increase the save DC (if applicable) by 1.

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.

Adapt Body

Discipline: Psychometabolism; **Level:** Cryptic 5, psion/wilder 5, psychic warrior 5, tactician 5, vitalist 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

Affinity Field

Discipline: Psychometabolism; **Level:** Psion/wilder 9, tactician 9, vitalist 9
Display: Material and visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: Fortitude negates (potentially harmless); **Power Resistance:** Yes
Power Points: 17

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do. Hit points gained or lost persist after this power ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or lower. Creatures that have an affinity to you gain a saving throw against each new power transferred through the *affinity field* as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain. If you suddenly become immune to a particular effect or power, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you, although effects already on creatures that have affinity to you are not ended unless that creature also gains the same immunity.

Alienation

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Tactician 4, telepath 4
Display: Auditory, mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 living creature
Duration: 1 round/level
Saving Throw: Will negates; **Power Resistance**: Yes
Power Points: 7

You close off the centers of the subject's mind that deal with communication and social interaction. The subject effectively loses knowledge of all languages (including telepathic and body language) and is treated as illiterate for the duration of the power. He may still "speak" and provide verbal components, and to him they sound completely normal, but to anyone else they appear as complete gibberish.

The subject is unable to understand anyone else on any level and is unable to determine friend from foe. This prevents things such as Sense Motive, the Aid Another action (or benefits from another's Aid Another), any skill check involving communication (including Linguistics), using teamwork feats, knowing if a magical effect used on him is harmless or not until it hits him (thus, he attempts a save against all effects he could) unless he makes a successful Spellcraft check to identify the effect, gaining the benefits from abilities such as bardic performance, or using any Charisma-based skill check (except Use Magic Device).

The target no longer counts as an ally for the purposes of determining flanking and all creatures who threaten the subject are considered allies for their own flanking purposes. In addition, the subject cannot make attacks of opportunity while under this effect.

The subject still understands if his attacks or powers are successful.

Augment: For every additional power point you spend, this power may affect an additional target. No two targets may be further than 15 feet apart. For every 2 power points spent this way, the power's save DC increases by 1.

Anchored Navigation

Discipline: Clairsentience; **Level:** Seer 4, sighted seeker 4
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 7

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free *teleport* beacon. While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point. The "anchored" starting point is your exact location when you manifest the power. To designate other anchored starting points, you must manifest this power multiple times and be present at the desired locations when you do so.

You can also retrace your steps through a maze automatically while the power lasts, without resorting to a map.

Anchored navigation grants you a *mindlink* with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature. The use of *anchored navigation* is confined to the plane of existence where you manifest it.

Augment: If you spend 6 additional power points, the effect of this power extends across all planar boundaries.

Animal Affinity, Lanis's

Discipline: Psychometabolism; **Level**: Cryptic 2, egoist 2, psychic warrior 2, vitalist 2
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 3

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus. Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose. If you choose to increase the ability you use to manifest powers, you do not gain the benefit of an increased ability score long enough to gain any bonus power points for a high ability score, but the save DCs of your powers increase for the duration of this power.

Augment: For every 5 additional power points you spend, this power grants a +4 enhancement bonus to another ability score.

Apopsi

Discipline: Telepathy [Mind-Affecting]; **Level:** Psion/wilder 9
Display: Auditory, material, and visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living psionic creature
Duration: Instantaneous; see text
Saving Throw: Fortitude negates; see text; **Power Resistance:** Yes
Power Points: 17

By using this power, you delete 1d4 powers or spells permanently from the subject's mind. You specify the level of each power or spell, and the DM randomly determines which of the subject's powers or spells is actually deleted. After 24 hours, the target may make an additional Fortitude save to negate the effect. *Psychic chirurgery* or *reality revision* can be used to restore the lost powers or spells, but it must be performed within 1 week of losing the powers or spells. The deleted powers or spells no longer count against the subject's powers or spells known the next time they gain a level. If a character gains a level after losing powers or spells in this fashion, he or she may choose new powers or spells to replace those lost, but they must be the same level as the power or spell lost.

Ardent Legion, T'Nail's

Discipline: Psychoportation; **Level:** Tactician 9, vitalist 9
Display: Auditory, Mental
Manifesting Time: 1 standard action
Range: Unlimited; see text
Target: Willing members of your collective
Duration: Instantaneous; see text
Saving Throw: Will negates; **Power Resistance:** No
Power Points: 17

You send a summon out across your collective calling all of the members to aid you. All members of the collective that are located on the same plane and that are willing are then summoned to the closest available space to you and are given one of three options.

- +3 competence bonus on attack and damage rolls
- +3 competence bonus on saving throws and AC

The competence bonuses last for one round per manifester level. If this power is used during combat and the creatures summoned had not yet rolled initiative, they immediately roll initiative. If their initiative is higher than yours, they may immediately take this round's actions and then resume normal initiative order the next round. Creatures summoned immediately receive their bonus.

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

1. By spending 2 additional power points, the power can summon members, including the manifester, to a particular member of the collective instead of to the manifester.

2. By spending 2 additional power points, this power can summon members of the collective across planar boundaries.

3. By spending 4 additional power points, this power's manifesting time becomes an immediate action.

Assimilate

Discipline: Psychometabolism; **Level:** Psion/wilder 9, tactician 9, vitalist 9
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Touch
Target: One living creature touched
Duration: Instantaneous and 1 hour; see text
Saving Throw: Fortitude half; **Power Resistance:** Yes
Power Points: 17

Your pointing finger turns black as obsidian. A creature touched by you is partially assimilated into your form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this power) grants you a number of temporary hit points

equal to half the damage you dealt for 1 hour. Temporary hit points gained by assimilating multiple creatures, like all temporary hit points, do not stack.

A creature that is completely assimilated grants you a number of temporary hit points equal to the hit points it had prior to your attack. If the assimilated creature knows psionic powers, you gain knowledge of one of its powers for 1 hour (chosen randomly). You gain some semblance of a creature you completely assimilate for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time. You also gain a bonus to your ability scores for 1 hour for completely assimilating creatures based upon the creature's relative hit dice related to yours as shown on the chart below.

Target's HD Compared to Manifester	Bonus
9 or more greater	+4 to all ability scores
5 to 8 greater	+4 to 5 ability scores
1 to 4 greater	+4 to 4 ability scores
Equal	+4 to 3 ability scores
1 to 4 lower	+4 to 2 ability scores
5 to 8 lower	+4 to 1 ability score
9 or more lower	No bonuses to ability scores

Astral Caravan

Discipline: Psychoportation; **Level:** Nomad 3
Display: None
Manifesting Time: 1 hour
Range: Personal
Targets: You and touched willing creatures
Duration: See text
Power Points: 5

You lead a caravan into the Astral Plane, leaving the Material Plane behind. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).

You can bring other willing creatures with you, provided that these subjects have each manifested *astral traveler* and are linked hand to hand with you at the time of the *astral caravan*'s manifestation. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them. Because the planes are a dangerous place, those who lead *astral caravans* usually choose to manifest this power only if they have a large party of travelers assembled. Sometimes groups of lower-level adventurers may hire you to lead forays beyond the Material Plane.

The *astral caravan* power lasts while you and your fellow travelers maintain your original formation, until (1) you reach your intended destination plane, (2) you desire to end the power while still traversing the Astral Plane, (3) you or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or (4) the power is terminated by some outside means, such as *dispel psionics*. When the power ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand.

	Knowledge (planes)
Destination Knowledge	**Check Modifier**
None*	n/a
Secondhand (you have heard of the destination)	–10
Firsthand (you have visited before)	+0
Familiar (you have visited three or more times)	+5

*If you have no direct knowledge of your destination, you must have some connection to it in order to travel there; see below.

	Knowledge (planes)
Connection	**Check Modifier**
Likeness or picture of destination	+2
Object from destination	+4
Planar Cartographer's map of destination	+10

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time. For each 24 hours you travel, make a Knowledge (planes) check. Unless a location is particularly hard to find and well guarded, or conversely easy to find and well advertised, the average DC for an *astral caravan* journey should be set at 20. You cannot take 20 on this check, though you can take 10. Each check may be modified by your degree of familiarity with the destination or by some connection you have with the place; see the following tables.

Each successful check indicates that you are one step closer to your goal. To finally arrive at your location, you must succeed on six checks within a span of 12 days. (If you fail to make six successful checks within the first 12 days, you can continue to make one check per day until you get the requisite six successes within a span of 12 consecutive days). When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d% x 10) miles of your intended destination on that plane.

Augment: If you spend 2 additional power points, this power weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used). You remain visible within the translucent, amorphous enclosure. You can pick up or drop willing passengers, easily reaching through the film. Anything you hold is enveloped by the film. Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

When you manifest this power in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

Astral Construct

Discipline: Metacreativity (Creation); **Level:** Shaper 1
Display: Visual; see text
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One created astral construct
Duration: 1 round/level (D)
Saving Throw: None; **Power Resistance:** No
Power Points: 1

This power creates one 1st-level astral construct of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

Augment: For every 2 additional power points you spend, the level of the astral construct increases by one.

Astral Seed

Discipline: Metacreativity; **Level:** Shaper 8
Display: Material; see text
Manifesting Time: 10 minutes
Range: 0 ft.
Effect: One storage crystal
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 15

This power weaves strands of astral ectoplasm into a crystal containing the seed of your living mind (hardness 1 and 1 hit point). You can have only one *astral seed* in existence at any one time. Until such time as you perish, the *astral seed* (also called the storage crystal) is utterly inert. If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow.

Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the *astral seed* works over any distance, physical or extradimensional.

Once your body's physical demise activates the storage crystal, you have the abilities of a psicrystal of the appropriate level, full hit points, plus all the powers you knew, the maximum power points you possessed when *astral seed* was manifested, and the current number of power points you had prior to the transfer into the crystal. Should this be higher than the maximum power points when the power was manifested, you have the lower of the two amounts. You also have a negative level that cannot be healed and that does not convert to real level loss in your current crystalline form. You have all the abilities you had in your original form, including the ability to manifest powers, so long as your storage crystal form has the physical ability to perform those actions. For example, you could not manifest *Karak's bite of the wolf* because your new form does not have a mouth. Nor could you wield a weapon, as your storage crystal does not have the arms to wield one.

You have thirty days to grow an organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude. The body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral seed* (the crystal itself breaks down and becomes a part of the new organic body). When the tenth day ends, you completely and totally inhabit the new body. You possess all the abilities you possessed when *astral seed* was manifested, but you have none of your equipment. You still suffer a negative level that does not fade unless removed by means such as *restoration*.

If the body is struck for any amount of damage during the ten-day period when it is growing, it is destroyed and your soul passes on.

Conceivably, you could manifest *true mind switch* to utilize a temporary body, but only an evil creature would smash his own temporarily empty storage crystal to permanently usurp a subject's organic body (unless the subject is itself irredeemably evil).

Astral Traveler

Discipline: Psychoportation; **Level:** Gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1
Display: None
Manifesting Time: 1 hour
Range: Touch
Target: Creature touched
Duration: See text
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 1

This power allows you or a creature you touch to participate in an astral caravan created through use of the *astral caravan* power. While participating in a journey allowed by the *astral caravan* power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by *astral caravan* fails. See the *astral caravan* power for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. Very few weapons exist that can damage a silvery cord.

The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

Attraction

Discipline: Telepathy (Charm) [Mind-Affecting]; **Level:** Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 1

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the bonus on interaction checks increases by 1.

Augured Answer

Discipline: Clairsentience; **Level:** Psion/wilder 4, sighted seeker 4
Display: Mental and visual
Manifesting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 7

You can predict a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice augured can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct answer is 70% + 1% per manifester level, to a maximum of 90%. If the die roll fails, you know the attempt failed, unless specific effects yielding false information are at work.

Multiple attempts about the same topic by the same manifester use the same dice result as the first attempt and yield the same answer each time.

Aura Alteration

Discipline: Telepathy [Mind-Affecting]; **Level:** Cryptic 6, psion/wilder 6, vitalist 6
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One willing creature
Duration: 10 min./level or instantaneous; see text
Power Points: 11

You can use this power in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

Disguise: If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level. You can change the subject's alignment by only one step. You can adjust the subject's apparent level up or down by a number equal to 1/2 your own level (rounded down) or less.

Remove Compulsion: If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This power can remove the compulsion of a curse or a *geas/quest* effect. It can also negate any charm and compulsion powers or spells of 6th level or lower, such as *crisis of breath* or *death urge*. When *aura alteration* is manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus.

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

1. For every additional power point you spend, the duration of the disguise aura increases by 10 minutes.

2. If you spend 2 additional power points, the subject's alignment shifts an additional step; if you spend 4 additional power points, the subject's alignment changes to its opposite.

3. For every 3 additional power points you spend, the bonus against the original save is increased by 1.

Aura Sight

Discipline: Clairsentience; **Level:** Dread 4, marksman 4, psion/wilder 4, sighted seeker 4
Display: Visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation centered on you
Duration: Concentration, up to 10 min./level
Saving Throw: None; **Power Resistance:** No
Power Points: 7

You discern auras. Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psionic character. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence of good and evil auras in the area. You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area. (This power can detect lawful and chaotic auras as well, but doing so requires a separate manifestation that focuses only on that alignment axis.)

2nd Round: Number of auras (creatures, objects, powers, or spells) in the area. You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside your line of sight. If a creature whose aura you detect has 5 or more Hit Dice than you do, you are overwhelmed by its presence and dazed for 1 round, and the power ends.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet.

Aversion

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level:** Telepath 2
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she takes a –2 penalty on any attack rolls, ability checks, or skill checks involved.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the duration increases by 1 hour.

Backlash

Discipline: Clairsentience; **Level:** Psychic warrior 4
Display: Auditory, mental
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous; see text
Power Points: 7

You gain a flash of foresight, allowing you to strike back at an enemy. As part of manifesting this power, you can make a full-attack action against a creature that has damaged you, so long as the creature is within range. However, this foresight overloads your senses after your attack, and until the end of your next turn, you are dazed. This dazed effect cannot be removed by any means except its normal expiration at the end of your next turn. You can only use this power immediately in response to being damaged by a creature and must target the creature that caused the damage.

Augment: By spending an additional 8 power points, you are not dazed after making your attack.

Baleful Mind Trap of Surtr

Discipline: Telepathy [Mind-Affecting]; **Level:** Psion/wilder 3
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None; see text; **Power Resistance:** Yes (harmless)
Power Points: 5

You set up a trap in your mind against mental intruders. Anyone who attacks you with a telepathy power or mind-affecting effect immediately loses 1d6 power points. This power's effect does not negate the power that is currently being used against you. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Creatures that do not have power points must make a Fortitude save or be nauseated for 1 round. Manifesting the power is an immediate action. You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Baleful Teleport, Kolbjorn's

Discipline: Psychoportation (Teleportation); **Level**: Nomad 5
Display: Material and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corporeal creature
Duration: Instantaneous
Saving Throw: Fortitude half; **Power Resistance:** Yes
Power Points: 9

You psychoportively disperse minuscule portions of the subject, dealing 9d6 points of damage. Targets can be protected from the effects of this power by *wrench*.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Banish

Discipline: Psychoportation; **Level:** Nomad 6
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 11

You force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per manifester level can be banished.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Barrage

Discipline: Psychometabolism; **Level:** Marksman 4, psychic warrior 5
Display: Visual (see text)
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None; **Power Resistance:** No
Power Points: Marksman 7, psychic warrior 9

You boost your movements to super-naturally high levels, allowing you to strike at many targets in what others perceive as the blink of an eye. Your actions are so rapid that they leave visual echoes of your previous positions in the air as you move, although these quickly fade.

This round, as a full attack action, you may make a single ranged attack with one ranged weapon (or several thrown weapons of the same type) against each target within one

range increment of your weapon, similar to the Whirlwind Attack feat. You still expend ammunition as normal for these attacks.

You may not make more attacks with *barrage* than your manifester level.

Barred Mind

Discipline: Telepathy [Mind-Affecting]; **Level:** Psion/wilder 8, tactician 8, vitalist 8
Display: Olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: One day
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 15

The subject is protected from all devices, powers, and spells that gather information about the target through divination powers or magic (such as *detect evil*, *locate creature*, *scry*, and *see invisible*). *Barred mind* also grants a +8 resistance bonus on saving throws against all mind-affecting powers, spells, and effects. *Barred mind* even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* spells when they are used in such a way as to gain information about the target. In the case of *remote viewing* or scrying that scans an area the creature is in, such as *arcane eye*, the effect works but the creature simply isn't detected. *Remote viewing* (scrying) attempts that are targeted specifically at the subject do not work at all.

Augment: For every two power points spent, the resistance bonus increases by 1.

Barred Mind, Personal

Discipline: Telepathy [Mind-Affecting]; **Level:** Cryptic 6, dread 6, psion/wilder 7, psychic warrior 6, tactician 7, vitalist 7
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: One day
Power Points: Cryptic 11, dread 11, psion/wilder 13, psychic warrior 11, tactician 13, vitalist 13

As *barred mind*, except as noted here.

Battle Transformation, Galen's

Discipline: Clairsentience; **Level:** Psychic warrior 4, tactician 4
Manifesting Time: 1 standard action
Display: Mental, Visual
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None; see text; **Power Resistance**: No; see text
Power Points: 7

You become a paragon of battle—stronger, tougher, faster, and more skilled in combat.

You gain a +2 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks. You also gain 1 temporary hit point per manifester level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as *physical acceleration* or weapons with the speed special ability.

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

1. For every 3 additional power points spent, the luck bonus improves by 1.

2. If you spend 4 additional power points, the power's duration becomes 10 minutes/level.

3. If you spend 2 additional power points, this power gains the Network descriptor. If used in this fashion, the power's saving throw becomes Will negates (harmless) and power resistance becomes Yes (harmless).

Battlesense

Discipline: Telepathy [Mind-Affecting]; **Level:** Tactician 3, telepath 3, vitalist 3
Display: Mental
Manifesting Time: 1 standard action
Range: 30 feet (see text)
Target: 1 willing creature/level
Duration: 1 round/level
Power Points: 5

You link the minds of your allies, dramatically improving their coordination. When you manifest this power, a type of heads-up display appears in each target's mind, improving their coordination and group awareness. Each affected target can use the Aid Another action as an immediate action. Creatures that move out of the 30 foot range after the power is manifested are still affected by the power.

Additionally, all targets that are also willing members of your collective (if any) gain one special ability of your choice from this list. Your choice affects all members equally.

* +1 circumstance bonus to attack rolls
* +1 circumstance bonus to AC
* +2 circumstance bonus to weapon damage
* +5 circumstance bonus to speed

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

1. If you spend 2 additional power points, you can choose a second special ability from the collective bonus list. You may choose the same benefit again; if you do, it stacks with itself (up to +5 for attack rolls or AC, +10 for weapon damage, or +25 for bonus to speed).

2. If you spend 2 additional power points, you can use this power as if you had the collective class feature, treating creatures with which you have established a mental link, such as the *mindlink* power, as members. Creatures that would not consider you an ally if not for the link do not count as willing members.

Bend Reality

Discipline: Clairsentience; **Level:** Psion/wilder 7, tactician 7, vitalist 7
Display: Visual
Manifesting Time: 1 standard action
Range: See text
Target, Effect, Area: See text
Duration: See text
Saving Throw: None; see text; **Power Resistance:** Yes
Power Points: 13

Bend reality lets you create nearly any type of effect. For example, *bend reality* can do any of the following:

• Duplicate any psion/wilder power of 6th level or lower, provided the power is on the psion/wilder power list or your discipline power list (if any).

• Duplicate any other power (but not a spell) of 5th level or lower, provided the power is not of a discipline prohibited to you.

• Duplicate any psion/wilder power of 5th on a discipline power list.

• Duplicate any other power (but not a spell) of 4th level or lower, even if it's of a prohibited discipline.

• Undo the harmful effects of many powers, such as *mind control*, *geas/quest*, or *insanity*.

• Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

A duplicated power allows saving throws and power resistance as normal (but the save DC is for a 7th-level power).

Manifesting *bend reality* requires channeling psionic power through specially-treated crystals similar to *cognizance crystals* that cost 1,500 gp. The psionic energy in the crystal is consumed in the manifestation and the crystal becomes inert and has no value.

Bestow Power

Discipline: Telepathy [Mind-Affecting]; **Level:** Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: 20 ft.
Target: One psionic creature
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 3

You link your mind with another psionic creature's mind, creating a brief conduit through which mental energy can be shared. When you manifest this power, the subject gains up to 2 power points. You can transfer only as many power points to a subject as it has manifester levels.

Because of the intimate nature of this power, it cannot be fabricated into a psionic item—only power points generated by a psionic creature in the moment can be shared using *bestow power*.

Special: The power point cost of this power cannot be reduced below the number of power points transferred. All points transferred must be deducted from the manifester's pool of power points; sources such as wild surge cannot pay for this effect. This power is not subject to the effects of *affinity field*.

Augment: For every 3 additional power points you spend, the subject gains 2 additional power points.

Biofeedback

Discipline: Psychometabolism; **Level:** Dread 1, gifted blade 1, psion/wilder 2, psychic warrior 1, vitalist 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: Dread 1, gifted blade 1, psion/wilder 3, psychic warrior 1, vitalist 1

You can toughen your body against wounds, lessening their impact. For the duration of this power, you gain damage reduction 2/–.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

Bite of the Wolf, Karak's

Discipline: Psychometabolism; **Level:** Psychic warrior 1
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

Your posture becomes stooped forward, and you grow a muzzle complete with fangs. You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8 points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by powers, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your bite, taking the standard –4 penalty on your attack roll. Like all natural claw attacks, the bite is a primary natural attack unless you also make attacks with manufactured weapons, in which case it becomes a secondary natural attack.

If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Augment: For every 5 additional power points you spend, your bite attack deals an additional 1d8 points of damage.

Biting Cold

Discipline: Psychokinesis [cold, trigger]; **Level:** Psychic warrior 5
Display: Auditory, Material
Manifesting Time: 1 swift action
Range: Melee
Target: One creature
Duration: 1 round; see text
Saving Throw: None; **Power Resistance**: Yes; see text
Power Points: 9

The next successful melee attack you make this round deals an additional +1d10 points of cold damage to the struck creature and the target is staggered from the cold. Power resistance does not apply to this additional damage, but does apply to the staggered condition.

Trigger: If your attack was successful, you can expend your psionic focus to infuse the target with chilling cold. Power resistance applies to infusing the target with chilling cold. Until the end of its next turn, if the creature struck makes an attack, manifests a power, or casts a spell, it takes 1d10 points of cold damage and is paralyzed for one round.

Augment: If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

Blanketing Assault

Discipline: Psychokinesis; **Level:** Marksman 2
Display: Auditory, Mental
Manifesting Time: 1 swift action
Range: special; see text
Target: One creature
Area: 10 ft. radius burst centered on target
Duration: 1 round
Saving Throw: Reflex negates; **Power Resistance:** Yes
Power Points: 3

After manifesting this power, the next time you use your cover fire class ability, it affects all creatures within a 10 ft. radius burst from the target creature. If you do not have the cover fire class feature, this power does nothing.

Blinding Flash

Discipline: Psychokinesis [Light]; **Level:** Psion/wilder 0, psychic warrior 0, sighted seeker 1
Display: Visual
Manifesting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Fortitude Negates; **Power Resistance:** Yes
Power Points: Psionic focus or 1

You create a blinding flash of light to momentarily distract an opponent. The target of this power must make a Fortitude save or be dazzled for one round.

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

1. For every additional power point you spend, the power's duration increases by one round.

2. If you spend 4 additional power points, the target is blinded instead of dazzled.

In addition, for every 2 power points spent to achieve either of these effects, increase the save DC by 1.

Blinding Shot

Discipline: Psychokinesis [Light]; **Level:** Marksman 2
Display: Visual
Manifesting Time: 1 swift action
Range: Touch
Target: 1 piece of ammunition
Duration: 1 round / level; see text
Saving Throw: Will negates (harmless, object); **Power Resistance**: Yes (harmless, object)
Power Points: 3

You charge a piece of ammunition (arrow, bolt, or slingstone) with psychokinetic energy that, when used in a successful ranged attack, releases a blinding burst of light. The creature struck when you fire the charged piece of ammunition must make a Fortitude save or be blinded for one day.

Augment For every 2 additional power points spent, you can charge an additional piece of ammunition.

Body Adjustment

Discipline: Psychometabolism (Healing); **Level:** Cryptic 2, gifted blade 2, marksman 2, psion/wilder 3, psychic warrior 2, vitalist 2
Display: Auditory and material
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Cryptic 3, gifted blade 3, marksman 3, psion/wilder 5, psychic warrior 3, vitalist 3

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment: For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

Body Equilibrium

Discipline: Psychometabolism; **Level:** Cryptic 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2, vitalist 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 3

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x4 speed) on a non-firm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

Body of Iron

Discipline: Metacreativity (Creation); **Level:** Psion/wilder 8, psychic warrior 6, vitalist 8
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: Psion/wilder 15, psychic warrior 11, vitalist 15

You transform your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all powers or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect. You take only half damage from acid and fire. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a –6 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium

characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean—at least until the duration expires.

Body Purification

Discipline: Psychometabolism (Healing); **Level:** Cryptic 2, gifted blade 2, marksman 2, psion/wilder 3, psychic warrior 2, vitalist 2
Display: Auditory and material
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Cryptic 3, gifted blade 3, marksman 3, psion/wilder 5, psychic warrior 3, vitalist 3

You restore up to 2 points of damage to a single ability score. You cannot use *body purification* to heal ability drain.

Augment: For every additional power point you spend, this power heals 1 additional point of damage to the same ability score.

Bolt

Discipline: Metacreativity (Creation); **Level:** Marksman 1, psion/wilder 1
Display: Material
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: A normal bolt, arrow, or sling bullet
Duration: 1 min./level
Saving Throw: None; **Power Resistance:** No
Power Points: 1

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augment: For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1 and creates an additional 1d4 pieces of appropriate ammunition.

Bonding Strike

Discipline: Telepathy [mind-affecting]; **Level:** Cryptic 5, psychic warrior 5
Display: Mental
Manifesting Time: 1 standard action
Range: Melee
Target: Two creatures within melee range
Duration: 1 round
Saving Throw: None; **Power Resistance**: Yes
Power Points: 9

As part of manifesting this power, make a single melee attack against two enemies within reach. Each hit deals damage normally. If both attacks are successful, the targets are empathically bound together. Until the end of your next turn, all hit point damage applied to one target is automatically applied to the other target.

Manifesting this power does not provoke attacks of opportunity.

Brain Lock

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level:** Telepath 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid
Duration: Concentration + 1 round
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

The subject's higher mind is locked away. He stands dazed, unable to take any actions other than those identified below.

A *brain locked* subject is not stunned, so attackers get no special advantage against him.

A *brain locked* flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface.

Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity.

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

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

In addition, for every 2 power points spent on either of the above options, the power's save DC is increased by 1.

Breach

Discipline: Psychoportation; **Level:** Cryptic 2, psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One door, box, or chest with an area of up to 10 sq. ft./level
Duration: Instantaneous; see text
Saving Throw: None; **Power Resistance:** No
Power Points: 3

You psionically open stuck, barred, or locked doors, as well as those subject to *hold portal* or *arcane lock*. When you complete the manifestation of this power, make a manifester level check against the DC of the lock with a +10 bonus. If successful, you open up to two means of closure. This power opens secret doors, as well as locked or trick-opening boxes or chests. This also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an *arcane locked* door, the power does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. This does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each manifestation can undo as many as two means of preventing access.

Breath of the Black Dragon

Discipline: Psychometabolism [Acid]; **Level:** Psion/wilder 6, psychic warrior 6
Display: Visual

Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half; **Power Resistance:** Yes
Power Points: 11

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For every two additional damage dice, this power's save DC increases by 1.

Broker

Discipline: Psychometabolism; **Level:** Psion/wilder 1
Display: None
Manifestation Time: One swift action
Range: Personal
Target: You
Duration: One Diplomacy check within 1 round/level
Power Points: 1

You gain temporary, intuitive insight into dealing equitably with others. Your next Diplomacy check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, the insight bonus to Diplomacy increases by +1.

Brutalize Wounds

Discipline: Telepathy [Compulsion, Mind-Affecting]; **Level:** Psion/wilder 6, psychic warrior 6, tactician 6, vitalist 6
Display: Visual
Manifesting Time: One standard action
Range: Close (25 feet + 5 feet/2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will partial; **Power Resistance:** Yes
Power Points: 11

You invade the target's mind and temporarily reduce its ability to ward off attacks. If the target succeeds at its saving throw, its hardiness is still depleted; the target takes 1 extra point of damage per die of damage it is dealt from melee or ranged attacks while the duration lasts. If it fails its save, it takes maximum damage plus 1 point of extra damage per die of damage it is dealt from melee or ranged attacks while the duration lasts. For instance, if a greatsword that normally deals 2d6 points of damage hits the target, they take 14 points of damage from the hit automatically.

A target that knows that it is under the effect may spend a move action to make an additional Will save at the original save DC to attempt to reduce the effect to only taking 1 extra point of damage per die of damage it is dealt.

Burst

Discipline: Psychoportation; **Level** Gifted blade 1, marksman 1, nomad 1, psychic warrior 1, sighted seeker 1
Display: Auditory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

This power increases your land speed by 10 feet. This adjustment counts as an enhancement bonus to speed.

Augment: For every 4 additional power points you spend, the enhancement bonus to speed increases by 10 feet.

Call to Mind, Lanis's

Discipline: Telepathy [Mind-Affecting]; **Level:** Cryptic 1, psion/wilder 1, sighted seeker 1, tactician 1
Display: Mental
Manifesting Time: 1 minute
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you.

On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

Augment: For every 2 additional power points you spend, the competence bonus increases by +1.

Call Weaponry

Discipline: Psychoportation (Teleportation); **Level:** Gifted blade 1, psychic warrior 1, sighted seeker 1
Display: Material
Manifesting Time: 1 round
Range: 0 ft.
Effect: One weapon; see text
Duration: 1 min./level; see text (D)
Saving Throw: None; **Power Resistance:** No
Power Points: 1

You call a weapon "from thin air" into your waiting hand (actually, it is a real weapon hailing from another location in space and time). You don't have to see or know of a weapon to call it—in fact, you can't call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated.

Weapons gained by *call weaponry* are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augment: For every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1.

Catapsi

Discipline: Telepathy [Mind-Affecting]; **Level** Psion/wilder 5, psychic warrior 5, tactician 5
Display: Mental and visual
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius emanation centered on you
Duration: 1 round/level
Saving Throw: Will negates; see text; **Power Resistance:** Yes
Power Points: 9

By manifesting this power, you generate psychic static, interfering with the ability of other psionic characters to

manifest their powers or use psi-like abilities (you are not affected by your own *catapsi* manifestation). All psionic activity within the area requires 4 more power points to manifest than normal, unless a character makes a Will save each time he attempts to manifest a power. Using a psi-like ability becomes a full-round action, instead of a standard action, in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative.

The limit on the number of power points a subject can spend on a power remains in effect; thus, a subject may not be able to manifest its highest-level powers. If manifesting a power would cause the manifester to exceed his available power points or his spending limits, the manifestation fails automatically, but no power points are expended.

Augment: For every 4 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

Catfall

Discipline: Psychoportation; **Level** Marksman 1, psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Until landing or 1 round/ level
Power Points: 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 50 feet shorter than it actually is. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. You can manifest this power even when it isn't your turn.

Augment: For every additional power point you spend, this power reduces your damage as if the fall were an additional 50 feet shorter.

Chameleon

Discipline: Psychometabolism; **Level**: Cryptic 1, egoist 2, gifted blade 1, marksman 1, psychic warrior 1, sighted seeker 1
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: Cryptic 1, egoist 3, gifted blade 1, marksman 1, psychic warrior 1, sighted seeker 1

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 enhancement bonus on Stealth checks.

Augment: For every two additional power points spent, the enhancement bonus on Stealth checks increases by 1.

Circumstance Shield

Discipline: Clairsentience; **Level:** Psion/wilder 1, psychic warrior 1, sighted seeker 1, tactician 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: One hour/level or until discharged
Power Points: 1

Your shield of insight alerts you to potential dangers and supercharges your reaction time. You gain a +1 insight bonus on your Initiative checks for the duration of the effect. As an immediate action, even if you are caught flat-footed (an exception to the rule that you cannot normally take immediate actions while flat-footed), you may add this bonus to a single Reflex save as a resistance bonus; doing so ends the effect.

Augment: For every 5 additional power points you spend, the insight bonus increases by +1.

Clairtangent Hand

Discipline: Clairsentience (Scrying); **Level:** Seer 5
Display: Auditory, mental, and visual
Manifesting Time: 1 standard action
Range: See text
Area: See text
Duration: Up to 1 min./level; see text (D)
Saving Throw: None; **Power Resistance:** No
Power Points: 9

You can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target your *far hand;* see the appropriate power descriptions. *Clairtangent hand*'s duration is up to 1 minute per level when used with a *far hand* effect.

Augment: If you spend 8 additional power points, you can emulate *clairvoyant sense* in conjunction with either *telekinetic force* or *telekinetic maneuver*, but this power's duration expires as soon as any of the noted telekinetic powers deals damage.

Clairvoyant Sense, Dyne's

Discipline: Clairsentience (Scrying); **Level**: Seer 2, sighted seeker 2
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: See text
Effect: Psionic sensor
Duration: 1 min./level (D)
Saving Throw: None; **Power Resistance:** No
Power Points: 3

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the focus of your *clairvoyant sense* doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionically or supernaturally enhanced senses to work through it.

If the chosen locale is magically or psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the power's effect or out to the extent of your natural darkvision. The power does not work across planes.

Claw of Energy

Discipline: Psychokinesis [see text]; **Level:** Psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to energize that weapon. The claw attack deals an extra 1d6 points of cold, electricity, or fire damage (as chosen by you when you choose your active energy type) on a successful hit. On a critical hit, it deals an extra 1d10 points of energy damage. If the claw's critical multiplier is x3, add 2d10 points of energy damage instead; if the multiplier is x4, add 3d10 points of energy damage.

This power can be manifested on a claw attack that already deals energy damage, but if the claw already deals the same type of damage as the power, the effects stack. If this power is manifested on a claw attack already benefiting from the effect of the power, the newer manifestation supersedes the older manifestation, even if both manifestations are of different energy types.

This power's subtype is the same as the type of energy infused in the natural weapon.

Claws of the Beast

Discipline: Psychometabolism; **Level:** Psychic warrior 1
Display: Visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: see text

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small or smaller) plus your Strength bonus. If you are Huge or larger (or would have claws effectively that size, due to Improved Natural Attack or similar effects), your damage improves one step per size increase on the following scale: 1d3, 1d4, 1d6, 1d8, 2d6, 3d6 (+1d6 per additional step beyond 3d6).

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your claws, taking the standard –4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack unless you are using manufactured weapons in the same round, in which case any claw not used to wield a weapon is considered a secondary attack (just like any other creature which uses both manufactured and natural weapons). If your base attack bonus is +6 or higher, you do not gain any

additional attacks—you simply have two claw attacks at your normal attack bonus. You may use secondary natural attacks as normal when using your claw attacks as part of a full attack.

You can call or dismiss the claws as a swift action during the duration of the power. If you attack with a manufactured weapon or another primary natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment: This power may be augmented in one of the following ways.

1. If you spend 2 additional power points, your damage improves one step on the above scale.

2. If you spend 4 additional power points, your damage improves two steps on the above scale.

3. If you spend 6 additional power points, your damage improves three steps on the above scale.

4. If you spend 10 or more additional power points, your damage improves three steps on the above scale, plus an additional step for every 4 power points spent on augmentation beyond 6 (four steps at +10 power points, five steps at +14 power points, etc.).

Claws of the Vampire, Hexelyan's

Discipline: Psychometabolism; **Level:** Psychic warrior 3
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to change the nature of that weapon. When this power is manifested, your claws take on an ominous glimmer. Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage.

You heal a number of hit points equal to half the base damage dealt by your *claws of the vampire*, rounded down (additional damage dealt because of a high Strength score or other enhancements does not count toward the amount you heal). You heal as many hit points as can be gained while the creature remains at 1 hit point or higher. Any damage that would reduce the creature to 0 or fewer hit points does not benefit you.

You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability. Moreover, you gain no healing from attacking any creature that is under the effect of *biofeedback*. Using *fission* on yourself and then attacking your duplicate also fails to grant any healing.

Cleanse Body

Discipline: Psychometabolism (Healing); **Level:** Psion/wilder 2, vitalist 2
Display: Mental and visual
Manifesting Time: 3 rounds
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 3

You dispel any psionic effects reducing one of the subject's ability scores or cure 1d4 points of temporary ability damage to one of the subject's ability scores. You also eliminate any fatigue suffered by the character, and improves an exhausted condition to fatigued. You do not restore permanent ability drain.

Cleanse Spirit

Discipline: Psychometabolism (Healing); **Level:** Egoist 6, vitalist 6
Display: Material
Manifesting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 11

This power cures all ability damage, and it restores all points drained from a single ability score (your choice if more than one score is drained). It also eliminates any fatigue or exhaustion suffered by the target. *Cleanse spirit* does not restore levels or Constitution points lost due to death.

Cleanse spirit can remove negative levels. It can also restore one level to a creature that has had a level drained, if the number of days since the creature lost the level is equal to or less than your manifester level. In such a case, *cleanse spirit* brings the creature up to the minimum number of experience points necessary to advance it to the next higher level, gaining it an additional Hit Die and level benefits accordingly.

Augment: By spending an additional 6 power points, the power dispels all permanent and temporary negative levels afflicting the healed creature. The power also dispels all psionic effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Cloud Mind

Discipline: Telepathy [Mind-Affecting]; **Level**: Cryptic 2, gifted blade 2, marksman 2, psion/wilder 2
Display: None
Manifesting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions,

provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

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

1. If you spend 6 additional power points, you may manifest this power as an immediate action.
2. For every 2 additional power points you spend, this power can affect one additional creature.
3. If you spend 8 additional power points, this power effects one creature per manifester level.

In addition, for every 2 power points spent on any of the above options, the power's save DC increases by 1.

Collapse

Discipline: Psychometabolism; **Level:** Vitalist 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 1

You disrupt the muscles and nerves of the target, causing it to be knocked prone on a failed save.

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

1. If you spend 2 additional power points, on a failed save the target is fatigued, sickened, or staggered, at your choice, for 1 round / level, in addition to being knocked prone. Multiple applications of this power do not cause the target to become exhausted.
2. If you spend 4 additional power points, on a failed save the target is nauseated for 1 round / level, in addition to being knocked prone.

In addition, for every 2 power points spent augmenting this power, the save DC increases by 1.

Compelling Voice, Naija's

Discipline: Telepathy (Compulsion) [Mind-Affecting, Language-Dependent]; **Level**: Telepath 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

You tune your voice to the empathic vibrations of your target, making the next words you speak seem very convincing (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the power.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the power duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2).

Augment: For every 2 additional power points you spend, this power can affect an additional target and the power's save DC increases by 1. Any additional target cannot be more than 15 feet from another target of the power.

Compression

Discipline: Psychometabolism; **Level:** Psychic warrior 1, sighted seeker 1
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 1

This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a –2 size penalty to Strength (to a minimum of 1), a +1 size bonus on attack rolls and AC due to your reduced size.

If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet (meaning that you must enter an opponent's square to attack). If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. If your size decreases to Medium, you have a space of 5 feet and a natural reach of 5 feet. This power doesn't change your speed.

All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that reduce size do not stack, which means (among other things) that you can't use a second manifestation of this power to further reduce yourself.

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

1. If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a –4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.
2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
3. If you spend 2 additional power points, this power's duration is 10 minutes per level rather than 1 minute per level.

Conceal Thoughts

Discipline: Telepathy [Mind-Affecting]; **Level:** Cryptic 0, dread 0, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0, tactician 0
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: Psionic focus or 1

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as *read thoughts* or *mind probe*).

Concealing Amorpha

Discipline: Metacreativity (Creation); **Level:** Cryptic 2, dread 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2
Display: Material; see text
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: Quasi-real amorphous film centered on you
Duration: 1 min./level (D)
Power Points: 3

You weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance.

Augment: If you spend 4 additional power points, the membrane can spread and affect one creature adjacent to you. If the creature moves away from you, it loses the protection.

Concealing Amorpha, Greater

Discipline: Metacreativity (Creation); **Level:** Cryptic 3, gifted blade 3, marksman 3, psychic warrior 3, shaper 3
Duration: 1 round/level (D)
Power Points: 5

As *concealing amorpha*, except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

Concussion Blast

Discipline: Psychokinesis [Force]; **Level:** Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** Yes
Power Points: 3

A subject you select is pummeled with telekinetic force for 1d6 points of force damage. You can choose to instead have the power deal an equal amount of nonlethal damage. *Concussion blast* always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

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

1. For every 2 additional power points you spend, this power's damage increases by 1d6 points.

2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Concussive Onslaught

Discipline: Psychokinesis [Force]; **Level:** Psion/wilder 3
Display: Auditory, Material, Visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 30 ft. radius burst
Duration: 1 round / level
Saving Throw: Fortitude half; **Power Resistance:** Yes
Power Points: 5

You direct wave after wave of concussive kinetic energy at a specific location, pulverizing any and all creatures within the area of effect. All creatures within the area take 3d6 force damage, or half on a successful Fortitude save. The damage continues each round in the same area until the power expires.

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

1. For every two additional power points spent, the damage done each round increases by 1d6 and the save DC increases by 1.

2. By spending an additional 4 power points, you can redirect what area is affected as a standard action that does not provoke attacks of opportunity. The newly chosen area must be within the power's range, even if you have moved beyond the range of the initial area.

Control Air

Discipline: Psychokinesis; **Level:** Kineticist 2, marksman 3
Display: Mental
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 50-ft.-radius spread
Duration: Concentration, up to 1 min./level
Saving Throw: None; **Power Resistance:** No
Power Points: Kineticist 3, marksman 5

You have some control over wind speed and direction. The speed of the wind within the area of this power can be increased or decreased by up to 10 miles per hour.

This power also gives you the ability to alter the direction of the wind by as much as 90 degrees.

Powerful enough winds can cause creatures to be blown away, knocked down, or checked.

Augment: For every additional power point you spend, you can modify the wind speed by an additional 10 miles

per hour, to a maximum change in wind speed of 60 miles per hour.

Control Body

Discipline: Psychokinesis; **Level:** Kineticist 4
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature with humanoid physiology
Duration: Concentration, up to 1 min./level
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 7

You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight. *Control body* doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus.

Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions (such as manifesting powers) can do so. The subject may make an additional Fortitude save each round you maintain concentration.

The subject is treated as being staggered and may only perform a single move action or standard action under your direction each round.

You cannot be the target of your own *control body* power.

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

1. For every 2 additional power points you spend, this power can affect a target one size category larger.

2. If you spend 4 additional power points, the controlled target is no longer treated as being staggered.

Control Flames, Izam's

Discipline: Psychokinesis [Fire]; **Level**: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One nonmagical fire source; see text
Duration: Concentration, up to 1 min./level
Saving Throw: See text; **Power Resistance:** No
Power Points: 1

You pyrokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifester level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a DC 15 Reflex saving throw, with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of *control flames*, then the DC of the Reflex save needed to put out the flames increases to 25.

This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.

An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your key ability modifier). A successful Reflex save moves the creature to the nearest unoccupied square. The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire

Control Flames

Manifester Level	Fire Size	Example	Maximum Damage per Round	Space
1st–2nd	Fine	Tindertwig	1	1 foot square
3rd–4th	Diminutive	Torch	1d3	1 foot square
5th–6th	Tiny	Small campfire	1d6	1 foot square
7th–8th	Small	Large campfire	2d6	1 foot square
9th–10th	Medium	Forge	3d6	1 foot square
11th–12th	Large	Bonfire	4d6	2-by-2-foot square
13th–14th	Huge	Burning shack	5d6	3-by-3-foot square
15th–16th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
17th or higher	Colossal	Burning inn	7d6	5-by-5-foot square

unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

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

1. For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level.

2. For every 2 additional power points you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

Control Light

Discipline: Psychokinesis [Light]; **Level:** Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Nine 10-ft. cubes + three 10-ft. cubes/level (S)
Duration: Concentration, up to 1 min./level, or 1 round; see text
Saving Throw: None; **Power Resistance:** No
Power Points: 1

By manipulating the ambient light level, you can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power). You can alter the level of illumination from its original level at any time during the power's duration.

Decrease: You can decrease the light level of an area by one step (from bright light to normal light, from normal light to dim light, or from dim light to darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. You cannot create supernatural dark.

Increase: You can increase the light level of an area by one step (from darkness to dim light, from dim light to normal light, or from normal light to bright light).

Burst Increase: You can use this power to increase the light level of an area by two steps (from darkness to normal light, or from dim light to bright light), but in such a case the power's duration is only 1 round.

This power cannot stack with itself, even when manifested by another psionic creature, if manifested into the same area. If multiple manifestations of the *control light* power overlaps in an area, the light level is decreased or increased by only one step (or two steps in case of the Burst Increase manifestation).

Control Object

Discipline: Psychokinesis; **Level:** Kineticist 1
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One unattended object weighing up to 100 lb.
Duration: Concentration, up to 1 round/level
Saving Throw: None; **Power Resistance:** No
Power Points: 1

You telekinetically "bring to life" an inanimate object. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your primary ability modifier. A controlled object has its usual hardness and hit points.

You can use this power on a nonmagical lock, making it move in such a way as to attempt to unlock itself. If another character makes a Disable Device check to open a lock in the device that you are concentrating on controlling, the character gains a +4 bonus on the check.

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

1. For every 2 additional power points you spend, you can control another object at the same time.

2. For every 2 additional power points you spend, the weight of the object you can control increases by 100 lb.

Control Sound

Discipline: Psychokinesis [Sonic]: **Level:** Cryptic 2, psion/wilder 2
Display: Auditory; see text
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One sound or mixture of related sounds
Duration: Concentration, up to 1 min./level; see text
Saving Throw: None; **Power Resistance:** No
Power Points: 3

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled. You can substitute any sound you have heard for the target sound. If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area. In this way, you can provide yourself or any with a +4 circumstance bonus on Stealth and audio-based Perception checks.

Alternatively, you can use up the power in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in the area.

Co-Opt Concentration

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level:** Psion/wilder 6, tactician 6
Display: Mental

Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 11

You take over control of a power that was manifested by the subject and that must be maintained through concentration. Once you wrest control of the power from the subject, you have several options.

- Allow the power to function as normal.
- Keep the power targeted on the subject (if a personal power) but decide how the power fulfills its function each round.
- Retarget the power on yourself (if a personal power).
- Choose not to concentrate on the co-opted power in the next round, ending the power at that point.

When the duration of *co-opt concentration* expires, the power you took control of ends (even if this would mean that the power ends earlier than normal).

Coordinate As One

Discipline: Telepathy [Mind-Affecting, Network, Shared]; **Level:** Tactician 2
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature other than you
Duration: 1 round/level
Saving Throw: Will negates (harmless); **Power Resistance**: Yes (harmless)
Power Points: 3

You form a mental bond with one creature within range, giving them the ability to 'borrow' your perception and use that information to direct their movements.

You may choose to direct the target either offensively, alerting them to weaknesses in their opponent's defenses, or defensively, alerting them to incoming attacks. You may change whether you are directing offensively or defensively once per round as a free action. While being directed offensively, the subject gains a +1 insight bonus on attack rolls and damage rolls. While being directed defensively, the subject receives a +1 insight bonus on armor class and saving throws.

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

1. For every 3 additional power points you spend, increase the insight bonus by 1.

2. If you spend 6 additional power points, the target can be directed both offensively and defensively.

Correspond

Discipline: Telepathy [Mind-Affecting]; **Level:** Psion/wilder 4, tactician 4
Display: Mental
Manifesting Time: 10 minutes
Range: See text
Target: One creature with an Intelligence score of 3 or higher
Duration: 1 round/level
Saving Throw: None; **Power Resistance:** No
Power Points: 7

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity. You do not need line of sight or line of effect to use this power.

Augment: If you spend an additional 4 power points, the power's duration increases to 10 minutes/level.

Corrosive Aura

Discipline: Psychometabolism [Acid]; **Level**: Egoist 1, psychic warrior 1
Display: Material, Visual
Manifesting Time: 1 standard action
Range: 5 ft.
Area: All squares adjacent to you
Duration: 1 round / level (D)
Saving Throw: Reflex half; **Power Resistance**: Yes
Power Points: 1

You surround yourself with a corrosive aura, damaging all who come near. Each creature that ends its turn in your square or adjacent to you takes 1d6 points of acid damage.

Augment: For every additional power point spent, the damage increases by 1d6. For every two additional dice of damage, the save DC increases by 1.

Cosmic Awareness

Discipline: Clairsentience; **Level**: Cryptic 6, psion/wilder 7, tactician 7
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level or until discharged
Power Points: Cryptic 11, psion/wilder 13, tactician 13

You gain a sixth sense. Once during the power's duration, you may choose to use its effect. This grants you an insight bonus equal to your manifester level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the *cosmic awareness* before you make the roll it is to modify, or before the attack roll if applying the bonus to your AC. Once used, the power ends. You can't have more than one *cosmic awareness* active on you at the same time.

Augment: By spending 2 additional power points, this power's duration increases to "1 hour/level or until discharged".

Create Sound

Discipline: Metacreativity (Creation) [Sonic]; **Level**: Cryptic 0, dread 0, psion/wilder 0
Display: Auditory; see text

Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Sounds; see text
Duration: 1 round/level (D)
Saving Throw: None; **Power Resistance:** No
Power Points: Psionic focus or 1

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character.

The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by manifesting *control sound.*

Crisis of Breath, Kozak's

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Telepath 3, vitalist 3
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One breathing humanoid
Duration: 1 round/level
Saving Throw: Will negates, Fortitude partial; see text; **Power Resistance:** Yes
Power Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is manifested, it is unaffected by this power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to –1 hit points and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

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

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 6 additional power points, this power can affect up to four creatures all within a 20-ft.-radius burst.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Crisis of Life

Discipline: Telepathy [Mind-Affecting, Death]; **Level**: Telepath 7, vitalist 7
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text; **Power Resistance:** Yes
Power Points: 13

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less. If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

Augment: For every additional power point you spend, this power can kill a subject that has Hit Dice equal to 11 + the number of additional points. For every two additional points spent, the power's save DC increases by 1.

Crystal Light

Discipline: Psychokinesis [Light]; **Level:** Psion/wilder 0
Display: Visual and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One crystalline creature or object
Duration: 1 min./level (D) or Instantaneous; see text
Saving Throw: Will negates (object) or Fortitude negates; see text ; **Power Resistance:** Yes
Power Points: Psionic focus or 1

Upon manifesting this power, you cause one crystalline creature or object (glass, crystal, gem, psicrystal, astral construct, etc.) to glow in one of two ways. You can cause it to glow with a steady light equivalent to a torch, in which case the duration lasts up to 1 minute per manifester level. Alternately, you can cause it to flash brightly once, causing one creature of your choice in that square or immediately adjacent to be dazzled for 1 minute unless it makes a successful Fortitude save. Crystalline creatures or objects which are targeted to glow are allowed a Will save to negate the power completely; if such is also the target of a dazzling flash, the creature being dazzled is also allowed a Fortitude save to avoid being dazzled.

Crystal Shard

Discipline: Metacreativity (Creation); **Level**: Psion/wilder 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 1

Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage.

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

1. For every additional power point you spend, this power's damage increases by 1d6 points.

2. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0), but the damage is reduced to 1d3 points of piercing damage and cannot be further augmented.

Crystalline Bonds

Discipline: Metacreativity (Creation); **Level:** Shaper 4
Display: Mental and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature
Duration: 1 round/level (D)
Saving Throw: Reflex negates; **Power Resistance:** No
Power points: 7

You create rope-like coils of crystal that encircle your foe, gagging and immobilizing him, dealing 3d6 points of damage and 1d6 points of damage every round thereafter, as the crystal tightens against the target.

A creature caught by the crystal can attempt purely mental actions, but must make a concentration check (DC 20 + half the continuous damage dealt) to manifest powers. The creature can attempt to break free by spending 1 round and making a DC 20 Strength or Escape Artist check. The bond can alternatively be cut to break the target free. The crystal has AC 5, hardness 12, and 30 hit points.

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

1. For every 2 additional power points spent, this power can affect a target of one size category larger.

2. For every 2 additional power points spent, the continuous damage increases by 1d6 points of damage.

In addition, for every 2 additional power points spent on either of the above options, the power's save DC and the DCs to break free increase by 1.

Crystallize, Ruelle's

Discipline: Metacreativity; **Level**: Shaper 6
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Permanent
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 11

You seed the subject's flesh with supersaturated crystal. In the blink of an eye, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. Following the application of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such).

This power has a chance of being dispelled only by a manifester of a higher level than you when you manifested this power. When the power is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior to being affected by *crystallize*.

Danger Sense

Discipline: Clairsentience; **Level:** Cryptic 3, marksman 3, psion/wilder 3, psychic warrior 3, sighted seeker 3, tactician 3, vitalist 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 5

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Augment: If you spend 3 additional power points, this power also gives you the uncanny dodge ability; if you spend 6 additional power points, this power gives you the improved uncanny dodge ability as well.

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.

Dazzling Swordplay

Discipline: Psychokinesis [Trigger]; **Level:** Psychic warrior 1
Display: Material, visual
Manifesting Time: 1 swift action
Range: Melee
Target: One creature
Duration: 1 round; see text
Saving Throw: None; **Power Resistance:** Yes
Power Points: 1

Your next successful melee attack dazzles the struck creature.

Trigger: If your attack was successful and the struck creature moves or attacks before the end of its next turn, you can expend your psionic focus to blind it until the end of its current turn. The blindness takes effect at the beginning of the creature's action which caused the trigger.

Augment: If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

Deaden Attack

Discipline: Metacreativity; **Level:** Gifted blade 1, marksman 1, psychic warrior 1
Display: Material
Manifesting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 1 round/level
Saving Throw: Will negates; see text; **Power Resistance**: Yes; see text
Power Points: 1

You coat a single manufactured weapon within range in a sheen of springy ectoplasm. The manufactured weapon deals nonlethal damage instead of lethal damage for the duration of the effect. Ranged weapons transmit this effect to ammunition fired.

If you attempt to manifest this power on an attended weapon not in your possession, the owner may attempt a Will save to resist the effect.

Deadly Fear

Discipline: Telepathy [Fear, Mind-Affecting]; **Level:** Dread 4, psion/wilder 4
Display: Visual; see original text
Manifesting Time: One standard action
Range: Medium (100 feet + 10 feet/level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text; **Power Resistance**: Yes
Power Points: 7

You create a mental image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the power's subject can see the nightmarish beast. The target first gets a Will save to recognize the image as unreal. If that save fails, the beast touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a deadly fear attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the effect can be turned upon you. You must then disbelieve it or become subject to the deadly fear attack.

Augment: For every 2 additional power points spent, both Difficulty Classes increase by 1. For every 5 additional power points spent, you can attempt to affect one additional creature. If affecting more than one creature, no two can be more than 30 feet apart.

Death Urge, Blackstock's

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level** Psion/wilder 4
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 round
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1. For every 2 point increase in the power's save DC, the duration increases by 1 round.

Deceleration

Discipline: Psychoportation; **Level** Psion/wilder 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One Medium or smaller creature
Duration: 1 min./level
Saving Throw: Reflex negates; **Power Resistance:** Yes
Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of *deceleration* on the subject does not further decrease its speed.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger and this power's save DC increases by 1.

Decerebrate

Discipline: Psychoportation [Teleportation]; **Level:** Psion/wilder 7
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 13

With *decerebrate*, you selectively remove a portion of the subject's brain stem. The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp and unresponsive. Without extreme measures, such as *greater restoration* or some other suitable effect of 7th level or higher, the creature perishes in 1d4 days.

Defer Fatality

Discipline: Psychometabolism; **Level:** Psion/wilder 6, psychic warrior 6, vitalist 6
Display: Auditory
Manifestation Time: One immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 11

When death is about to claim you because of a lethal attack of any sort, you instead enter a state of suspended animation. While fatality is deferred, you do not age, breathe, grow hungry, sleep, or regain power points. You are unaware of your surroundings and cannot use subconscious powers. Outside forces can damage your body, but as long as your head remains attached to your torso and your brain remains intact, the physical damage can be healed. A coup de'grace still forces you to make a Fortitude save or die.

You can manifest this power quickly enough to avoid complete destruction if you are unexpectedly affected by a lethal melee or ranged attack or effect. You cannot manifest this power if you are unconscious.

You remain in a state of deferred fatality until some third party provides you with magical or psionic healing in the amount equal to 10 points + the amount of damage your body originally (and subsequently) sustained which dropped you into this deferred state. When so cured, you become conscious, possess 1 hp, 1 power point, and sustain 1d4+1 points of temporary ability damage on each of your six ability scores. (If this brings your Constitution score to 0, you die normally.)

Deflect

Discipline: Clairsentience; **Level:** Dread 2, marksman 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: Self
Duration: Instantaneous
Power Points: 3

When you manifest this power, when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Deflect Missiles

Discipline: Psychokinesis [Force]; **Level:** Marksman 1
Display: Mental, Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round / level (D) or until discharged
Power Points: 1

You surround yourself in a field that slows ranged attacks. You gain damage reduction 10/magic against ranged or thrown weapons. This effect ends once it has blocked 10 points of damage. You do not gain the ability to damage creatures with similar damage reduction. This ability does not work on weapon-like spells or powers.

Augment This power may be augmented in the following ways.

1. For every additional power point spent, the power can block an additional 10 points of damage before it ends.
2. If you spend 6 additional power points, you may manifest this power as a swift action.

Defy Gravity

Discipline: Psychoportation; **Level:** Cryptic 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal or close (25 ft. + 5 ft./2 levels)
Target: You or one willing creature or one object (total weight up to 100 lb./level); see text
Duration: 10 min./level (D)
Saving Throw: None; **Power Resistance:** Yes (harmless, object)
Power Points: 3

You gain the ability move yourself, another creature, or an object up and down as you wish. A creature must be willing to be affected, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

An affected creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Special: When a manifester other than a nomad manifests this power, the target is the manifester (not a willing creature or an object).

Déjà Vu

Discipline: Telepathy [Mind-Affecting]; **Level**: Cryptic 1, psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 1

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of power points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Delayed Response

Discipline: Psychoportation; **Level:** Nomad 3, tactician 3
Display: Auditory, Mental
Manifesting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance**: Yes
Power Points: 5

You force the target to delay their action until after the next creature in the initiative order takes their action unless the target makes a successful Will save. You must manifest this power before the results of the creature's actions are determined. This may result in the creature's action being invalid, such as attacking a target that has moved, in which case the action is wasted. If the target was manifesting a power or casting a spell, they do not need to make a concentration check.

Augment: For every 3 additional power points you spend, the target's action is delayed until after an additional creature in the initiative order.

Demoralize

Discipline: Telepathy [Mind-Affecting]; **Level:** Dread 1, psion/wilder 1
Display: Mental and olfactory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius spread centered on you
Duration: 1 min./level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 1

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the power. Allies and creatures without an Intelligence score are unaffected.

Augment: For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet, and the power's save DC increases by 1.

Destiny Dissonance

Discipline: Clairsentience; **Level** Seer 1, sighted seeker 1
Display: Material and mental
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: None; **Power Resistance:** Yes
Power Points: 1

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester if you succeed on a melee touch attack.

Detect Compulsion

Discipline: Clairsentience; **Level:** Psion/wilder 1, vitalist 1
Display: None (see text)
Manifestation Time: One swift action
Range: 60 feet
Target: One creature
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 1

You detect if the target creature is under the effects of a compulsion or charm. Affected creatures appear to have an amber aura, though no one but you sees this visual effect.

Detect Hostile Intent

Discipline: Telepathy [Mind-Affecting]; **Level:** Cryptic 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2, tactician 2
Display: Olfactory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None; **Power Resistance:** No
Power Points: 3

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. In addition, while this power is active you cannot be surprised or caught flatfooted by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Detect Psionics

Discipline: Clairsentience; **Level** Cryptic 0, dread 0, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0, sighted seeker 1, tactician 0, vitalist 0
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone -shaped emanation centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None; **Power Resistance:** No
Power Points: Psionic focus or 1

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (psionics) checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.) If the aura emanates from a psionic item, you can attempt to identify its properties (see Spellcraft).

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester

Detect Psionics

	Aura Strength			
Power or Item	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Functioning power (power level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Psionic item or creature (manifester level) *	5th or lower	6th–11th	12th–20th	21st+ (artifact)

* For creatures without a manifester level, use the creature's CR or hit die, whichever is lower.

level. If an aura falls into more than one category, *detect psionics* indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If *detect psionics* is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	**Duration**
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. 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.

Augment: If you spend 2 additional power points, the duration changes to 3 rounds/level (D) (no concentration required) and it also gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This power does not allow you to identify artifacts.

Detect Remote Viewing

Discipline: Clairsentience; **Level** Psion/wilder 4, sighted seeker 4
Display: Mental and visual
Manifesting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius emanation centered on you
Duration: 24 hours
Saving Throw: None; **Power Resistance:** No
Power Points: 7

You immediately become aware of any attempt to observe you by means of a scrying power or spell. The power's effect radiates from you and moves as you move. You know the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, you also know the viewer's location. Otherwise, you and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level, or viewer's caster level as appropriate). If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

Detect Teleportation

Discipline: Clairsentience; **Level** Nomad 1, sighted seeker 1
Display: Visual
Manifesting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius emanation centered on you
Duration: Concentration, up to 1 minute (D)
Saving Throw: No; **Power Resistance:** No
Power Points: 1

You sense the use of any effects of the teleportation subdiscipline within the area. You sense the use of these powers whether or not you have line of sight or line of effect (although a force effect prevents this detection). When you sense the use of an appropriate power, you know the direction in which the power was used, though not the distance or the exact effect.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

Dimension Slide

Discipline: Psychoportation (Teleportation); **Level:** Gifted blade 3, marksman 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You; see text
Duration: Instantaneous
Power Points: 5

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of *dimension slide* does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function.

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

Dimension Swap

Discipline: Psychoportation (Teleportation); **Level:** Gifted blade 2, nomad 2, psychic warrior 2, tactician 2
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: You and one ally in range, or any two allies in range; see text
Duration: Instantaneous
Saving Throw: Will negates (harmless, object); **Power Resistance:** Yes (harmless, object)
Power Points: 3

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

Special: A psychic warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Disable

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level:** Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped emanation centered on you
Duration: 1 min./level (D)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 1

You broadcast a mental compulsion that convinces one or more creatures of a combined total of 4 Hit Dice or less that they are disabled. Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

In addition, for every additional power point you spend to increase the range and the save DC, this power can affect targets that have Hit Dice equal to 4 + the number of additional points.

Disintegration

Discipline: Psychoportation; **Level:** Psion/wilder 6
Display: Auditory, material, and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial (object); **Power Resistance:** Yes
Power Points: 11

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 22d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the power disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not psionic effects such as a *null psionics field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per manifestation.

Augment: For every additional power point you spend, the damage this power deals to a subject that fails its saving throw increases by 2d6 points. Augmenting this power does not change the amount of damage the target takes if it succeeds on its saving throw. For every 4d6 additional damage, the power's save DC increases by 1.

Dismiss Ectoplasm

Discipline: Metacreativity; **Level:** Psion/wilder 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates; see text; **Power Resistance:** No
Power Points: 5

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the *ectoplasmic cocoon* power, or that were formerly composed of ectoplasm, such as items created by metacreativity (creation) powers.

An ectoplasmic creature that fails its Will saving throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is either destroyed out right or physically shifted to a random location on the Astral Plane (50% chance for either result).

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are dismissed if you succeed on a manifester level check (1d20 + your manifester level, maximum +10) against a DC of 11 + the power's manifester level.

Dispatch

Discipline: Clairsentience; **Level:** Dread 3, psychic warrior 3
Display: Mental
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 5

You gain a split second insight into the intentions of your foes allowing you to predict and counter their attacks and place them in line for a single, devastating final strike.

You gain a +4 insight bonus on attack rolls made to disarm or trip (and any relevant ability checks to do so) for one round. If you successfully disarm or trip an opponent in melee, you may make an immediate attack of opportunity against that opponent at your highest attack bonus with a +4 circumstance bonus to the attack roll. This counts against your allowed number of attacks of opportunity for the round.

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

1. If you spend 5 additional power points, your critical threat range is doubled while making attacks of opportunity from this power. Unlike most of these effects, this stacks with Improved Critical or the keen weapon property (that is, using a keen scimitar that would normally threaten on a 15-20 – six numbers – with this augment would lead to attacks of opportunity that threaten on a 12-20 – nine numbers).

2. For every 2 additional power points you spend, your insight bonus on disarm and trip attempts (including the ability checks as necessary) increases by 1.

3. For every 4 additional power points you spend, this power's duration increases by one round.

4. Each additional power point you spend (including those spent on other augments) gives you a +1 insight bonus on damage rolls on attacks of opportunity generated by this power.

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.

Dispel Psionics

Discipline: Psychokinesis; **Level**: Cryptic 3, psion/wilder 3, vitalist 3
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: One manifester, creature, or object; or 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 5

You can use *dispel psionics* to end one ongoing power that has been manifest on a creature or object or to temporarily suppress the psionic abilities of a psionic item. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*. *Dispel psionics* can dispel (but not counter) psi-like effects just as it does powers. The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the *dispel psionics* can take effect.

Targeted Dispel: One object, creature, or power is the target of the *dispel psionics* power. You make one dispel check (1d20 + your manifester level) and compare that to the power with highest manifester level (DC = 11 + the power's manifester level). If successful, that power ends. If not, compare the same result to the power with the next highest manifester level. Repeat this process until you have dispelled one power affecting the target, or you have failed to dispel every power.

For example, a 7th-level manifester manifests *dispel psionics*, targeting a creature affected by *biofeedback* (manifester level 12th) and *flight* (manifester level 7th). The manifester level check results in a 19. This check is not high enough to end the *biofeedback* (which would have required a 23 or higher), but it is high enough to end the *flight* (which only required a 18). Had the dispel check resulted in a 23 or higher, the *biofeedback* would have been dispelled, leaving the *flight* intact. Had the dispel check been a 17 or less, no powers would have been affected.

You can also use a targeted dispel to specifically end one power affecting the target or one power affecting an area (such as a *wall of fire*). You must name the specific power effect to be targeted in this way. If your manifester level check is equal to or higher than the DC of that power, it ends. No other powers or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing power (such as a monster summoned by *summon monster*), you make a dispel check to end the power that conjured the object or creature.

If the object that you target is a psionic item, you make a dispel check against the item's manifester level (DC = 11 + the item's manifester level). If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers its psionic properties. A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal psionics such as this.

You automatically succeed on your dispel check against any power that you manifest yourself.

Augment: This power may be augmented in one of the following ways.

1. If you spend an additional 6 power points, your targeted dispel can dispel one power for every four manifester levels you possess, starting with the highest level powers and proceeding to lower level powers. It also has a chance to dispel any effect that *remove curse* can remove, even if an unaugmented *dispel psionics* can't dispel that effect. The DC of this check is equal to the curse's DC.

2. If you spend an additional 6 power points, you may choose to make an area dispel instead of a targeted dispel.

Area Dispel: When *dispel psionics* is used in this way, the power affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel psionics*. For each object within the area that is the target of one or more powers, apply the dispel check as with creatures. Psionic items are not affected by an area dispel.

For each ongoing area or effect power whose point of origin is within the area of the *dispel psionics* power, apply the dispel check to dispel the power. For each ongoing power whose area overlaps that of the *dispel psionics* power, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing power (such as a weapon summoned by *call weaponry*) is in the area, apply the dispel check to end the power that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one power targeting the creature or object.

You may choose to automatically succeed on dispel checks against any power that you have manifested.

Dispelling Buffer

Discipline: Psychokinesis; **Level**: Kineticist 6, psychic warrior 6, tactician 6
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal or close (25 ft. + 5 ft./2 levels); see text
Target: You or one willing creature or one object (object weighing up to 100 lb./level); see text
Duration: 1 hour/level (D)
Saving Throw: None ; **Power Resistance:** Yes (harmless, object)
Power Points: 11

You create a psychokinetic shield around the subject that improves the chance that any powers affecting the subject will resist a *dispel psionics* power (or a *dispel magic* spell) or a negation effect that targets a specific power (such as *shatter mind blank*). When *dispelling buffer* is manifested on a creature or object, on each dispel check, add +5 to the DC for the ongoing effect that is subject to being dispelled.

Dispel psionics can negate *dispelling buffer*, but against a targeted dispel, *dispelling buffer* is always checked last (with the same +5 bonus). Against an area dispel, *dispelling buffer* is checked in the order according to its level (with the same +5 bonus).

Special: When a psychic warrior manifests this power, the range is personal and the target is the manifester.

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.

Dissipating Touch

Discipline: Psychoportation (Teleportation); **Level**: Psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** Yes (object)
Power Points: 1

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Dissolving Touch

Discipline: Psychometabolism [Acid]; **Level**: Psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 3

Your touch, claw, or bite is corrosive, and sizzling moisture visibly oozes from your natural weapon or hand. You deal 4d6 points of acid damage to any creature or object you touch with your successful melee touch attack. Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage. You are immune to your own acid.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Dissolving Weapon

Discipline: Psychometabolism [Acid]; **Level**: Gifted blade 2, marksman 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: One held weapon; see text
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 3

As *dissolving touch*, except your weapon is charged with acid until you make a successful attack.

Distract

Discipline: Telepathy [Mind-Affecting]; **Level**: Cryptic 0, dread 0, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0, tactician 0
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: Psionic focus or 1

You cause your subject's mind to wander, distracting her. Subjects under the effect of *distract* make all Perception and Sense Motive checks at a –4 penalty.

Distracting Strikes

Discipline: Telepathy [mind-affecting]; **Level**: Cryptic 2, psychic warrior 2
Display: Material, olfactory
Manifesting Time: 1 swift action
Range: Melee
Target: One creature
Duration: 1 round; see text
Saving Throw: None; **Power Resistance:** Yes
Power Points: 3

Your next single melee attack is imbued to distract the opponent. If the attack is successful, you deal damage normally and, until the end of its next turn, your target

takes a -2 penalty to attack rolls and can't make attacks of opportunity. If your attack misses, the target instead takes a -1 penalty to attack rolls until the end of its next turn, but can make attacks of opportunity as normal. Any power resistance your target has is applicable against this effect.

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

1. For every four additional power points spent, this power affects one additional melee attack during this round. Effects from multiple attacks do not stack.

2. If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

Divert Teleport

Discipline: Psychoportation (Teleportation); **Level**: Psion/wilder 7, tactician 7
Display: Visual
Manifesting Time: 1 immediate action; see text
Range: Medium (100 ft. + 10 ft./level)
Area: A circle, centered on you, with a radius of 100 ft. + 10 ft./level
Effect: Diverts the teleportation of any object or creature whose weight does not exceed your maximum load
Duration: 10 min./level (D)
Saving Throw: Will negates (foils diversion); **Power Resistance:** Yes (foils diversion)
Power Points: 13

Similar to *detect teleportation*, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical. You must overcome the power resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this power, "divert" means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting. The destination you choose must be a location with which you are very familiar or that you have studied carefully.

Dream Message

Discipline: Telepathy [Mind-Affecting]; **Level:** Dread 5, psion/wilder 5
Display: Mental
Manifesting Time: One minute
Range: Unlimited
Target: One living creature touched
Duration: See text
Saving Throw: None; **Power Resistance:** Yes
Power Points: 9

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the effect, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the power is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the power begins, the messenger can choose to wake up (ending the effect) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the effect.

Creatures who don't sleep or don't dream cannot be contacted by this power.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

Augment: If the recipient is awake when you begin to manifest the power, the messenger can choose to expend a number of power points (if the messenger is psionic) equal to the recipient's Hit Dice –4 to plant the message, which the recipient receives when next she sleeps.

Dream Travel

Discipline: Psychoportation; **Level**: Dread 6, nomad 7
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Targets: You and touched creature or creatures (up to one/level)
Duration: 1 hour/level (D)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: Dread 11, nomad 13

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams. You can take more than one creature along with you (subject to your level limit), but each one must be touching another one. You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere. For every minute you move through dream, you can "wake" to find yourself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world. You know where you will come out in the waking world.

Dream travel can also be used to travel to the Dreamscape and other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities—a potentially perilous proposition. Transferring to another plane of existence in this fashion requires 1d4 hours of uninterrupted travel.

Any creatures that come along when *dream travel* is manifested also make the transition to the borders of unconscious thought. A creature separated from you wanders off into the dreamscape. When the duration ends, all affected creatures return to the waking world as much as 1,000 miles (d%x10) from their starting point. If a creature

remains in the dreamscape, it is powerless to leave unless it can manifest the *dream travel* power itself or someone who manifests the power seeks out the lost creature.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Duodimensional Claw

Discipline: Psychometabolism; **Level**: Psychic warrior 3
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to improve that weapon. One of your claws becomes two-dimensional, making it razor-sharp. The weapon is now psionically keen, increasing its threat range from 20 to 19–20. This benefit does not stack with other effects that improve a weapon's threat range.

Ecto Protection

Discipline: Metacreativity; **Level**: Psion/wilder 1
Display: Visual; see text
Manifesting Time: 1 standard action; see text
Range: Close (25 ft. + 5 ft./2 levels)
Target: An astral construct you manifest
Duration: 1 min./level
Saving Throw: None; **Power Resistance:** No
Power Points: 1

This power reinforces an astral construct you created by the *astral construct* power, increasing the DC by 1 on any *dispel psionics* attempts or a similar effect, and a +1 bonus on its saving throw to resist *dismiss ectoplasm.* This power can be manifested as a swift action in the same round that you manifest an astral construct, as long as the power points you spend to perform both actions do not exceed your manifester level.

Augment: For every 2 additional power points you spend, the DC for *dispel psionics* or similar effects increases by 1, and your astral construct's bonus on its saving throw to resist *dismiss ectoplasm* increases by 1.

Ectoplasmic Cocoon

Discipline: Metacreativity; **Level**: Shaper 3
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature
Duration: 1 round/level (D)
Saving Throw: Reflex negates; **Power Resistance:** No
Power Points: 5

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An *ectoplasmic cocoon* can't be affected by *dispel psionics*, but it can be dismissed with *dismiss ectoplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

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

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power can affect a target one size category larger.

Ectoplasmic Cocoon, Mass

Discipline: Metacreativity; **Level**: Shaper 7
Area: 20-ft.-radius burst
Duration: 1 hour/level (D)
Saving Throw: Reflex negates; **Power Resistance:** No
Power Points: 13

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single big creature that fits in a 20-foot radius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this power does not affect that creature.

Augment: For every 2 additional power points you spend, the radius of this power's area increases by 5 feet.

Ectoplasmic Creation

Discipline: Metacreativity (Creation); **Level**: Shaper 1
Display: Material
Manifesting Time: 1 minute
Range: 0 ft.
Effect: Unattended, nonpsionic, nonmagical object of nonliving matter, up to 1 cu. ft./level
Duration: 1 hour/level (D)
Saving Throw: None; **Power Resistance:** No
Power Points: 1

You shape raw ectoplasm into a nonmagical, unattended object of nonliving, organic matter. The volume of the item created cannot exceed 1 cubic foot per manifester level. You must succeed on an appropriate Craft skill check to make a complex item.

Attempting to use any created object as a material component for spells causes the spell to fail.

Ectoplasmic Creation, Major

Discipline: Metacreativity (Creation); **Level**: Psion/wilder 5
Manifesting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Duration: See text
Power Points: 9

This power functions like *ectoplasmic creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal*	1 round/level

* Includes adamantine, alchemical silver, and mithral. You can't use major ectoplasmic creation to create a cold iron item. Additional rare items are possible at the GM's discretion, but should typically be limited to 1 round/level.

Ectoplasmic Form

Discipline: Psychometabolism; **Level**: Dread 3, egoist 3, psychic warrior 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 5

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape. You gain damage reduction 10/psionics, and you gain immunity to poison and critical hits. Your material armor becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to your Armor Class.

You can manifest powers while in *ectoplasmic form*, but you must make a concentration check (DC 20 + power level) for each power you attempt to manifest.

You cannot physically attack, you lose supernatural abilities (if any), and you can't speak while in *ectoplasmic form*. You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with you. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

Ectoplasmic Grapnel, Syonique's

Discipline: Metacreativity (Creation); **Level**: Cryptic 3, 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 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.

Ectoplasmic Shambler

Discipline: Metacreativity (Creation); **Level**: Psion/wilder 5
Display: Auditory, material, and olfactory; see text
Manifesting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One ectoplasmic manifestation of a size equal to ten 10-ft. cubes (S)
Duration: 1 min./level
Saving Throw: None; **Power Resistance:** No
Power Points: 9

You fashion an ephemeral, many-legged mass of pseudo-living ectoplasm called an ectoplasmic shambler. You can direct the shambler as a free action. It has a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 5 feet, and manifesting powers (or casting spells) within the shambler is difficult due to the constant turbulence felt by those caught in the shambler's form. Vision through the shambler is similarly impaired for those outside the shamble.

Creatures enveloped by the shambler, regardless of Armor Class, take 1 point of damage for every two manifester levels you have in each round they become enveloped in or remain within the roiling turbulence of the shambler. Anyone trying to manifest a power must make a concentration check (DC 15 + power's or spell's level) to successfully manifest a power or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet. A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

Ectoplasmic Sheen

Discipline: Metacreativity (Creation); **Level**: Psion/wilder 1
Display: Visual and olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One object or a 10-ft. square
Duration: 1 round/level (D)
Saving Throw: See power text; **Power Resistance:** No
Power Points: 1

You draw forth ectoplasm in an area, causing the surface to become slick. Any creature in the area when the power is manifested must make a successful Reflex save or fall. A creature can walk within or through the area of ectoplasm at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The power can also be used to create a greasy coating on an item. Material objects not in use are always affected by this power, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the affected item. A creature wearing affected armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Augment: If you spend 6 additional power points, each target that fails a Reflex save to remain standing and falls must first make a Strength check (with the same DC as the Reflex save) to stand.

In addition, for every two additional power points you spend augmenting this power, the power's save DC increases by 1.

Ectoplasmic Trinket

Discipline: Metacreativity (Creation); **Level:** Cryptic 0, marksman 0, psion/wilder 0, psychic warrior 0
Display: Material
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: Unattended, nonpsionic, nonmagical object of nonliving matter, up to 1 cu. ft.
Duration: 1 minute/level (D)

Saving Throw: None ; **Power Resistance:** No
Power Points: Psionic focus or 1

You shape raw ectoplasm into a nonmagical, unattended object of nonliving matter. The item created cannot exceed 1 cubic foot in volume or 1 gp in value. You must succeed on an appropriate Craft skill check to make a complex item. Coins and other objects of rare and precious materials (such as adamantine, cold iron, silver, etc.) cannot be created. Objects created in this manner may be used as tools, but have 1 hp and 0 hardness; they are too fragile to be used as weapons except for arrows, bolts, bullets, darts, and shuriken (manifesting this power will create up to three of such at once). Attempting to use any created object as a material component for spells causes the spell to fail.

Ego Whip

Discipline: Telepathy [Mind-Affecting]; **Level**: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half; see text; **Power Resistance:** Yes
Power Points: 3

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

Augment: For every 4 additional power points you spend, this power's Charisma damage increases by 1d4 points and its save DC increases by 2.

Elfsight

Discipline: Psychometabolism; **Level**: Cryptic 1, gifted blade 1, marksman 1, psion/wilder 2, psychic warrior 1, vitalist 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: Psion/wilder 3, psychic warrior 1

You gain low-light vision (as an elf) for the duration of the power, as well as a +2 bonus on vision-based Perception checks.

If *elfsight* is used in conjunction with *my light*, the cone of light extends out to 80 feet instead of 40 feet.

Empathic Condition Relief

Discipline: Psychometabolism (Healing); **Level**: Psion/wilder 2, vitalist 2
Display: Olfactory
Manifestation Time: One standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 3

You cleanse the subject's body of unhealthy influences and relieve 1d2+1 rounds' worth of debilitating conditions - dazed, confused, nauseated, shaken, and/or stunned. The subject gains instant relief if she is dazed, confused, nauseated, shaken, and/or stunned. If the duration of the debilitating condition is longer than the relief provided by this power, the subject can either, at your choice, remain affected by the debilitating condition, but for a reduced time, or gain 1d2+1 rounds unaffected by the condition. So, if the subject is dazed for 10 rounds, using this power can either grant them 1d2+1 rounds not being dazed or shorten that period by 1d2+1 rounds. You could manifest this power again to relieve the additional rounds of the specified debilitating conditions.

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

1. For every 2 additional power points you spend, the number of rounds of relief extends by 1.

2. If you spend 8 additional power points, you can restore a petrified creature back to its normal state, although the subject must make a successful DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.

Empathic Connection

Discipline: Telepathy (Charm) [Mind-Affecting]; **Level**: Telepath 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: 1 hour/level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 1

You reach out with your mind, finding the emotional strings that most apply to your target. With delicate influences, you twist those emotional strings, making your target view you as a friend (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

This does not enable you to control the affected person as if it was an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the effect. You must speak the person's language to communicate your commands, be good at pantomiming, or have some other method to communicate, such as *mindlink*.

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

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 4 additional power points, this power's

duration increases to one day per level.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Empathic Feedback

Discipline: Telepathy [Mind-Affecting]; **Level**: Gifted blade 3, psion/wilder 4, psychic warrior 3, tactician 4, vitalist 4
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Saving Throw: Will negates; see text; **Power Resistance:** Yes
Power Points: Gifted blade 5, psion/wilder 7, psychic warrior 5, tactician 7, vitalist 7

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to one quarter the amount it dealt to you (rounded down, minimum 1) unless it succeeds on a Will save. This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from *empathic feedback* has no type, so even if you took fire damage from a creature that has immunity to fire, *empathic feedback* will damage your attacker. The damage from empathic feedback is a mind-affecting effect, a successful Will save negates this damage, and the damage is subject to power resistance.

Augment: This power may be augmented in one of the following ways.

1. By spending 3 additional power points, the damage suffered by your attacker increases to one half the damage dealt to you.

2. By spending 6 additional power points, the damage suffered by your attacker is equal to the damage dealt to you.

Empathic Transfer

Discipline: Psychometabolism; **Level**: Egoist 2, psychic warrior 2, tactician 2, vitalist 2
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Touch
Target: Willing creature touched
Duration: Instantaneous
Power Points: 3

You heal another creature's wounds, transferring some of its damage to yourself. When you manifest this power, you can heal as much as 2d10 points of damage. The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points.) Powers and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this power has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this power to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this power to transfer up to 1 point of ability damage per manifester level from the target to yourself.

Augment: For every additional power point you spend, you can heal an additional 2d10 points of damage (to a maximum of 10d10 points per manifestation).

Empathic Transfer, Hostile

Discipline: Telepathy [Mind-Affecting]; **Level**: Psychic warrior 3, tactician 3, telepath 3, vitalist 3
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half; **Power Resistance:** Yes
Power Points: 5

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. The damage you transfer may not exceed the damage you currently have. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

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

1. For every additional power point you spend, you can transfer an additional 5 points of damage (maximum 70 points per manifestation), although you must still have that amount of actual damage to transfer.

2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you, transferring the full amount of damage to each creature, although no matter how many targets you affect, you only heal the highest amount transferred to any one target.

Empathy

Discipline: Telepathy [Mind-Affecting]; **Level**: Cryptic 0, dread 0, intercessor 0, psion/wilder 0
Display: Mental
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius spread centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None; **Power Resistance:** No
Power Points: Psionic focus or 1

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs,

drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

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

1. For every additional power point you spend, this power's range and the radius of its area increases by 5 feet.

2. If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level and you need only concentrate to gain the benefit of the power.

Empty Mind

Discipline: Telepathy [Mind-Affecting]; **Level**: Gifted blade 1, psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

Augment: For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

Endorphin Surge

Discipline: Psychometabolism; **Level**: Gifted blade 2, psion/wilder 3, psychic warrior 2, vitalist 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round / level (D)
Power Points: Gifted blade 3, psion/wilder 5, psychic warrior 3, vitalist 5

The glands of your body emit massive quantities of endorphins, augmenting your natural abilities. While this power is active, you are treated as if in a barbarian rage, giving you a +2 morale bonus to your Constitution and Strength, a +1 morale bonus on Will saves, and a -2 penalty to your Armor Class. The effect is otherwise identical with a barbarian's rage except you aren't fatigued at the end of the rage.

Augment: If you spend 6 additional power points, the morale bonus to your Constitution and Strength is increased by 2, and the morale bonus on Will saves is increased by 1.

Energy Adaptation

Discipline: Psychometabolism; **Level**: Cryptic 4, gifted blade 4, psion/wilder 4, psychic warrior 4, vitalist 4
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 7

Your body assimilates some of the effect of an energy attack and converts it to harmless light. You gain resistance 10 against any attack that deals acid, cold, electricity, fire, or sonic damage.

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

The energy resistance provided by this power increases to 20 points at 7th manifester level and to a maximum of 30 points at 11th level.

The power protects your equipment as well.

The resistance provided by this power does not stack with other forms of energy resistance.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Energy Adaptation, Specified

Discipline: Psychometabolism [see text]; **Level**: Cryptic 2, gifted blade 2, marksman 3, psion/wilder 2, psychic warrior 2, vitalist 2
Power Points: 3

As *energy adaptation*, except the type of energy to which you gain resistance when this power is manifested is your active energy type.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Ball

Discipline: Psychokinesis [see text]; **Level**: Kineticist 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 7

You create an explosion of energy of your active energy type (cold, electricity, fire, or sonic) that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold ball* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Bolt, Lanis's

Discipline: Psychokinesis [see text]; **Level**: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 5

You release a powerful stroke of energy of your active energy type (cold, electricity, fire, or sonic) that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips.

Cold: A bolt of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold bolt* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a bolt of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Burst

Discipline: Psychokinesis [see text]; **Level**: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 40 ft.
Area: 40-ft-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 5

You create an explosion of unstable ectoplasmic energy of your active energy type (cold, electricity, fire, or sonic) that deals 5d6 points of damage to every creature or object within the area. The explosion creates almost no pressure. Since this power extends outward from you, you are not affected by the damage.

Cold: A burst of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold burst* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a burst of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Cone

Discipline: Psychokinesis [see text]; **Level**: Kineticist 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 5

You create a cone of energy of your active energy type (cold, electricity, fire, or sonic), extending outward from your hand, that deals 5d6 points of damage to every creature or object within the area.

Cold: A cone of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold cone* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a cone of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Conversion

Discipline: Psychometabolism [see text]; **Level**: Psion/wilder 7, vitalist 7
Display: Mental
Manifesting Time: 1 standard action
Range: Personal and close (25 ft. + 5 ft./2 levels); see text
Effect: Ray; see text
Duration: 10 min./level
Saving Throw: None; **Power Resistance:** Yes
Power Points: 13

As *energy adaptation*, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the power's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more

than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your manifester level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage. Damage you fire in rays is subtracted from the damage you have absorbed, so you may not fire off rays if you have depleted the energy you have absorbed.

This power's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the power's duration.

Energy Current

Discipline: Psychokinesis [see text]; **Level**: Kineticist 5
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any two creatures no more than 15 ft. apart
Duration: Concentration, up to 1 round/level
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 9

Your body's psionically fueled bioenergetic currents produce an arc of energy of your active energy type (cold, electricity, fire, or sonic) that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect. Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take the same damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), or should the primary foe move out of range of the effect, the *energy current*'s arc randomly retargets another primary and/or secondary foe while the duration lasts, depending on which foe or foes can no longer be targeted. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.

Concentrating to maintain *energy current* is a full-round action. If you take damage while maintaining *energy current*, you must make a successful concentration check (DC 10 + damage dealt) to avoid losing your concentration on the power.

The save DC to halve the damage for the secondary target is 2 lower than the DC for the primary target.

Cold: A current of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold current* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a current of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

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

1. For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

2. For every 4 additional power points you spend, this power can affect an additional secondary foe. Any additional secondary foe cannot be more than 15 feet from another target of the power.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Missile

Discipline: Psychokinesis [see text]; **Level**: Kineticist 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures or unattended objects; no two targets can be more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 3

You release a powerful missile of your active energy type (cold, electricity, fire, or sonic) at your foe. The missile deals 3d6 points of damage to each creature or unattended object you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.

Cold: A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold missile* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a missile of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For every two additional dice of damage, the power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Push

Discipline: Psychokinetic [see text]; **Level**: Psion/wilder 2
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes

Power Points: 3

You project a solid blast of energy of your active energy type (cold, electricity, fire, or sonic) at a target, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to the save DC of this power), the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement caused by *energy push* does not provoke attacks of opportunity.

Cold: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points). The saving throw to reduce damage from a *cold push* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a blast of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points).

Sonic: A blast of this energy type deals –1 point of damage per die (damage from impact remains at 2d6 points) and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, this power's damage increases by one die (d6) and its save DC increases by 1. The damage increase applies to both the initial blast and any damage from impact with an object.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Ray

Discipline: Psychokinesis [see text]; **Level**: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** Yes
Power Points: 1

You create a ray of energy of your active energy type (cold, electricity, fire, or sonic) that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

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

Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Retort

Discipline: Psychokinesis [see text]; **Level**: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal and close (25 ft. + 5 ft./2 levels); see text
Targets: You and creature or object attacking you; see text
Duration: 1 min./level
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 5

You weave a field of potential energy of your active energy type (cold, electricity, fire, or sonic) around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field without any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting

the source of the attack and dealing 4d6 points of damage of the active energy type. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst automatically strikes the enemy who successfully attacked you, so long as it meets the above criteria.

Cold: A field of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold retort* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a field of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Splash

Discipline: Psychokinesis [see text]; ; **Level:** Psion/wilder 0
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None ; **Power Resistance:** Yes
Power Points: Psionic focus or 1

You create a ray of your active energy type (cold, electricity, fire, or sonic) that shoots forth from your fingertip and strikes a target within range, dealing damage if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals 2 points of damage. Alternately, the manifester can choose to deal no damage but instead chill up to 1 pound of non-living material (such as cooling a drink).

Electricity: A ray of this energy type deals 1 point of damage. Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Alternately, the manifester can choose to deal no damage but instead cause a relatively harmless static shock. This shock is painful enough to wake someone sleeping, but is not painful to interrupt concentration or spellcasting.

Fire: A ray of this energy type deals 2 points of damage. Alternately, the manifester can choose to deal no damage but instead light a readily flammable object such as a lantern or torch, or warm up to 1 pound of nonliving material (such as heating food).

Sonic: A ray of this energy type deals 1 point of damage and ignores an object's hardness. Alternately, the manifester can choose to deal no damage but instead cause a loud bang at the target location (DC 10 Perception check to hear it).

This power's subtype is the same as the type of energy you manifest.

Energy Stun

Discipline: Psychokinesis [see text]; **Level**: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 3

You release a powerful stroke of your active energy type (cold, electricity, fire, or sonic) that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold stun* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For every two additional dice of damage, the power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Wall

Discipline: Metacreativity (Creation) [see text]; **Level**: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: An opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels; either form 20 ft. high
Duration: Concentration + 1 round/ level
Saving Throw: Reflex half or Fortitude half; see text;
Power Resistance: Yes
Power Points: 5

You create an immobile sheet of energy of your active energy type (cold, electricity, fire, or sonic) formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing though the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy,

you choose whether the waves of energy radiate inward or outward from the ring.

Cold: A sheet of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wall* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a sheet of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Energy Wave

Discipline: Psychokinesis [see text]; **Level**: Psion/wilder 7
Display: Auditory
Manifesting Time: 1 standard action
Range: 120 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text; **Power Resistance:** Yes
Power Points: 13

You create a flood of energy of your active energy type (cold, electricity, fire, or sonic) out of unstable ectoplasm that deals 13d6 points of damage to each creature and object in the area. This power originates at your hand and extends outward in a cone.

Cold: A wave of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wave* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a wave of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

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

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

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Ensconce

Discipline: Clairsentience; **Level**: Psion/wilder 7
Display: None
Manifesting Time: 1 standard action
Range: Touch
Target: One willing creature or one object (up to a 2-ft. cube/level) touched
Duration: One day/level (D)
Saving Throw: None or Will negates (object); **Power Resistance:** No or Yes (object)
Power Points: 13

When manifested, this power prevents clairsentience or divination effects from detecting or locating the target and also renders the affected target invisible (as the *invisibility* spell). The power does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *ensconce* become comatose and are effectively in a state of suspended animation until the effect ends.

Note: The Will save prevents an attended or magical object from being *ensconced.* There is no save to see the *ensconced* creature or object or to detect it with a clairsentience power or divination spell, such an attempt automatically fails.

Entangling Cover

Discipline: Metacreativity; **Level:** Marksman 2
Display: Material, Olfactory
Manifesting Time: 1 swift action
Range: special; see text
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex negates; **Power Resistance:** Yes
Power Points: 3

After manifesting this power, the next creature this round you successfully stagger with your cover fire class ability is also entangled for the duration of the power. If you do not have the cover fire class feature, this power does nothing.

Entangling Debris

Discipline: Psychokinesis [Force]; **Level**: Psion/wilder 1, tactician 1
Display: Material, Visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Matter in a 40-ft.-radius spread
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Reflex partial; see text; **Power Resistance**: No
Power Points: 1

You use telekinetic force to manipulate matter in the affected area, including wood, metal, grasses, bushes, and even trees, to entwine creatures in the affected area or those that enter the area, causing them to become entangled. The individual pieces of matter affected must weigh less than 25 lbs each and either cannot be permanently affixed or must be able to sufficiently reach creatures within the area. Affected creatures can break free and move half their normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round you concentrate, you may once again direct the debris to attempt to entangle all creatures that have avoided or escaped entanglement.

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

1. For each additional 2 power points spent, this power can affect an area 5 ft. larger in radius.
2. By spending an additional 4 power points, this power

causes 2d6 points of damage per round to creatures that failed their Reflex save.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Entangling Ectoplasm

Discipline: Metacreativity (Creation); **Level:** Psion/wilder 1, tactician 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Medium or smaller creature
Duration: 5 rounds
Saving Throw: None; **Power Resistance:** No
Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates at the end of the power's duration. 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 11 + the manifester's key ability modifier.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger and the DC to break free increases by 1.

Entangling Strike

Discipline: Metacreativity (Creation) [Trigger]; **Level**: Psychic warrior 2
Display: Auditory, material
Manifesting Time: 1 swift action
Range: Melee
Target: One creature
Duration: 1 round; see text
Saving Throw: None; **Power Resistance**: No
Power Points: 3

The next successful melee attack you make this turn entangles the target until the end of its next turn.

Trigger: If your attack was successful and the target tries to make a concentration check before the end of its next turn, you can immediately expend your psionic focus to deal 2d6 points of damage to it. The damage dealt causes the standard penalty to that concentration check.

Augment: If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

Ephemeral Bolt

Discipline: Metacreativity (Creation) [Force]; **Level:** Marksman 2, psychic warrior 2
Display: Material
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: 1 ectoplasmic bolt, arrow, or sling bullet
Duration: 1 minute/level
Saving Throw: None; **Power Resistance:** Yes; see below
Power Points: 3

You coalesce semi-stable ectoplasm into one arrow, crossbow bolt, or sling bullet appropriate to your size, and encase it in a thin layer of stable ectoplasm. Ammunition created this way is considered masterwork (+1 enhancement bonus on attack rolls, no direct bonus on damage rolls). Ephemeral ammunition has a delayed-delivery effect: After being fired, the bolt partially phases out of the material plane and onto the ethereal plane. This does not allow it to shoot through armor or walls (you still need clear line of effect to your target), but it does allow it to impact a target without the target noticing. A bolt that successfully hits a corporeal target embeds itself entirely in the target, but the effect is not obvious -- the bolt does no damage, and there's no entry wound. You may only have one active *ephemeral bolt* effect at any time and you must overcome any applicable power resistance for the delayed-delivery aspect of this power to function.

At any point during the power's duration, as a swift action, you may order the ammunition to return to the material plane, at which point it delivers its full normal damage (adjusted for damage reduction if appropriate) +1d4 points of force damage before dissipating back to its constituent ectoplasmic particles. No external wounds are present from this damage. This power is frequently used to deliver poison as well as its usual effects; such additions to the ammunition take effect when damage is dealt.

As a side property of the phasing effect, ephemeral bolts can be used to attack ethereal creatures while you stand on the material plane, although they are treated as invisible unless you can see them through other means. Used this way, the bolts lose their delayed-delivery property and are treated as normal (although they retain the bonus force damage), and any obstruction on either plane stops them.

As a side property of the phasing effect, ephemeral bolts can be used to attack ethereal creatures while you are on the material plane or to attack material creatures while you are on the ethereal plane, although the bolts and ethereal creatures are treated as invisible unless one can see ethereal objects. Used this way, the bolts lose their delayed-delivery property and are treated as normal (although they retain the bonus force damage), and any obstruction on either plane stops them.

If used to attack an incorporeal target (on either plane), the bolts do 1d4 points of force damage on impact.

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

1. For every 4 additional power points you spend, increase the force damage dealt by each bolt by one die (d4), and increase the enhancement bonus on attack rolls by 1.

2. If you spend 3 additional power points, the enhancement bonus on attack rolls applies to damage rolls as well.

3. For every 4 additional power points you spend, you can create an additional bolt, arrow, or sling bullet. All such ammunition must return to the material plane at the same time.

Eradicate Invisibility

Discipline: Psychokinesis; **Level:** Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: 50 ft.
Targets: You and all invisible creatures and objects in a 50-ft.-radius burst centered on you

Duration: Instantaneous
Saving Throw: Reflex negates; **Power Resistance:** No
Power Points: 5

You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this power can't negate the effect of *cloud mind*). Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.

Augment: For every additional power point you spend, this power's range and the radius of the burst in which it functions both increase by 5 feet. For each 10-foot increase, this power's save DC increases by 1.

Escape Detection

Discipline: Clairsentience; **Level:** Cryptic 3, gifted blade 3, marksman 3, psychic warrior 3, seer 3, sighted seeker 3
Display: None
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 5

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *psionic true seeing*, and similar magical effects. If a clairsentience power or similar effect is attempted against you, the manifester of the power must succeed on a manifester level check (1d20 + manifester level, or caster level if the opponent is not a manifester) against a DC of 13 + your manifester level (maximum +10).

Ethereal Form

Discipline: Psychoportation; **Level**: Nomad 7
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 13

You become ethereal, along with your equipment. For the duration of the power, you are in the Ethereal Plane, which overlaps the Material Plane. When the power expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers you manifest while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the power and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Ethereal Form, Greater

Discipline: Psychoportation; **Level**: Psion/wilder 9
Manifesting Time: 1 standard action
Range: Touch
Targets: You and one other touched willing creature/three levels; all targets must be joined by linked hands
Duration: 1 min./level (D)
Saving Throw: None; **Power Resistance:** Yes (harmless)
Power Points: 17

This power functions like *ethereal form*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three manifester levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the power expires, all affected creatures on the Ethereal Plane return to material existence.

If you end the power or the power ends normally and any of the affected creatures including you become material while inside a material object (such as a solid wall), that creature or creatures are shunted off to the nearest open space and take 1d6 points of damage per 5 feet shunted.

Ethereal Passage

Discipline: Psychoportation; **Level:** Cryptic 6, psion/wilder 7
Display: Visual
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: Ethereal 5-ft. by 8-ft. opening, 10 ft. deep + 5 ft. deep per three levels
Duration: One usage per two levels
Saving Throw: None; **Power Resistance:** No
Power Points: Cryptic 11, psion/wilder 13

You create an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *ethereal passage* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *ethereal passage* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the passage. This counts as two uses of the passage. The passage does not allow light, sound, or power effects through it, nor can you see through it without using it. Thus, the power can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar ability reveals the presence of an *ethereal passage* but does not allow its use.

An *ethereal passage* is subject to *dispel psionics*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *ethereal passage* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Evade Burst

Discipline: Psychometabolism; **Level**: Cryptic 3, gifted blade 3, marksman 4, psion/wilder 7, psychic warrior 3, tactician 7, vitalist 4
Display: Material
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Cryptic 5, gifted blade 5, marksman 7, psion/wilder 13, psychic warrior 5, tactician 13, vitalist 7

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

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.

Exhalation of the Black Dragon

Discipline: Psychometabolism [Acid]; **Level**: Psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** Yes
Power Points: 5

You spit forth vitriolic acid, originating from your mouth, at your target. If you succeed on a ranged touch attack, the target takes 3d6 points of acid damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Expansion, Karak's

Discipline: Psychometabolism; **Level**: Gifted blade 1, psychic warrior 1
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), a –1 size penalty on attack rolls and AC due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power does not change your speed.

If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size.

All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage.

Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

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

1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a –4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a –2 size penalty on attack rolls, and a –2 size penalty to Armor Class due to your increased size.

2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 2 additional power points, this power's duration is 10 minutes per level rather than 1 minute per level.

Expose Weakness

Discipline: Psychometabolism; **Level**: Egoist 3, psychic warrior 3, tactician 3
Display: Auditory, Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One creature
Duration: 1 round / level**; Power Resistance:** Yes
Save: Fortitude negates
Power Points: 5

The target of the power becomes clumsy and moves in the worst possible way when attacked. The target is considered flanked to all attackers and all attacks on the subject gain a +4 circumstance bonus to confirm critical hits. Any fortification against sneak attacks and critical hits must be rolled twice, with the worse roll used to determine if the extra damage is negated.

Augment: By spending an additional 6 power points, the target is considered flat-footed rather than flanked.

Expulsion

Discipline: Psychoportation; **Level:** Nomad 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One extraplanar creature
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

You force an extraplanar creature back to its proper plane if it fails a Will save. If the manifestation is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

False Future

Discipline: Clairsentience; Level: Seer 2, sighted seeker 4, tactician 2
Display: Auditory, Material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates; **Power Resistance**: Yes
Power Points: Seer 3, sighted seeker 7, tactician 3

You show the targeted creature a vision of the future that is slightly incorrect. At any point in the target's turn, you can reposition them 5 ft. to reflect their reaction to the false insight. The target may react after the reposition has occurred. This might make an action the creature was about to take invalid, such as repositioning them when they are about to make an attack, in which case the action is wasted.

You cannot reposition the creature into a square which they could not occupy or where there is no ground (such as over a cliff, into a river, or a flow of lava). Repositions using this power do not provoke attacks of opportunity.

Augment: For every 2 additional power points spent, this power lasts an additional round and the save DC increases by 1. The target gets a save on every round this effect is used upon them at the same save DC.

False Sensory Input

Discipline: Telepathy [Mind-Affecting]; **Level**: Telepath 3
Display: Mental
Manifesting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 5

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifester who is attempting to use his powers, the enemy must make a concentration check as if being grappling or pinned.

Because you override a victim's senses, you can fool a victim who is using *true seeing* or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

Augment: For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Far Hand

Discipline: Psychokinesis; **Level:** Cryptic 0, marksman 0, psion/wilder 0
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: A nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration, up to 1 min.
Saving Throw: None; **Power Resistance:** No
Power Points: Psionic focus or 1

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

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

1. For every 2 additional power points you spend, this power's range increases by 5 feet.

2. For every additional power point you spend, the weight limit of the target increases by 2 pounds.

Fate Link

Discipline: Clairsentience; **Level**: Seer 3, sighted seeker 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two living creatures that are initially no more than 30 ft. apart.
Duration: 10 min./level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 5

You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either. If one dies, the other must immediately succeed on a Fortitude save against this power's save DC or gain two negative levels.

No other effects are transferred by the *fate link*.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fatigue

Discipline: Psychometabolism; **Level:** Soulthief 0
Manifesting Time: 1 standard action
Display: Mental
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.

Fate of One

Discipline: Clairsentience; **Level:** Seer 7
Display: Mental and visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 13

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. Whatever the result of the reroll, you must use it even if it is worse than the original roll.

If you use the power to reroll a saving throw, you can manifest this power even when it is not your turn.

Fear Cascade

Discipline: Telepathy [Fear, Mind-Affecting]; **Level**: Dread 4, telepath 4
Display: Mental, visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: One creature and any number within 20 ft.
Duration: 1 round / level
Saving Throw: Will negates or no; see text; **Power Resistance**: Yes
Power Points: 7

You overload the target creature's mental and physical faculties with fear, a fear so powerful that even creatures near the original target are affected by the residual energy. When you manifest this power, the target is cowering unless it makes a successful Will save.

In addition, all enemies within 20 feet of the target, including the target, are shaken for 1 round.

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

1. For every 2 additional power points you spend, the duration of the shaken condition increases by 1 round.

2. For every 4 additional power points you spend, the radius for nearby affected creatures increases by 10 feet.

In addition, for every 2 power points you spend augmenting this power, the save DC increases by +1.

Feat Leech

Discipline: Clairsentience; **Level:** Dread 2, gifted blade 2, psion/wilder 2, psychic warrior 2, sighted seeker 2, tactician 2
Display: Mental and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates; see text; **Power Resistance:** Yes
Power Points: 3

You can use another's psionic or metapsionic feats for yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's psionic and metapsionic feats, if any, and you can choose two of these feats to "leech".

While the power lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed. During this same period, the target can make no use of the stolen feats. When the power's duration expires, you lose access to the feats, and the target gains immediate use of them. This transfer occurs regardless of the distance between you and the target.

If the duration of *feat leech* is extended by the use of a metapsionic feat, the target gains a Will saving throw every 10 minutes beyond the normal duration. If this save succeeds, the power's duration ends. If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.

You cannot steal a feat for which you do not meet the prerequisites, if any. However, you can use a stolen feat as the prerequisite for another stolen feat.

Augment: For every 2 additional power points you spend, you can leech another feat and this power's save DC increases by 1.

Fiery Discorporation

Discipline: Psychokinesis [Fire]; **Level**: Kineticist 5
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous and one day; see text
Power Points: 9

You use your mastery of energy to cheat death. If you are within 30 feet of an open flame, you can use this power. Any damage that would reduce you to 0 hit points or lower instead has a chance to discorporate you. You attempt

a Will save (DC 5 + damage dealt); if it succeeds, you take no damage and simply break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying.

One day later, you reappear adjacent to an open flame nearest to the place where you discorporated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame). While discorporated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

Augment: For every 3 additional power points you spend, you gain a +1 bonus on your Will save to determine whether you discorporate.

Fission

Discipline: Psychometabolism; **Level:** Egoist 7
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Effect: Duplicate of yourself
Duration: 1 round/level (D)
Power Points: 13

You can divide yourself, creating a duplicate that comes into existence 5 feet away. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any psionic or magical equipment you have). You and your duplicate evenly split your power points, your remaining usages of pertinent special abilities for the day, and so on. You retain your psionic focus, if you maintain such when this power is manifested. Treat your duplicate as yourself with a manifester level two lower for the purpose of determining the powers to which the duplicate has access (while the duration of this power lasts, this manifester level penalty cannot be removed by any means). Your duplicate has all other physical traits you had at the time you manifest this power. Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate. Your duplicate has the same number of hit points you did at the time this power was manifested.

When the duration expires or when you dismiss the power, you and your duplicate rejoin, no matter how far from each other you are. You gain back any power points the duplicate has not spent. At the time of rejoining, your hit points become the average between the current hit points of you and your duplicate. This could potentially leave you with negative hit points, but it can't reduce your hit points so low as to kill you when the duration ends.

If your duplicate dies before the duration expires, no rejoining occurs, and you gain one negative level and are sickened for ten minutes. If you die, your duplicate remains in existence and is sickened for ten minutes, and is for all intents you, but with two negative levels, and without the manifester level penalty. (Once the duration expires, the negative levels can be removed by standard means.)

You can have only one *fissioned* duplicate in existence at one time; your duplicate cannot use this power. You cannot use *fusion* or *metaconcert* with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use powers such as *claws of the vampire* or *vampiric blade* to hurt your duplicate only damages your duplicate; these powers do not heal you. *Empathic transfer* and similar powers are likewise ineffective (transferring wounds to yourself isn't a good healing strategy).

All beneficial powers affecting a *fissioned* creature, either the original or the duplicate, end when the *fission* ends. Any detrimental powers affecting your duplicate end when the duration ends, unless you die and your duplicate survives, in which case any detrimental effects on your duplicate continue. All ability damage, ability drain, and ability burn damage is added together, although as stated above, your hit points become the average hit points between you and your duplicate.

Flexible Trajectory

Discipline: Psychoportation; **Level:** Marksman 3, psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: Marksman 5, psychic warrior 7

Your ranged attacks may follow a path you imagine instead of the path that physical laws would dictate. You ignore range increment penalties, and bonuses to Armor Class from cover, although total cover still blocks the attack.

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

1. If you spend 3 additional power points, your ranged attacks ignore concealment (but not total concealment). If you instead spend 6 additional power points, your ranged attacks ignore all miss chances, including those from total concealment and effects such as *mirror image* (although you still must target the correct square for an invisible target).

2. For every 3 additional power points you spend, your range increment and corresponding maximum range with ranged attacks and your range for spells and powers that require a ranged touch attack increase by 10 feet.

Flight

Discipline: Psychoportation; **Level**: Nomad 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 7

You can fly at a speed of 60 feet (or 40 feet if you wear medium or heavy armor, or if you carry a medium or heavy load). You can ascend at half speed and descend at double speed, and your maneuverability is good. Using this power requires only as much concentration as walking, so you can attack or manifest normally. You can charge but not run, and you cannot carry aloft more weight than your maximum load, plus any armor you wear. You gain a bonus on Fly skill checks equal to 1/2 your manifester level.

Should the duration expire while you are still aloft, the power fails slowly. You float downward 60 feet per round for 1d6 rounds. If you reach the ground in that amount of

time, you lands safely. If not, you fall the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a power effectively ends it, you also descend safely in this way if the power is dispelled, but not if it is negated by a *null psionics field*.

Float

Discipline: Psychoportation ; **Level:** Cryptic 0, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: Psionic focus or 1

You mentally support yourself in water or similar liquid. You can swim at a speed of 5 feet using the power alone, or, if you already have a swim speed, this power boosts your swim speed by 5 feet.

Augment: For every additional power point you spend, your swim speed and bonus to swim speed increases by +5 feet.

Fold Space

Discipline: Psychoportation (Teleportation); **Level**: Cryptic 4, gifted blade 4, psion/wilder 4, psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target or Targets: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object); **Power Resistance:** No and Yes (object)
Power Points: 7

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this power, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three manifester levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the power simply fails.

Augment: If you spend 6 additional power points, you can manifest this power as a move action, although you still cannot take any other actions until your next turn.

Force Screen

Discipline: Psychokinesis [Force]; **Level**: Gifted blade 1, psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The *force screen* provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the *force screen* is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

Form of Doom, Zikopathik's

Discipline: Psychometabolism; **Level**: Dread 6, psychic warrior 6
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 round/level (D)
Power Points: 11

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks to hide your identity and instead appear as a horrific monster, though you retain your basic shape and can continue to use your equipment. While using this power, you cannot impersonate a specific individual.

You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier). An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/–, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb checks and Acrobatic checks made to jump.

A nest of violently flailing black tentacles sprout from your hair and back. You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action. You can make tentacle attacks within the space you normally threaten. If you make your tentacle attacks in addition to you regular melee attacks, each tentacle attacks at your highest base attack bonus with a –5 penalty. If you forgo all your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty. These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or

polymorphed into another form, though you can use *claws of the beast*, and *Karak's bite of the wolf* in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment: For every additional power point you spend, this power's duration increases by 2 rounds.

Fortify

Discipline: Psychometabolism; **Level**: Cryptic 1, gifted blade 1, psion/wilder 1, psychic warrior 1
Display: Mental
Manifesting Time: One standard action
Range: Personal
Target: You
Duration: One minute/level
Power Points: 1

You imbue yourself with psionic energy that protects you from harm, granting yourself a +2 resistance bonus on saves.

Augment: For every 2 additional power points you spend, you gain an additional +1 resistance bonus on saves.

Fortify, Lesser

Discipline: Psychometabolism [network]; **Level**: Cryptic 0, dread 0, 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.

Foxhole

Discipline: Psychokinesis; **Level:** Marksman 1, psion/wilder 1, psychic warrior 1
Display: Material, Olfactory
Manifesting Time: 1 standard action
Range: 20 ft.
Effect: Four 5-ft. squares of loose earth, sand, snow, or similar unworked terrain (S)
Duration: Instantaneous
Power Points: 1

A quick burst of psychokinetic force rearranges the land nearby you, providing an emergency source of cover. By pushing the terrain away from a central point and piling it at the outer edges of the area of effect, you can rapidly create a mundane safe-zone for sudden combat.

This power creates a small burrow three to five feet deep in the land, with a small wall that surrounds it which can provide cover for creatures within.

Multiple manifestations of this power can dig deeper into the ground, providing a quick underground burrow, or can be used to extend an existing burrow into a trench. *Foxhole* cannot be used to dig through walls or foundations (although it could burrow around them) nor can it rearrange magically treated terrain.

If the area of effect completely contains a creature's space, including the manifester, that creature must make a Reflex save or fall prone in the burrow. If a creature happens to be burrowing in the area of effect and would be exposed by this power, it emerges, prone but unharmed, in the trench.

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

1. For each additional power point spend, you can burrow one 5-ft, cube instead of affecting four 5ft. squares. Only one of these cubes need be in contact with the surface when you start manifesting.

2. For each 2 additional power points spend, you can affect substances with an hardness of 2 additional points (such as stone or ice) starting at hardness 0.

3. If you spend 2 additional power points you may manifest this power as a swift action.

Freezing Sting

Discipline: Psychokinesis [cold, trigger]; **Level**: Psychic warrior 2
Display: Material
Manifesting Time: 1 swift action
Range: Melee
Target: One creature
Duration: 1 round; see text
Saving Throw: None; **Power Resistance:** Yes
Power Points: 3

The next successful melee attack you make this turn deals an additional +1d6 points of cold damage.

Trigger: If your attack was successful and the target makes an attack during its next turn, you can expend your psionic focus to give it a -2 penalty to that attack and all other attacks it makes during that turn. Power resistance applies to this triggered effect only; it does not apply to the additional damage on your attack.

Augment: If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

Fuse Flesh

Discipline: Psychometabolism; **Level**: Psion/wilder 6, vitalist 6
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates and Fortitude partial; see text; **Power Resistance:** Yes
Power Points: 11

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole. The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh. The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below). If the sudden transformation would prove fatal to the creature (such as fusing a swimming air-breathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as manifesting powers.

If the target fails its Fortitude save to avoid the power's effect, the subject must immediately attempt a second Fortitude save. If this second save is failed, the creature's

eyes and ears fuse over, effectively blinding and deafening it. Moreover, it loses its extraordinary, supernatural, and spell-like abilities, as well as its ability to manifest powers (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to *fuse flesh*, and a shapechanger can revert to its unfused form as a standard action.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fusion

Discipline: Psychometabolism; **Level**: Egoist 8, tactician 9, vitalist 9
Display: Auditory, material, and visual
Manifesting Time: 1 round
Range: Touch
Targets: You and one touched willing creature of your type and your size or smaller
Duration: 1 min./level (D)
Power Points: Egoist 15, tactician 17, vitalist 17

You and another willing, corporeal, living creature of the same or smaller size fuse into one being. As the manifester, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Dice or manifester level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it manifests powers at the higher of the manifester levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the power ends, the fused being separates. The other creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between you and the other creature when the power ends. You do not leave the *fusion* with more hit points than you entered it with, unless you were damaged prior to the *fusion* and the fused being was subsequently healed. In a like manner, the fused being's remaining power points are split between you and the other creature (you can leave with more points than you entered with, as long as you don't exceed the maximum power points for your level and ability score). Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

Genesis

Discipline: Metacreativity (Creation); **Level:** Shaper 6
Display: Material
Manifesting Time: 2 hours
Range: 0 ft.; see text
Effect: Extradimensional demiplane, up to three 10-ft. cubes/level (S)
Duration: 1 day/level
Saving Throw: None; **Power Resistance:** No
Power Points: 11

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to manifest this power. When you manifest the power, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on. For example, you could use foxhole to create a small trench or modify matter to create a stone building.

When you finish manifesting this power, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any power or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel powers such as astral caravan or planar travel. You are considered "very familiar" with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you manifest this power on the Material Plane, the creature is sent to the Material Plane). When the power ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using bend reality, reality revision, or unravel psionics and making a successful dispel check.

If you are within the demiplane, you can add to its area by manifesting the power again. Alternatively, you may manifest this power again to reset the duration of an existing area to that of your latest manifesting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining

areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate demiplanes under your control. You may reconnect these stranded sections by manifesting the power again to create a linked area between the two.

Augments: This power may be augmented in one or more of the following ways.

1. By spending 4 additional power points, instead of increasing the size of an existing demiplane, you may add or remove any planar trait available via the spell create demiplane to a demiplane you created via genesis. If you spend 6PP, you may choose any trait available via create demiplane, greater. Either of these augments changes this power's duration to Instantaneous.

2. By spending two additional power points and doubling the manifestation time, the maximum size increases to 10 10-ft. cubes per level.

3. By spending 4 additional power points and quadrupling the manifestation time, the maximum size increases to 20 10-ft. cubes per level.

4. By spending 2 additional power points and channelling the power through specially-treated crystals similar to cognizance crystals that cost 20,000gp, the duration of this power becomes Permanent. These crystals are consumed during the manifestation process, becoming an infinitely fine lattice of psionic energy that roots the plane to the underlying fabric of its neighboring plane(s).

Graft Armor

Discipline: Psychometabolism; **Level**: Gifted blade 3, psychic warrior 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours (D)
Power Points: 5

Any armor you are wearing becomes a natural extension of your body, and blends seamlessly with your form. Now that the armor and you are one, your Maximum Dexterity Bonus increases by 1, the armor's Armor Check Penalty is reduced by 1 (to a minimum of 0), any arcane spell failure is reduced by 10%, and the armor is treated as one step lighter for all purposes except armor proficiency (light armor is still considered light armor).

When this power's duration expires, the armor detaches normally and remains equipped.

Graft Weapon

Discipline: Psychometabolism; **Level**: Gifted blade 3, psychic warrior 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours (D)
Power Points: 5

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of your arms. The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon. Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type. For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a power in conjunction with the weapon attack. As with any power (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch power (or spell) is wasted.

For a creature under the effect of the *claws of the beast* power, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which the creature normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a –2 penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion. If the weapon takes damage, you take damage as well. If you are healed, so is your grafted weapon. If your weapon is destroyed, you permanently lose 2 points of Constitution; the ability drain persists until you can restore your natural anatomy (by means of *regenerate* or a similar effect).

When this power's duration expires, the grafted weapon falls to the ground and your hand returns.

Gravitational Anchor

Discipline: Psychoportation; **Level:** Marksman 3, nomad 3
Display: Material, Olfactory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature, object, or location; see text
Area: 10 ft. radius burst
Duration: 1 round / level
Saving Throw: Reflex negates; see text; **Power Resistance:** Yes
Power Points: 5

You generate an increased gravity field at a single point within range, pulling creatures and objects downward. The targeted point can be a creature or unattended object, but if so, the target is allowed a Reflex save to negate the effect.

Each creature moving or attacking within the affected area must make a Reflex Save each round or be affected by the effects of the gravity field for that round. The increased gravity field inflicts a -2 penalty on all non-ray attack that pass through the affected area (even ranged attacks originated by or targeting creatures outside of the field), and all movement through the affected area counts as difficult terrain. Creatures attempting to fly or levitate in the field are forcibly dragged down 20 ft. per round at the end of their turn. Any creature that falls more than 10 ft. in the field that strikes the ground takes double damage from the fall. In addition, trip attempts gain a +2 circumstance bonus, rather than the -2 penalty, against affected targets within the field.

Creatures benefiting from Stability or Personal Gravity, such as an elocater, gain a +4 bonus to their saving throw.

Gravitational Well

Discipline: Psychoportation; **Level:** Marksman 2, nomad 2
Display: Material, Olfactory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round / level
Saving Throw: Reflex negates; **Power Resistance:** Yes
Power Points: 3

An artificial well of gravity manifests on the target, pulling other objects in towards it. All attacks against the target gain a +2 circumstance bonus to the attack roll as attacks are drawn toward it from the increased gravitational pull.

In addition, attacks made against any other creatures within 10 ft. of the target suffer a -2 penalty to attack rolls, as the altered gravity attempts to pull the attack toward the affected creature.

Any attempt to move closer to or around the target is unhindered, but any attempt to move away from the affected creature is treated as difficult terrain until more than 10 ft. away. A successful Reflex save negates this effect.

Creatures benefiting from Stability or Personal Gravity, such as an elocater, gain a +4 bonus to their saving throw.

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

1. By spending an additional 2 power points, ranged attacks, but not ranged touch attacks, fired at nearby targets are likely to veer off course, turning toward the creature affected. Any ranged attack within 10 ft. that misses its target has a 25% chance of striking at the creature affected. Roll a second attack roll at a -4 penalty with the affected creature as the target. If the attack roll is successful, the affected creature is struck by the ranged attack.

2. For every 4 additional power points spent, the distance from the target increases by 5 ft. to determine if a missed attack strikes at the affected creature.

Grip of Iron

Discipline: Psychometabolism; **Level**: Gifted blade 1, psychic warrior 1, sighted seeker 1
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 1

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus to your combat maneuver rolls to grapple.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power in the current round. Manifesting this power is an immediate action. You can manifest this power when it isn't your turn (if you are grappled).

Augment: For every 2 additional power points you spend, the enhancement bonus increases by 1.

Guarded Sleep

Discipline: Clairsentience; **Level:** Dread 3, psion/wilder 3, sighted seeker 3, vitalist 3
Display: Mental
Manifesting Time: 1 standard action
Range: Touch
Target: One sleeping creature
Duration: Until the target wakes
Power Points: 5

You create a temporary dreamstate in the mind of a sleeping creature, sheltering it from outside influence while providing it with a pristine resting environment, ideal for recovering mental energies. For the duration of this power, the subject is immune to all mind-affecting effects and may make saving throws normally (it is not automatically considered "willing" as unconscious creatures usually are).

After a guarded sleep of at least 8 hours, a subject's mind is in top condition, and it gains special benefits based upon its particular abilities. If the target could manifest psionic powers, it gains one temporary power point for each manifester level it has (which it can access as if from a cognizance crystal). If the target could cast arcane spells spontaneously, it gains one additional spell slot of his highest level. If the target prepares arcane spells, it may prepare spells in half the usual amount of time. These benefits fade when the target next sleeps. You cannot manifest guarded sleep on yourself unless you are capable of manifesting powers while unconscious

Hail of Crystals, Anselm's

Discipline: Metacreativity (Creation); **Level:** Shaper 5
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half; **Power Resistance:** No
Power Points: 9

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated. Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth, although the damage is halved on a successful Reflex save.

Augment: For every additional power point you spend, this power's damage from the explosion of the crystal increases by 1d4 points.

Halt Combat

Discipline: Telepathy [Mind-affecting]; **Level**: Tactician 8
Display: Auditory, Material
Manifesting Time: 1 standard action
Range: 60 ft.
Area: 60 ft. radius burst centered on you
Duration: 1 round (see text)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 15

You send out a powerful telepathic command, dazing all creatures in the area for one round unless they make a successful Will save. During this round, time continues for all creatures in the area as normal.

As part of the action of manifesting this power, you may attempt to convince some or all of the affected creatures to cease combat once the initial effect wears off. Each creature you target to cease combat must make a second Will save or they are incapable of taking an offensive action for the next ten minutes except against a creature who takes an offensive action against them.

Halt Death

Discipline: Psychometabolism; **Level:** Mender 0
Manifesting Time: 1 standard action
Display: Material
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.

Hammer

Discipline: Psychometabolism; **Level**: Psion/wilder 1, psychic warrior 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Touch
Targets: Creature or creatures touched (see text)
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** Yes
Power Points: 1

This power charges your touch with the force of a sledgehammer. Your melee touch attack deals 1d8 points of damage. This damage is not increased or decreased by your Strength modifier.

Augment: You can augment this power in the following ways:

1. For every additional power point you spend, you can use this melee touch attack one additional time.

2. For every additional 2 power points you spend, the damage increases by 1d8 damage.

Heal Injuries

Discipline: Psychometabolism (Healing); **Level**: Vitalist 6
Display: Material, visual
Manifesting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fort negates (harmless); **Power Resistance:** Yes
Power Points: 11

You psionically augment the healing ability of the targets with your power. The targets heal 110 points of damage total, divided among the targets at your discretion.

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

1 For every additional power point you spend, the total amount healed increases by 10 points of damage.

2 If you spend 6 additional power points, you can heal all living creatures within 20 feet of you.

Heightened Vision

Discipline: Clairsentience; **Level**: Cryptic 2, gifted blade 2, marksman 3, psion/wilder 3, psychic warrior 2, sighted seeker 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: Cryptic 3, gifted blade 3, marksman 5, psion/wilder 5, psychic warrior 3, sighted seeker 3

You increase your visual acuity, gaining the ability to see 60 feet even in total darkness. Your increased vision is black and white only but otherwise like normal sight.

Hidden Body

Discipline: Psychometabolism; **Level:** Cryptic 4, egoist 4
Manifesting Time: 1 round
Display: Olfactory, Visual
Range: Touch
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: Auditory
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 the power ends, it has no effect.

Hustle

Discipline: Psychometabolism; **Level**: Egoist 3, gifted blade 3, marksman 3, psychic warrior 2, vitalist 3
Display: Auditory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Effect: 1 extra move action
Duration: Instantaneous
Power Points: Egoist 5, gifted blade 5, marksman 5, psychic warrior 3, vitalist 5

You gain an additional move action in the current round. Taking a full round's worth of attacks and then using this power to move away from your foe does provoke attacks of opportunity.

Hypercognition

Discipline: Clairsentience; **Level**: Cryptic 6, seer 8, tactician 8
Display: Mental
Manifesting Time: 1 standard action or 1 immediate action; see text
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Cryptic 11, seer 15, tactician 15

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

An Intelligence check may be required to obtain the desired information. If so, you can manifest *hypercognition* as an immediate action prior to making the check and receive a +20 bonus for doing so.

Id Insinuation

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Dread 2, psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: Concentration + 1 round
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might. As long as the manifester remains concentrating fully on this power, the subject is *confused*, making it unable to independently determine what it will do. Roll on the following table at the beginning of each of the subject's turns to see what the subject does in that round.

d%	Behavior
01–25	Act normally
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand
76–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Immovability

Discipline: Psychometabolism; **Level**: Gifted blade 4, psychic warrior 4, vitalist 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal

Target: You
Duration: Concentration
Power Points: 7

You are almost impossible to move. Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane. Thus, you could conceivably anchor yourself in midair. Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on the check. You can't voluntarily move to a new location unless you stop concentrating, which ends the power.

You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/–.

You cannot make physical attacks or perform any other large-scale movements (you can make small-scale movements, such as breathing, turning your head, moving your eyes, talking, and so on). Powers with the teleportation descriptor, or any telekinetic effect, manifested on you automatically fail.

Augment: If you spend 8 additional power points, you can manifest this power as an immediate action.

Improved Response

Discipline: Psychoportation [Network]; **Level**: Tactician 3
Display: Mental, Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless); **Power Resistance**: Yes (harmless)
Power Points: 5

You accelerate the reaction time of the target, allowing them to take this round's actions ahead of the creature who would have otherwise gone immediately before the target. If this would place the target before you and he has not already taken this round's actions, the target must immediately take this round's actions. If the target has already taken this round's actions, the power affects them on the next round.

A creature may only be affected by this power once per round. This power does not allow a creature to act in a round if he would not normally be allowed to (such as during the surprise round).

Augment: For every additional 6 power points spent, the target's place in the initiative order is improved by one additional step.

Incarnate

Discipline: Metacreativity; **Level**: Psion/wilder 5, tactician 5, vitalist 5
Display: Material
Manifesting Time: 2 rounds
Range: See text
Target, Effect, or Area: See text
Duration: Permanent; see text
Saving Throw: None; **Power Resistance:** No
Power Points: 9

This power makes certain other powers permanent by mimicking the qualities of psionic tattoos. Depending on the power to be affected, you must be of a minimum manifester level and must expend a specific gp value of diamond dust and tattoo ink.

You can make the powers on the incarnate power list permanent only in regard to yourself, and must have a manifester level at least 8 higher than the level of the power to be made permanent. Powers made permanent in this way can be dispelled only by a manifester of higher level than you were when you manifested the power. Powers made permanent by *incarnate* are not shared through the *fission* power, and the effect does not end when *fission* ends.

You manifest the desired power and then follow it with the *incarnate* manifestation.

Additionally, at the GM's discretion, additional powers may be made permanent using the following formula: GP cost = (Minimum Manifester Level – 8) x 2,500 GP. Should the power being made permanent be augmented, increase the GP cost by 1,250 GP for every power point spent on augmentation.

Incarnate Power List

Power	Minimum Manifester Level	GP Cost
Aura sight	15th	17,500 GP
Compression	9th	2,500 gp
Conceal thoughts	9th	2,500 GP
Converse	10th	5,000 GP
Danger sense	13th	12,500 GP
Detect psionics	9th	2,500 GP
Detect remote viewing	12th	10,000 GP
Detect teleportation	9th	2,500 GP
Elfsight	10th	5,000 GP
Expansion	9th	2,500 GP
Heightened vision	11th	12,500 GP
Know direction and location	9th	2,500 GP
Metaphysical claw	9th	2,500 gp
My light	9th	2,500 GP
Ubiquitous vision	11th	7,500 GP
Wall of ectoplasm	12th	10,000 GP

Incite Passion

Discipline: Telepathy [Mind-Affecting]; **Level:** Psion/wilder 4, vitalist 4
Display: Material, Olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round / level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

The target creature's mind is subtly altered to embrace its more instinctual urges instead of logic. For the duration of the power, the target creature takes a -2 penalty on all Intelligence-related checks and may not take 10 or take 20 on any skill check. In addition, the target cannot competently grasp combat tactics and suffers a -2 penalty on attack rolls and Armor Class, cannot fight defensively, and cannot use Combat Expertise or any other feats that require it.

Induce Nightmare

Discipline: Telepathy [Evil, Mind-Affecting]; **Level**: Dread 5, psion/wilder 5
Display: Mental
Manifesting Time: 10 minutes
Range: Unlimited
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates; see text; **Power Resistance**: Yes
Power Points: 9

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain power points and arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

Connection	Will Save Modifier
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10

*You must have some sort of connection to a creature of which you have no knowledge.

Dispel evil cast on the subject while you are manifesting the power dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the power begins, you can choose to cease manifesting (ending the power) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of manifesting a power or the power ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail Reflex and Will saving throws, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this effect.

Augment: For every 2 additional power points spent, this power causes an additional 1d10 points of damage when the sleeper wakes.

Induce Pain

Discipline: Psychometabolism; **Level:** Vitalist 0
Manifesting Time: 1 standard action
Display: Visual
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.

Inertial Armor

Discipline: Psychokinesis [Force]; **Level**: Gifted blade 1, psion/wilder 1, psychic warrior 1
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 1

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

Inertial Barrier

Discipline: Psychokinesis; **Level**: Gifted blade 4, kineticist 4, marksman 4, psychic warrior 4, vitalist 4
Display: Auditory and mental
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 7

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/–. *Inertial barrier* also absorbs half the damage you take from any fall.

Inevitable Strike, Roshan's

Discipline: Clairsentience; **Level:** Cryptic 1, marksman 1, psion/wilder 1, psychic warrior 1, tactician 1
Display: Visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: See text
Power Points: 1

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +5 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

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

1. You can increase the manifesting time to 1 standard action and increase the insight bonus to +20.

2. For every additional power point spent, the insight bonus increases by 2, but the total bonus may not exceed +25.

Inflict Pain

Discipline: Telepathy [Mind-Affecting]; **Level**: Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will partial; see text; **Power Resistance:** Yes
Power Points: 3

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a –4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a –2 penalty.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Intellect Fortress

Discipline: Psychokinesis; **Level**: Psion/wilder 4, tactician 4
Display: Auditory, Visual
Manifesting Time: 1 immediate action
Range: 20 ft.
Area: 20-ft.-radius spread centered on you
Duration: 1 round
Saving Throw: None; **Power Resistance:** Yes
Power Points: 7

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from powers and psi-like abilities taken by subjects inside the area of the *intellect fortress*, including ability damage, is halved. This lowering takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction and evasion.

Powers that are not subject to power resistance are not affected by an *intellect fortress*.

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

1. For every additional power point you spend, this power's duration increases by 1 round.

2. By spending 4 additional power points, this power may also affect breath weapons that deal damage.

Judge

Discipline: Telepathy; **Level**: Psion/wilder 1, sighted seeker 1
Display: None
Manifesting Time: One swift action
Range: Personal
Target: You
Duration: One Sense Motive check this round
Power Points: 1

You gain temporary, intuitive insight into piercing lies. Your Sense Motive check gains a +2 insight bonus.

Augment: For each 2 additional power points you spend, you can increase your Sense Motive check by +1.

Kinetic Legerdemain

Discipline: Psychokinesis; **Level:** Cryptic 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
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: Touch
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.

Knockdown

Discipline: Psychokinesis; **Level:** Marksman 2
Display: Mental, Olfactory
Manifesting Time: 1 standard action
Range: See text
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates; see text; **Power Resistance:** Yes
Power Points: 3

As part of manifesting this power, you make a ranged attack with a ranged or thrown weapon against the target. If the attack hits, the target is knocked prone unless they succeed on a Reflex save.

Know Direction and Location

Discipline: Clairsentience; **Level**: Cryptic 1, psion/wilder 1, sighted seeker 2, tactician 1
Display: Mental
Manifesting Time: 1 standard action
Range: Personal

Target: You
Duration: Instantaneous
Power Points: Cryptic 1, psion/wilder 1, sighted seeker 3, tactician 1

You generally know where you are. This power is useful to characters that end up at unfamiliar destinations after teleporting, using a *gate,* or traveling to or from other planes of existence. The power reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this power also tells you what direction you are facing.

Using this power prior to making a Knowledge (planes) check with *astral caravan* grants a +2 bonus on the check.

Augment: If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

Last Stand

Discipline: Telepathy [Mind-affecting, Network]; **Level**: Tactician 9
Display: Auditory, Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 creature / level
Duration: 1 round / level
Saving Throw: Will negates (harmless); **Power Resistance**: Yes (harmless)
Power Points: 17

You send a powerful morale boost to the targets, a telepathic equivalent of an epic battle speech, preparing them to overcome a difficult challenge. Each affected creature gains a +5 morale bonus to attack rolls, Armor Class, and saving throws, as well as 50 temporary hit points.

In addition, each affected creature gains immunity to fear effects for the duration of the power and if brought below 0 hit points but not killed, the target can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, the affected creature immediately falls unconscious and begins dying.

Leech Field

Discipline: Psychometabolism; **Level**: Psion/wilder 5, vitalist 5
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 min.
Power Points: 9

You raise a field of potentiality that drains the vitality from powers that you successfully save against. When you succeed on a saving throw against a foe's power on you, your body erupts in a brief flash of crackling dark energy. You gain 1 power point for every 2 power points your foe spent to manifest the power you just saved against (to a maximum number of points equal to your manifester level). You cannot gain power points that would cause you to exceed your normal daily maximum.

This power is effective against any power that targets a single creature or has an area of effect and allows the target a saving throw. This power also works against spells that would affect you. The power points gained from saving against spells is 1 power point per spell level cast.

If multiple creatures are under the effect of *leech field* and succeed on a saving throw against the same manifestation of a power or casting of a spell, the power points that would be gained are divided evenly among all affected creatures. For example, if two creatures under the effect of leech field successfully saved against a 12 power point manifestation of *energy ball*, each would only gain 3 power points.

Augment: For every 2 additional power points you spend, this power's duration increases by 1 minute.

Lingering Touch

Discipline: Psychometabolism; **Level**: Dread 1
Display: Visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

You charge your ability to channel fear and terror into your enemies, making it linger within them. Any devastating touch attacks made during the duration of this power linger for an additional round, automatically dealing damage the following round. Any additional damage or affect applied to the devastating touch is not repeated.

Augment: For every 2 additional power points spent, this power lasts an additional round.

Localized Windstorm

Discipline: Psychokinesis [Air]; **Level:** Kineticist 3, marksman 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. +5 ft/level)
Effect: Wall up to 10 ft./level long and 5 ft./level high (S)
Duration: Concentration, up to 1 round/level
Saving Throw: None, see text; **Power Resistance:** Yes
Power Points: Kineticist 5, marksman 3

Through force of will alone, you generate a small storm of psychokinetic turbulence in the air. The storm itself manifests as a wall which can intensify the existing winds in a small area, or can instead be set to exactly counter such winds, generating a peaceful area of calm. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square walls to enclose specific points.

Choose to intensify or pacify the winds when you manifest this power (although the decision can be changed when you reshape the effect, see below).

Intensifying the winds creates an invisible vertical curtain of wind. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Flying creatures smaller than Medium size cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Projectiles of 1 pound or less passing through the wind wall are deflected upward and miss. For every pound above 1 of the projectile's weight, it has a 10% chance to not be blown off course. Projectiles weighing 10 lbs or

more are unaffected by the wind wall. Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

Pacifying the winds allows you to generate a region of calm that consists of every 5 ft. cube that shares an edge or space with where the wind wall would otherwise be. These regions are treated as if their wind conditions were two categories fairer than they would naturally be, to a minimum of no winds. Additionally, if these areas of calm overlap an existing wind wall or an intensifying localized windstorm, the two effects cancel, letting normal wind conditions prevail in the square.

At any point during the duration, you may extend your concentration to a full-round action. Doing so allows you reshape the wall into any other configuration you could have chosen when you manifest this power, including the choice to intensify or pacify.

Augment You may 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. You no longer need to maintain concentration. You may reshape the wall by spending a standard action in concentration.

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

3. If you spend 2 additional power points, your control over the localized windstorm increases greatly. You may reshape the wall as normal or as an immediate action. You may also generate pockets of calm interspersed with pockets of intense winds when you shape the wall (effectively, this is the intensify option except that the wall may be broken with as many 5-foot cubes of calm that you choose, as per the pacify option).

4. For every 2 additional power points you spend, you can reduce the wind conditions an additional category when using the pacify option.

5. For every additional power point, the weight limit of projectiles that are deflected increases by 1 lb.

In addition, for every 2 power points spent achieving any of these effects, increase the save DC by 1.

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.

Matter Agitation

Discipline: Psychokinesis; **Level**: Psion/wilder 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 2 sq. ft. of surface area of an object or creature
Duration: Concentration, up to 1 min./level
Saving Throw: None; **Power Resistance:** Yes
Power Points: 1

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

Matter Manipulation

Discipline: Metacreativity; **Level**: Psion/wilder 8
Display: Auditory and mental
Manifesting Time: 1 standard action; see text
Range: Close (25 ft. + 5 ft./2 levels)
Area: 1 cu. ft./level of inanimate material
Duration: 1 minute / level; see text
Saving Throw: None; **Power Resistance:** Yes
Power Points: 15

You can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. You can increase or decrease an object's hardness by up to 5 from its original hardness. When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness).

You can't decrease the hardness of an object that already has hardness 0. You cannot increase an object's hardness by more than 5 from the hardness of the original base object, nor decrease it by more than 5 from the hardness of the original base object. For example, you could not manifest this power twice to increase an object's hardness by 10, but could decrease the hardness by 5, then manifest again to increase the hardness by 5, and then manifest again to increase the hardness again by 5, because the change from the original base object's hardness is only 5.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. Even hardening adamantine to 25 is possible. You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

You may choose to spend one hour manifesting this power, rather than a standard action. This results in the duration of the power changing to "Instantaneous" instead of 1 minute / level, making the change permanent.

Memory Modification

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Telepath 4
Display: Mental
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

Eliminate all memory of an event the subject actually experienced. This cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.

Allow the subject to recall with perfect clarity an event it actually experienced.

Change the details remembered of an event the subject actually experienced.

Implant a memory of an event the subject never experienced.

Manifesting this power takes 1 round. If the subject fails to save, you proceed by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the power's range during this time, the power fails.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

Mend Body

Discipline: Psychometabolism (Healing); **Level**: Vitalist 3
Display: Auditory, Mental
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 5

You mend your own wounds, healing 3d8 points of damage.

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

1. For every 2 power points spent, the power heals an additional 1d8 points of damage.

2. By expending your psionic focus, each 1d8 points of damage healed is instead 2d6 points of damage healed.

Mental Barrier

Discipline: Clairsentience; **Level**: Dread 3, gifted blade 3, psion/wilder 3, psychic warrior 3, sighted seeker 3
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Power Points: 5

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

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

1. If you spend 4 additional power points, the deflection bonus to Armor Class increases by 1.

2. For every additional power point you spend, this power's duration increases by 1 round.

Mental Disruption

Discipline: Telepathy [Mind-Affecting]; **Level**: Dread 2, psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

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

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

3. For every 4 additional power points you spend, any creature who fails their save is dazed for an additional round.

Metaconcert

Discipline: Telepathy [Mind-Affecting]; **Level**: Psychic warrior 5, tactician 5, telepath 5
Display: Mental, Visual; see text
Manifesting Time: 1 minute
Range: 20 ft.
Target: You and up to five other willing psionic creatures in range; see text
Duration: 1 min./level (D)
Power Points: 9

You link your psychic might with other psionic creatures, creating a composite network more powerful than the sum of its parts. If there are no willing, psionic creatures in the area other than you when you use this power, it fails.

When you manifest this power, up to five willing, psionic creatures in the area connect with you into a metaconcert network (a "metanetwork"), a distributed, metaphysical analogue of a psionic manifester. Misty strands of glowing power link the brows of each member in a complex and shifting pattern, and a mental image of each other member appears in the minds of everyone so linked. A number of power points you designate flow from each member

(including yourself) into a collective pool. If a member does not have enough power points to contribute, he drops out of the metaconcert (see below).

One individual is chosen as the metaconcert conductor by mutual consent of the other members (this is usually the manifester, but doesn't have to be). Until the power ends, this conductor directs the efforts of the network. Members of a metaconcert can continue to take actions of their own as normal without disrupting the metanetwork, provided they stay within the area (see below).

All the powers known of each member (except metaconcert) are available to the conductor through the metanetwork. While the conductor may still manifest his own powers as normal, he may instead choose to manifest a power from the metanetwork instead of from his own powers known. If he does so, he must use the power point pool of the metanetwork and may not use any of his feats or class features to modify the manifestation (although items are permitted), but he also gains numerous benefits. When manifesting a power from the metanetwork, his manifester level increases by one for each other metanetwork member (for instance, the normal maximum membership of five members besides the conductor increases the conductor's manifester level by five). It is obvious to an outsider when the conductor manifests from the metanetwork, as arcs of light pulse between the various members in a scintillating pattern, streaming to the conductor as his power manifests -- this display cannot be hidden.

The metanetwork also supports its members. Each member of the metanetwork gains a bonus on saving throws made against spells or powers equal to the number of other members, as the metanetwork distributes incoming magical energy about its nodes. If a spell or power would deal damage or ability damage to the conductor, he may choose to instead distribute it evenly between himself and all willing members. An individual member may decline receiving damage this way on a case-by-case basis (for example, if a metaconcert consists of the conductor and four other members, one of whom is not willing to receive damage at this time, the conductor may split the incoming damage between himself and the three willing members). Damage split to willing members this way is typeless and empathic in nature. This splitting takes place prior to the effects of other powers or abilities that lessen damage, such as energy resistance or the *intellect fortress* power. Spells and powers that are not subject to power resistance cannot have their damage or ability damage split this way, though the saving throw bonus still applies.

Once the metanetwork forms, the members must remain within the power's area, and as a group can move at half the slowest member's speed on the conductor's turn. This counts as a move action for each member (that is, if the group moves, each member is treated as having used a move action on their next turn). If a member moves outside the area (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the metanetwork is instantly recalculated.

All members who leave before a metaconcert ends or is dismissed reclaim a number of power points equal to the metanetwork's current power point pool divided by the number of members. That same number of points is removed from the metanetwork's power point pool. If the conductor drops out, the power ends. When a metaconcert ends normally or is dismissed, remaining power points in the pool are divided among all the members (the conductor receives the remainder if the points can't be divided evenly).

No creature can leave a metaconcert with more power points than they had when they entered it -- surplus points dissipate as harmless light radiating from the creature's eyes.

Augment: For every additional power point you spend, this power's duration increases by 1 minute. For every 2 additional power points spent this way, the maximum number of members of the metanetwork increases by one, and the range and radius of the area of effect increase by 5 ft.

Metafaculty

Discipline: Clairsentience; **Level**: Seer 9
Display: Mental, olfactory, and visual
Manifesting Time: 1 hour
Range: Personal
Target: You
Duration: Instantaneous and 1 min./level (D); see text
Power Points: 17

You elevate your mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature you have seen before, whether personally or by means of another power such as *remote viewing*.

This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts. When you manifest the power, you learn the following facts about the creature.

- Its name, race, alignment, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.
- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells or powers it has used, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the *remote viewing* power, which you can maintain for up to 1 minute per level.

Metafaculty can defeat spells, powers, and special abilities such as *screen* or *mind blank* (or even a *wish* spell) that normally obscure clairsentience powers. You can attempt a manifester level check (DC 6 + manifester or caster level of the creator of the obscuring effect, as appropriate) to defeat these sorts of otherwise impervious defenses.

Metafaculty is defeated by epic powers, epic spells, and epic special abilities that obscure divinations and clairsentience powers.

The amount of information gained from *metafaculty* is taxing on the mind. You suffer 2 points of ability burn to your key ability score when you manifest this power.

Metamorphosis, Minor

Discipline: Psychometabolism; **Level**: Cryptic 1, egoist 1, psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min/level (D)
Power Points: Cryptic 1, egoist 1, psion/wilder 3

You channel your psionic power, snapping bones and twisting flesh, transforming yourself into a new shape or form. You can take the form of any creature of the same size as yourself, but this is a purely cosmetic change, your abilities, powers or stats do not change beyond the options selected below.

If you choose to imitate an existing person, you gain a +2 circumstance bonus to Disguise checks to convince people that you are that person. If you choose to take on an intimidating, horrifying, or otherwise imposing form, you gain a +2 circumstance bonus to Intimidate checks.

In addition, you get one choice from either the Enhancement Menu A or Abilities Menu A.

Enhancement Menu A

- +2 enhancement bonus to Strength
- +2 enhancement bonus to Dexterity
- +2 enhancement bonus to Constitution
- Increase your size by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that increase your size.
- Decrease your size by one size category (+2 size bonus to Dexterity, -2 size penalty to Strength, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that decrease your size.
- Increase your base land speed by 10 feet.

Abilities Menu A

- You gain 5 temporary hit points
- You gain the Cleave feat.
- You gain the Improved Trip feat.
- You gain a +1 natural armor bonus.
- You gain a natural slam/claw/bite (pick one) attack that deals 1d8 damage if Medium (1d10 if Large).
- You gain Resistance 5 against one of these energy types: Cold, Acid, Fire, Electricity.
- You gain a swim speed of 20 feet.
- You gain a climb speed of 20 feet.
- You gain a burrow speed of 15 feet.

Augment: For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A. You may not choose the same option twice.

Metamorphosis

Discipline: Psychometabolism; **Level**: Egoist 3
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min/level (D)
Power Points: 5

As *minor metamorphosis*, except you instead gain one option from enhancement menu B or one option from abilities menu B. Choices that give similar benefits to those from enhancement menu B or abilities menu B do not stack. For example, you cannot pick to gain two natural attacks from abilities menu B and also to gain a natural attack from abilities menu A to get three attacks.

Enhancement Menu B
- +4 enhancement bonus to Strength
- +4 enhancement bonus to Dexterity
- +4 enhancement bonus to Constitution
- Increase your size by two size categories (+4 size bonus to Strength, -4 size penalty to Dexterity, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that increase your size.
- Decrease your size by two size categories (+4 size bonus to Dexterity, -4 size penalty to Strength, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that decrease your size.
- Pick 3 choices from Enhancement Menu A. You may not choose the same option twice.
- Increase your base land speed by 20 feet.

Abilities Menu B
- You gain two natural slam/bite/claw attacks that deal 1d8 damage (1d10 if Large).
- You gain Fast Healing 2.
- You gain a +3 natural armor bonus.
- You gain 20 temporary hit points.
- You gain the Improved Critical feat with any natural attacks you have.
- You gain damage reduction 5/magic.
- You gain a fly speed of 20 feet (poor).
- You gain a poison attack. When you hit with a natural melee attack, the target must make a Fortitude save (DC10 + ½ your manifester level + your key ability modifier) or take 1 point of Constitution damage.
- You can spit poison as a ranged touch attack (30 feet) as a standard action. If it hits, it deals 3d6 acid damage and the target must make a Fortitude save (DC10 + ½ your manifester level + your key ability score modifier) or take 1 point of Constitution damage.
- You gain a swim speed of 40 feet.
- You gain a climb speed of 40 feet.
- You gain a burrow speed of 30 feet.
- You gain 3 choices from Abilities Menu A from *minor metamorphosis*. You may not choose the same option twice.

Augment: You can augment this power in the following ways.

1. For every 4 power points you spend, you gain one choice from Enhancement Menu B and one choice from Abilities Menu B. You may not choose the same option twice.
2. For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A from *minor metamorphosis*. You may not choose the same option twice.

Metamorphosis, Major

Discipline: Psychometabolism; **Level**: Egoist 6
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min/level (D)
Power Points: 11

As *minor metamorphosis*, except you instead gain one option from enhancement menu C or one option from abilities menu C. Choices that give similar benefits to those from enhancement menu C or abilities menu C do not stack. For example, you cannot pick to gain three natural attacks from abilities menu C and also to gain a natural attack from abilities menu A to get four attacks.

Enhancement Menu C
- +6 enhancement bonus to Strength
- +6 enhancement bonus to Dexterity
- +6 enhancement bonus to Constitution
- Pick 2 choices from Enhancement Menu B from *metamorphosis*. You may not choose the same option twice.
- Increase your base land speed by 30 feet.

Abilities Menu C
- You gain the Rend ability. If you hit the same opponent with two natural attacks in one round, you deal additional damage equal to 2d6 + your Strength modifier.
- You gain three natural slam/bite/claw attacks that deal 2d6 damage if Medium (2d8 if Large).
- Your natural attacks extrude poison and acid. When you hit with a natural melee attack, it deals +2d6 acid damage and the target must make a Fortitude save (DC10+ ½ your manifester level + your key ability modifier) or take 1 point of Constitution damage.
- You gain Fast Healing 5.
- You gain +6 natural armor bonus.
- You gain 40 temporary hit points.
- You gain a fly speed of 40 feet (good).
- You gain a swim speed of 60 feet.
- You gain a climb speed of 60 feet.
- You gain a burrow speed of 60 feet.
- You gain 2 choices from Abilities Menu B from *metamorphosis*. You may not choose the same option twice.

Augment: You can augment this power in the following ways.

1. For every 6 power points you spend, you gain one choice from Enhancement Menu C and one choice from Abilities Menu C. You may not choose the same option twice.
2. For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A from *minor metamorphosis*. You may not choose the same option twice.
3. For every 4 power points you spend, you gain one choice from Enhancement Menu B and one choice from Abilities Menu B from *metamorphosis*. You may not choose the same option twice.

Metamorphosis, True

Discipline: Psychometabolism; **Level**: Egoist 9
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min/level (D)
Power Points: 17

As *minor metamorphosis*, except you gain two menu choices from the Enhancement Menu C and two menu choices from Abilities Menu C from *major metamorphosis*. As a swift action, you can change your menu choices while the duration of this power is in effect.

While under the effects of this power, you can choose to become one of the following types, with the associated benefits: aberration, dragon, fey, humanoid, magical beast or monstrous humanoid. As a swift action, you can change what type you are while the duration of this power is in effect.

Metaphysical Claw

Discipline: Psychometabolism; **Level**: Psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the power *Karak's bite of the wolf*), you can use this power to provide one of your natural weapons a +1 enhancement bonus on attack rolls and damage rolls.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level. Additionally, for every 4 additional power points you spend augmenting this power, this power improves the natural weapon's enhancement bonus on attack rolls and damage rolls by 1. This bonus does not allow a natural weapon to bypass damage reduction aside from magic.

Metaphysical Weapon

Discipline: Metacreativity; **Level**: Gifted blade 1, marksman 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object); **Power Resistance:** Yes (harmless, object)
Power Points: 1

Metaphysical weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together (such as in the same quiver). Projectiles, but not thrown weapons, lose their enhancement when used. (Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this power.)

You can't manifest this power on most natural weapons, including a psychic warrior's *claw* powers. This power does work on a weapon brought into being by the *graft weapon* power.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level. Additionally, for every 4 additional power points you spend augmenting this power, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1. This bonus does not allow a weapon to bypass damage reduction aside from magic.

Microcosm

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Psion/wilder 9
Display: Material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One creature; or one or more creatures within a 15-ft.-radius sphere
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** Yes
Power Points: 17

This power enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state. When *microcosm* is manifested, you can target either a single creature within range or a group of creatures all located within the power's area.

Single Target: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is manifested on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other). It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first. (Creatures with negative hit points count as having 0 hit points.)

Manifesting *microcosm* a second time on an affected creature turns its sensory pathways outward once more. Otherwise, only very potent powers (such as *psychic chirurgery* or *reality revision*) or similar effects (such as *miracle* or *wish*) can undo the mental crosswiring that this power brings about.

Augment: For every additional power point you spend, the number of hit points for a single target the power can affect increases by 10, and the number of hit points for an area effect increases by 30, and the maximum individual hit point of the creatures in the area affected increases by 3.

Mind Control, Geth's

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Telepath 4
Display: Mental
Manifesting Time: 1 round
Range: Medium (100 ft. + 10 ft./level); see text
Target: One humanoid
Duration: 1 day/ level; see text
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a controlled creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the

subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the power (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't telepathically communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the power each day, the subject receives a new saving throw to throw off the mind control.

Protection from evil or a similar effect can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

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

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Mind Probe

Discipline: Telepathy (Charm) [Mind-Affecting]; **Level**: Telepath 5
Display: Auditory, material, and visual
Manifesting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will partial; see text; **Power Resistance:** Yes
Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

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

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

2. For every 2 additional power points you spend, the power's save DC increases by 1.

Mind Seed

Discipline: Telepathy (Compulsion) [Evil, Mind-Affecting]; **Level**: Telepath 8
Display: Mental
Manifesting Time: 1 standard action
Range: Touch
Target: One touched humanoid your size or smaller
Duration: Instantaneous; see text
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 15

You impress the totality of your psyche into a subject's subconscious. If successfully implanted, the seed of your mind "germinates" over the period of one week. During this time, the subject begins to unconsciously take on your mannerisms.

When integration is complete (after one week), the subject becomes you in mind as you were when you manifested the power, but the subject's level is eight lower than your own. The subject does not have any of your physical ability scores or equipment, but does have the Intelligence, Wisdom, and Charisma scores you had when you were eight levels lower. The subject also knows the powers you knew when you were eight levels lower. If the subject's race is different from yours, its racial traits do not change.

While the subject is initially your mental duplicate, the two personalities diverge over time. Although the subject starts off with memories of your experiences, it possesses its original "soul" and physical body and is free to develop its own personality based on its own new experiences. Thus, the subject is not your slave or servant, but instead a nonplayer character in its own right that shares your earlier memories.

Protection from evil or a similar spell or power can prevent you from implanting *mind seed*, or prevent a seed from germinating while the protective power lasts. Otherwise, a germinating seed can be removed (prior to germination) only by *psychic chirurgery*, *reality revision*, or similarly high-level effects. Manifesting *mind seed* again during the germination period also cleanses the subject's mind and does not carry with it the restriction of a target of your size or smaller

The process of impressing your psyche into another is demanding and draining. You suffer one negative level that does not go away until cleansed by an effect such as *restoration*. Cleansing a *mind seed* does not bestow this penalty.

The target of this power must be your size or smaller. Effects active that modify your size do not modify this

restriction; if you are normally Medium size, but under the effect of *expansion*, you may still only target a Medium or smaller humanoid.

This power does not have the evil descriptor when used to cleanse a *mind seed*.

Mind Switch

Discipline: Telepathy [Mind-Affecting]; **Level**: Telepath 6
Display: Visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Targets: You and one other creature
Duration: 10 min./level
Saving Throw: Will negates; see text; **Power Resistance:** Yes
Power Points: 11

You can attempt to take control of a nearby living creature, forcing your mind (and soul) into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your manifester level.

You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power. If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. The *mind switch* brings about the following changes.

- You gain the type of your assumed body.
- You gain the Strength, Dexterity, and Constitution scores of your assumed body.
- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
- You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities, nor do you gain any class abilities of the assumed body. Any racial trait which relies upon power points, such as the elan's resilience trait, is considered to be a supernatural ability.
- You gain the possessions and equipment of your assumed body.
- You retain your own hit points and saving throws (both possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body). You retain any racial abilities, so long as they are not based upon your original form (for example, the dromite's chitin is based upon his physical body, so would not be retained).
- You suffer one negative level while in your assumed body.

Supernatural abilities that require a certain body part may be unavailable in your new form.

If either body is killed while the power is in effect, the other participant also dies when the power ends. If one participant's body becomes petrified, imprisoned by *temporal stasis* or *imprisonment*, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends.

A targeted *dispel psionics* (or similar spells or effects) successfully manifested on either participant causes both minds to return to their original bodies.

If you successfully use *mind switch* while already under the effect of *mind switch*, the original target is returned to its original body, the new target occupies your original body, and you occupy the body of the new target.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mind Switch, True

Discipline: Telepathy [Mind-Affecting]; **Level**: Telepath 9
Manifesting Time: 1 minute
Duration: Instantaneous
Saving Throw: Will negates; see text; **Power Resistance:** Yes
Power Points: 17

As *mind switch*, except as noted here.

You permanently exchange bodies with the subject. Since this power's duration is instantaneous, you cannot be forced to return to your natural body by means of *dispel psionics*, an *antimagic field*, or a similar effect. If the subject's body dies while you are in it, you are dead. The subject immediately suffers one permanent negative level, but otherwise survives the experience in your natural body. If your natural body dies while the subject is in it, you immediately suffer two permanent negative levels, but you likewise survive the experience in your new body. Negative levels gained in this way may only be cured by powerful healing, such as *greater restoration* or *restoration*; they do not fade over time.

Your "natural" body is always considered to be the last one you switched out of. If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with. In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body. Similarly, if your original body dies but you have since switched minds with a second subject, you take no penalty. You suffer permanent negative levels only if the body you inhabited immediately prior to your current body is killed.

You suffer two temporary negative levels upon manifesting this power, as your mind adjusts to controlling a new body. These negative levels cannot be cured, but fade at a rate of one every 24 hours.

If you successfully use *true mind switch* while under the effect of *mind switch*, the original target of *mind switch* is returned to its original body, the new target of *true mind switch* occupies your original body, and you occupy the body of the target of *true mind switch*.

Mind Thrust

Discipline: Telepathy [Mind-Affecting]; **Level**: Dread 1, psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

Mindhunter

Discipline: Clairsentience; **Level:** Dread 3, psion/wilder 3, sighted seeker 3
Display: Mental
Manifesting Time: 8 hours
Range: One plane
Target: One creature on the same plane
Duration: Instantaneous
Saving Throw: None; **Power Resistance**: No
Power Points: 5

When you go to sleep, you psionically split your subconscious mind from your body sending it out to search for another person's subconscious. If the creature is intelligent and not immune to mind-affecting powers, the subconscious mind tracks it down and returns with the information by the time you wake up. If you wake before 8 hours have passed, the power fails as the subconscious mind is violently forced back into your consciousness once again.

When you manifest this power, you gain a general knowledge of where the target person resides if they are on the same plane. You are granted a general overview of the surroundings and a rough estimate of where they are from your current position such as "in a wood 20 miles to the northwest".

Note that the power points spent while dreaming do not regenerate during this time and thus you awaken with less than your maximum power points.

You must be able to form a mental picture of the target, either through direct personal knowledge, from a picture or portrait, or from a description of the person, in order to use this power.

Mindlink

Discipline: Telepathy [Mind-Affecting]; **Level**: Dread 1, telepath 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels); see text
Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher
Duration: 10 min./level
Saving Throw: None; see text; **Power Resistance:** Yes (harmless)
Power Points: 1

You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

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

1. If you spend 4 additional power points, you can attempt to create a telepathic bond with a creature that is not willing (Will save negates).

2. For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Mindlink, Thieving

Discipline: Telepathy [Mind-Affecting]; **Level**: Telepath 4
Duration: 10 min./level (D)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

As *mindlink*, except that if the target is a psionic character or creature that knows powers, you can temporarily borrow a power of your choice (you are aware of what powers the subject knows, up to the highest level of power you can manifest).

Borrowing the subject's power is a separate standard action that provokes an attack of opportunity. If the attack to borrow a power succeeds, the mental communication provided by this power ends immediately. The borrowed power fades from the subject's awareness and appears

within your own. You can now spend power points to manifest the borrowed power just as if it were one of your powers known. You maintain knowledge of the borrowed power until the duration of your *thieving mindlink* expires, at which time you lose knowledge of the power and the power reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed power when this power's duration expires.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mindwipe

Discipline: Telepathy [Mind-Affecting]; **Level**: Dread 4, psion/wilder 4
Display: Auditory, mental, and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. The effects of multiple negative levels stack.

If the subject survives, it loses all negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

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

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

Mirror Shot

Discipline: Psychoportation; **Level:** Marksman 4
Display: Auditory, Visual
Manifesting Time: 1 immediate action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 projectile in flight
Duration: Instantaneous
Saving Throw: Will negates (harmless, object); **Power Resistance**: Yes (harmless, object)
Power Points: 7

You draw upon your psionic might to mirror the potential paths of a projectile into this reality, psionically turning a lone arrow into an entire volley, or a thrown dagger into a deadly hail of knives.

You can manifest this power with a moment's thought, quick enough to use when it is not your turn. You must manifest this power in response to a single attack made with a ranged weapon within medium range (the attacker must be within range, the target need not be) before the result of the attack is determined. You cannot use this power to mirror unusually massive projectiles such as siege weapons.

You create four reflections of the projectile that each do damage as a mundane weapon of the original projectile's type. Each mirrored projectile uses the same attack roll result as the reflected attack to determine if they strike the target or not (regardless of their enhancement bonus to attack), and each projectile checks for concealment individually. Effects that modify the weapon or its damage, such as that from Psionic Shot or *prevenom weapon*, do not apply to these reflections.

If applicable, the projectiles add the Strength bonus of the original attacker under the normal constraints for the attacker's weapon (full strength bonus for thrown weapons, full strength bonus up to a certain value for composite longbows, etc). The reflections return to their native reality shortly after appearing and cannot be preserved.

Precision damage (such as sneak attack) and extra damage from critical hits only apply to the first projectile fired, not to the four reflections. The four mirrored projectiles bypass damage reduction as though they were magic weapons.

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

1. By spending additional power points, you may reflect enhancement bonuses or magic abilities of the initial projectile. For every 2 additional power points you spend, you may bestow the reflections with the equivalent of an additional +1 enhancement bonus or ability priced as a +1 bonus. Reflecting abilities that add a flat sum to the price of the weapon cost 1 additional power point per 5000 gp of their market price to replicate. Like standard magical weapons, you may not add abilities to the reflection projectiles unless they already have at least a +1 enhancement bonus. The enhancement bonus or ability to be added must exist on the original projectile.

2. For every 4 additional power points you spend, you may create an additional projectile.

3. If you spend 10 additional power points, you may use this power to reflect unusually massive projectiles such as siege weapons or boulders hurled by giants. All reflections strike the same area, if applicable.

Missive

Discipline: Telepathy [Mind-Affecting, Language-Dependent]; **Level**: Cryptic 0, dread 0, psion/wilder 0, tactician 0, vitalist 0
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Effect: Mental message delivered to subject
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** Yes
Power Points: Psionic focus or 1

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject "hears" meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet.

Missive, Mass

Discipline: Telepathy [Mind-Affecting, Language-Dependent]; **Level**: Psion/wilder 2, tactician 2
Display: Mental
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Targets: All creatures in a 400 ft. + 40 ft./level radius centered on you; see text

Effect: Mental message delivered to subjects
Duration: Instantaneous
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 3

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. *Mass missive* is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects "hear" meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power's range increases by 40 feet and its save DC increases by 1.

Modify Matter

Discipline: Metacreativity (Creation); **Level**: Shaper 4
Display: Material
Manifesting Time: See text
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to 10 cu. ft./level; see power text
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 7

You convert material of one sort into a product that is of the same material. Creatures or psionic items cannot be created or transmuted by this effect. The quality of items made by this power is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Manifesting requires 1 round per 10 cubic feet of material to be affected by the power. This power may not be used on attended items.

Modify Matter, Greater

Discipline: Metacreativity (Creation); **Level**: Shaper 6
Target: Up to 100 cu. ft./level
Power Points: 11

As *modify matter*, except ten times as much material is affected by the power.

Moment Of Terror

Discipline: Telepathy [Evil, Mind-Affecting]; **Level:** Dread 4, psion/wilder 4
Display: Mental
Manifesting Time: One standard action
Range: Medium (100 feet + 10 feet/ level)
Target: One creature of up to Large size
Duration: 1 round; see text
Saving Throw: Will negates; **Power Resistance**: Yes
Power Points: 7

You brutally force the target's consciousness into a dimension of nightmares and terror. This unnatural dislocation opens conduits of pain for the target, causing the target's body to fall prone and helpless as the target mindlessly screams unless it makes a successful Will save.

If the target failed its Will save, once the initial effect ends, the memory of the awful pain remains, making the target susceptible to other mental assault, imposing a –2 penalty on Will saves against mind-affecting effects for a period of one day. This penalty does not stack from multiple uses of this power.

Augment: If you spend 4 additional power points, the target suffers the penalty on Will saves against mind-affecting effects even if it made a successful save.

My Light

Discipline: Psychokinesis [Light]; **Level**: Cryptic 0, dread 0, gifted blade 1, marksman 0, psion/wilder 0, psychic warrior 0
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Personal
Effect: 40-ft. cone of light emanating from you
Duration: 10 min./level (D)
Power Points: Psionic focus or 1

Your eyes beam forth a 40-foot cone of light; for the first 20 feet, you shed normal light in such area, and you increase the light level for the other 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this power can be manifested but it has no effect, until you enter into an area with a lower light level.

If *my light* is used in conjunction with *elfsight*, the cone of light extends out to 80 feet instead of 40 feet.

If *my light* is used in conjunction with *control light*, the cone of light extends out to 60 feet instead of 20 feet.

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

1. If you spend 2 additional power points, you can manifest this power as a swift action.

2. If you expend your psionic focus when manifesting this power, the cost of the power is reduced by 1 (to a minimum of 0).

Natural Healing

Discipline: Psychometabolism (Healing); **Level**: Egoist 1, vitalist 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

You rapidly accelerate your natural healing ability. You heal 3 hit points of damage.

Augment: For every additional power point you spend, this power heals an additional 3 hit points.

Natural Linguist

Discipline: Telepathy [Mind-Affecting]; **Level**: Cryptic 2, psion/wilder 2 **Display:** None
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 3

You telepathically charge your speech and hearing,

allowing you to understand an additional language when it is spoken, even if it is a racial tongue or a regional dialect, and allowing your speech to be understood in that language. When you manifest this power, choose a language or a creature you want to understand and that you want to understand you. Any other creature that also understands the same language can understand you and you can understand them. This does not enable you to speak with creatures who don't speak. You can make yourself understood as far as your voice carries. This power does not predispose any creature addressed toward you in any way. This power does not enable you to speak with creatures immune to mind-affecting powers.

Augment: For every additional power point you spend, you may understand and be understood in an additional language at the same time while this effect is active.

Null Psionics Field

Discipline: Psychokinesis; **Level**: Kineticist 6
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None; **Power Resistance:** See text
Power Points: 11

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most psionic effects, including powers, psi-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any psionic items or powers within its confines. A *null psionics field* suppresses any power or psionic effect used within, brought into, or manifested into its area, but does not negate it. Time spent within a *null psionics field* counts against a suppressed effect's duration.

Astral constructs, summoned creatures, and incorporeal undead wink out if they enter a *null psionics field* if they fail any applicable power resistance check. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the power that is maintaining the construct or summoned creature.

Creation powers with instantaneous durations and calling powers are not affected by a *null psionics field* because the power itself is no longer in effect, only its result.

A normal creature (a normally encountered construct rather than a created one, for instance) can enter the area, as can normal missiles. Furthermore, while a psionic sword does not function psionically within the area, it is still a sword (and a masterwork sword at that). The power has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned or have a limited duration, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel psionics does not remove the field. Two or more *null psionics fields* sharing any of the same space have no effect on each other. Certain powers may be unaffected by *null psionics field* (see the individual power descriptions). Artifacts and deities are unaffected by mortal power such as this. Should a creature's space extend across the boundary of the area enclosed by the field, any part of the creature that lies outside the effect is unaffected by the field.

Oak Body

Discipline: Psychometabolism; **Level**: Psion/wilder 7, psychic warrior 5, vitalist 7
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: Psion/wilder 13, psychic warrior 9, vitalist 13

This power transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/ slashing and a +5 bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 enhancement bonus to Strength, but you take a –2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions) or play wind instruments. You have an armor check penalty of –4 and an arcane spell failure chance of 25%.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Object Reading

Discipline: Clairsentience; **Level**: Seer 2, sighted seeker 2
Display: Auditory and material
Manifesting Time: 1 minute
Range: Touch
Target: Object touched
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None; **Power Resistance:** Yes
Power Points: 3

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Minute: Last owner's race.
2nd Minute: Last owner's gender.
3rd Minute: Last owner's age.
4th Minute: Last owner's alignment.
5th Minute: How last owner gained and lost the object.
6th+ Minute: Next-to-last owner's race, and so on.

The power always correctly identifies the last owner of the item, and the original owner (if you keep the power

active long enough).

There is a 90% chance that this power will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not identified.

This power will not identify casual users as owners. (Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts. If you use this power additional times on the same object, the information yielded is the same as if you were using the power on the object for the first time.

Augment: For every additional power point you spend, this power's maximum duration increases by 10 minutes.

Painful Strike

Discipline: Psychometabolism; **Level**: Psychic warrior 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 3

Your natural weapons cause additional pain. Each successful attack you make with a natural weapon deals an extra 1d6 points of nonlethal damage to the target.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

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*.

Personality Parasite

Discipline: Telepathy [Mind-Affecting]; **Level**: Dread 4, psion/wilder 4
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller humanoid
Duration: 1 round/level (D)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. The parasitic personality functions with complete autonomy from the main personality. It does not control the body physically, but it can take one standard action each round that is purely mental, such as manifesting a power, in the same turn that the subject takes its normal actions.

The parasitic personality manifests powers using the subject's power point reserve and known powers, or any spells prepared or known and available spell slots, but can only manifest powers or cast spells three or more levels lower than the highest level of power or spell the subject can normally manifest or cast.

The parasitic personality actively attempts to manifest powers or cast spells that negatively impact the subject, using the highest-level powers or spells possible (so as to deplete the subject's power point reserve and available spell slots), and the most deadly to the subject. You do not have control over what the parasitic personality does, though it always works against the interest of the subject.

Both minds communicate with each other telepathically. If a creature is targeted by a compulsion or charm effect while under the effect of this power, it can make a second saving throw if the first one fails. If both saving throws fail, then this power ends and the creature is affected by the charm or compulsion effect.

The parasitic personality does not gain any advantages if the main personality is subjected to a *haste* or *schism* effect.

Physical Acceleration

Discipline: Psychometabolism; **Level:** Egoist 3, gifted blade 3, marksman 3, psychic warrior 3, sighted seeker 4, vitalist 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: Egoist 5, gifted blade 5, marksman 5, psychic warrior 5, sighted seeker 7, vitalist 7

You move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, you gain one additional attack. The attack is made using your full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to manifest a second power or otherwise take an extra action in the round.)

You gain a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of your modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice your normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects your jumping distance as normal for increased speed. Multiple *physical acceleration* effects don't stack, nor

does it stack with *haste*. *Physical acceleration* negates *slow*.

Augment: If you spend an additional 6 power points, you can manifest this power as a swift action.

Pierce the Veils

Discipline: Clairsentience; **Level**: Cryptic 5, dread 5, marksman 4, psion/wilder 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: Cryptic 9, dread 9, marksman 7, psion/wilder 9

You gain the ability to see all things as they actually are. You see through normal and psionic darkness, notice secret doors hidden by psionics, see the exact locations of creatures or objects under *blur* or *displacement* effects, see invisible creatures or objects normally, see through illusions, and see the true form of *polymorphed*, changed, or transmuted things. Further, you can focus your vision as a standard action to instead see into the Ethereal Plane (but not into extradimensional spaces). The visual range of the effect conferred is 120 feet.

This does not, however, penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. This effect does not help you see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means. In addition, the effects cannot be further enhanced with known magic, so one cannot use this power through a *crystal ball* or in conjunction with effects such as *clairaudience/clairvoyance*.

Planar Travel

Discipline: Psychoportation; **Level**: Dread 5, psion/wilder 5
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Targets: Willing creature touched, or up to eight willing creatures joining hands
Duration: Instantaneous
Power Points: 9

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the power at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. *Planar travel* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including manifesting *planar travel* again).

Augment: For every two additional power points spent, the number of d% rolled is reduced by 1, to a maximum of -5, when the power places you at your intended destination.

Power Leech

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Dread 4, psion/wilder 4
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any living psionic creature
Duration: Concentration, up to 1 round/level; see text
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 power points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while the subject of the drain remains in range. If the subject is drained to 0 power points, this power ends.

Concentrating to maintain *power leech* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

Power Resistance

Discipline: Clairsentience; **Level**: Psion/wilder 5, tactician 5, vitalist 5
Display: Material and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 9

The creature gains power resistance equal to 12 + your manifester level.

Precognition

Discipline: Clairsentience; **Level**: Seer 1 , sighted seeker 1, tactician 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Up to 10 min./level, until discharged; see text
Power Points: 1

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.

In practice, manifesting this power grants you a "precognitive edge." Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +2 insight bonus that you can apply at any time to either an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

Precognition, Defensive

Discipline: Clairsentience; **Level**: Cryptic 1, dread 1, gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1, sighted seeker 1, tactician 1
Display: Material and visual
Manifesting Time: 1 standard action; see text
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows.

You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

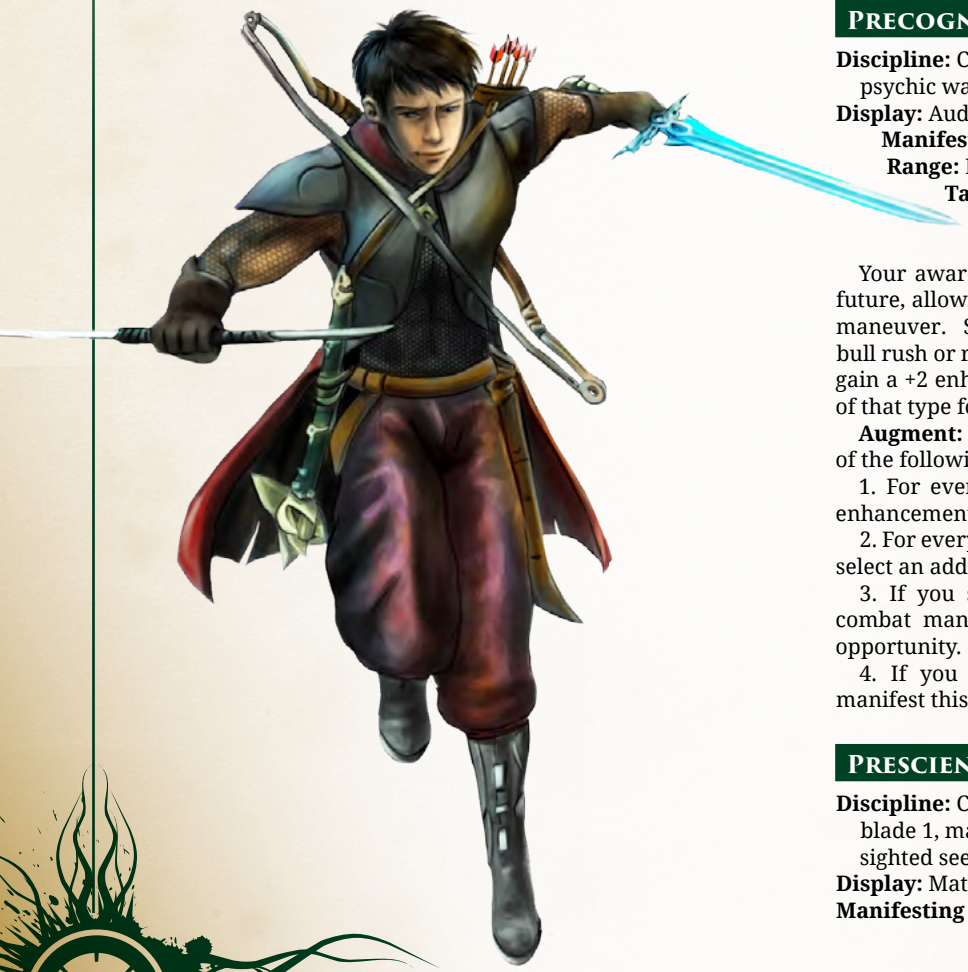
Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Precognition, Greater

Discipline: Clairsentience; **Level**: Seer 6
Display: Auditory and visual
Manifesting Time: 10 minutes
Range: Personal



Target: You
Duration: 1 hour/level; see text
Power Points: 11

As *precognition*, except as noted here.

You gain a +4 insight bonus instead of a +2 bonus, and the effect is not discharged when used. You may only gain a number of precognitive edges per manifestation equal to your manifester level.

Precognition, Offensive

Discipline: Clairsentience; **Level**: Cryptic 1, dread 1, gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1, sighted seeker 1
Display: Material and visual
Manifesting Time: 1 standard action; see text
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack rolls.

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

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Precognition, Tactical

Discipline: Clairsentience; **Level:** Cryptic 1, gifted blade 1, psychic warrior 1, tactician 1
Display: Auditory, Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better perform a particular combat maneuver. Select one type of combat maneuver, such as bull rush or reposition, when you manifest this power. You gain a +2 enhancement bonus to combat maneuver checks of that type for the duration of the effect.

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

1. For every 2 additional power points you spend, the enhancement bonus increases by 1.

2. For every 3 additional power points you spend, you can select an additional type of combat maneuver.

3. If you spend 4 additional power points, using the combat maneuver selected does not provoke attacks of opportunity.

4. If you spend 6 additional power points, you can manifest this power as an immediate action.

Prescience, Offensive

Discipline: Clairsentience; **Level**: Cryptic 1, dread 1, gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1, sighted seeker 1
Display: Material and visual
Manifesting Time: 1 standard action; see text

Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +2 insight bonus on your damage rolls.

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

1. For every 3 additional power points you spend, the insight bonus on your damage rolls increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

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 due to the creature's death. 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.

Prevenom

Discipline: Psychometabolism (Creation); **Level**: Psychic warrior 1
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level or until discharged
Saving Throw: None and fortitude negates; see text; **Power Resistance:** No
Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 1 point of Constitution damage per round for 2 rounds. A target struck by the poison can make a Fortitude save each round to negate the damage and end the affliction.

Augment: For every 3 additional power points you spend, the poison's duration increases by 1 round.

Prevenom Weapon

Discipline: Psychometabolism (Creation); **Level**: Gifted blade 1, marksman 1, psychic warrior 1, sighted seeker 1
Range: Touch
Target: Weapon touched
Power Points: 1

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

Prowess

Discipline: Clairsentience; **Level**: Gifted blade 2, psychic warrior 2, sighted seeker 2
Display: Mental
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 3

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round.

Prowess As One

Discipline: Telepathy [Mind-Affecting, Network, Shared]; **Level:** Tactician 5
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Target: You plus one creature
Duration: 1 round/level
Saving Throw: Will negates (harmless, see text); **Power Resistance**: Yes
Power Points: 9

This power links the fighting prowess of one to another. Treat all targets of this power in all ways as if they have a base attack bonus equal to the highest base attack bonus amongst all willing targets affected (this can grant additional attacks per round as usual for a high base attack bonus).

Temporary effects that alter base attack bonus are ignored by this power. While subjects still gain the benefit of both effects, *prowess as one* only deals with their regular base attack bonus before other temporary effects are applied.

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

1. For every 3 additional power points you spend, you can share one of the target's weapon proficiencies with every other willing target.

2. If you spend 4 additional power points, you can instead share the lowest base attack amongst any targets you choose instead of the highest. This can cause a loss of melee attacks or deny use of feats or class abilities. If a recipient's base attack bonus would be lowered through the use of this power, they may attempt a Will saving throw each round to ignore its effects.

3. For every 4 additional power points you spend, you may also select one class feature belonging to you or a target that directly modifies the base attack bonus you share, either by providing a bonus or by altering the base attack bonus. Example class features include the monk's Flurry of

Blows class feature. The GM may allow additional abilities at his discretion. You may effectively grant this class feature to any or all willing targets of your choice; treat them as if they actually had the class feature in question, with one exception: if a class feature has additional benefits besides directly modifying the base attack bonus, those additional benefits are not included.

Proximity Strike

Discipline: Psychoportation (teleportation) [trigger];
Level: Psychic warrior 2
Display: Mental
Manifesting Time: 1 swift action
Range: Melee
Target: One creature
Duration: 1 round; see text
Saving Throw: None; **Power Resistance:** Yes
Power Points: 3

Until the end of your turn, the next successful melee attack you make deals an additional +1d4 points of damage and temporarily attunes you to the creature struck. A creature with power resistance may attempt to block you attuning to it, but power resistance does not affect the additional damage to your attack.

Trigger: If the target is not adjacent to you at the end of its next turn, you can expend your psionic focus as a free action to teleport adjacent to it, as long as it is within Close range (25 ft. + 5 ft./2 levels).

Augment: If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

Psionic Blast, Quas'thelin's

Discipline: Telepathy [Mind-Affecting]; **Level**: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft. cone-shaped burst
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 5

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. *Psionic blast* stuns all affected creatures for 1 round.

Augment: For every 2 additional power points you spend, the duration of the stun effect increases by 1 round and the power's save DC increases by 1.

Psionic Lion's Charge

Discipline: Psychometabolism; **Level**: Gifted blade 3, psychic warrior 2
Display: Mental
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: Gifted blade 5, psychic warrior 3

You gain the powerful charging ability of a lion. When you charge, you can make a full attack in the same round.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge.

Augment: For every additional power point spent, each of your attacks after a charge in the current round gains a cumulative +1 circumstance bonus on damage.

Psionic Lock

Discipline: Psychoportation; **Level**: Psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: Touch
Target: Door, chest, or portal touched, up to 30 sq. ft./level in size
Duration: Permanent
Saving Throw: None; **Power Resistance:** No
Power Points: 3

A *psionic lock* manifested upon a door, chest, or portal psionically locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by a successful *dispel psionics* effect. Add +10 to the normal DC to break open a door or portal affected by this power.

Psionic Repair

Discipline: metacreativity; **Level:** Cryptic 0, psion/wilder 0
Manifesting Time: 10 minutes
Display: Material, Olfactory
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.

Psionic Revivify

Discipline: Psychometabolism (Healing) [Good]; **Level**: Egoist 5, vitalist 5
Manifesting Time: 1 standard action
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** Yes (harmless)
Power Points: 9

Psionic revivify lets a manifester reconnect a corpse's psyche with its body, restoring life to a recently deceased creature. The power must be manifested within 1 round of the victim's death. Before the psyche of the deceased has

completely left the body, this power halts its journey while repairing somewhat the damage to the body.

This power functions like the *raise dead* spell, except that the affected creature receives a permanent negative level, but suffers no Constitution loss, and no loss of powers.

The creature has –1 hit points (but is stable) after being restored to life.

For every additional permanent negative level that the subject suffers, the manifestation of this power can be delayed by 2 additional rounds. All of the negative levels gained in this manner fade after twenty-four hours.

Augment: By spending 2 additional power points, this power may also affect outsiders.

Psionic Scent

Discipline: Psychometabolism; **Level**: Cryptic 2, gifted blade 2, marksman 2, psychic warrior 2
Display: Mental
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 3

You gain an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell. With the scent ability, you can identify familiar odors just as humanoids do familiar sights.

You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

You can follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. If you are tracking with *psionic scent*, you ignore the effects of surface conditions and poor visibility.

Psychic Bodyguard

Discipline: Telepathy [Mind-Affecting]; **Level:** Psion/wilder 2, tactician 2, vitalist 2
Display: Mental, visual
Manifesting Time: 1 round
Range: Medium (100 feet + 10 feet/level)
Target: One willing creature
Duration: One hour/level (D) or until discharged; see text
Saving Throw: Yes (harmless); **Power Resistance**: Yes (harmless)
Power Points: 3

You forge a specialized telepathic connection between yourself and one ally. Whenever the target must make a Will save, you make the save instead as if the effect targeted you. If you fail in the saving throw, your ally suffers the consequences of the effect that forced the Will save and you must make an additional Will save at the same DC or be stunned for one round. The target may willingly fail saves against harmless powers without causing you to be stunned. Once the connection is forged, you can make Will saves for your ally as long as she remains in range. If she strays out of range, the power ends. You may not willingly fail a save when using *psychic bodyguard*, but you may allow the target to make her own save. The power immediately ends after you have made a successful Will save for the target.

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

1. For every additional 2 power points spent, the power lasts for one additional successful Will save.

2. If you spend 8 additional power points, the power is not discharged after making a successful Will save.

Psychic Chirurgery

Discipline: Telepathy [Mind-Affecting]; **Level**: Telepath 9, vitalist 9
Display: Auditory, mental, and visual
Manifesting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 17

You can repair psychic damage or grant another creature knowledge of powers you know, depending on the version of this power you manifest.

Repair Psychic Damage: You can remove any compulsions and charms affecting the subject. In fact, you can remove any instantaneous or permanent effect caused by a mind-affecting power or spell with *psychic chirurgery*. Unlike with *aura alteration*, these effects end or are negated as soon as this power is manifested, with no need for another saving throw.

You can remove all negative levels (but see below) affecting the subject, regardless of how it received them, restoring it to the highest level it had previously attained. Permanent negative levels caused by energy drain or a similar effect, however, may only be cured if the effect occurred within a number of hours equal to your manifester level.

You can also remove all psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject. *Psychic chirurgery* negates all forms of insanity, confusion, the effect of such powers as *microcosm*, and so on, but it does not restore permanent negative levels due to death.

Transfer Knowledge: If desired, you can use this power to directly transfer knowledge of a power you know to another psionic character. You can give a character knowledge of a power of any level that she can manifest, even if the power is not normally on the character's power list, but a character is limited to gaining a number of powers equal to her key ability modifier. Knowledge of powers gained through *psychic chirurgery* does not count toward the maximum number of powers a character can know per level.

Each time you use psychic chirurgery to implant knowledge of a power in another creature, you suffer ability burn to your key ability score equal to the level of the power implanted. If you and the subject are both willing to do so,

you can split this damage evenly. You cannot manifest *psychic chirurgery* to bestow knowledge of a power if you are currently suffering ability burn to your key ability score, nor can *psychic chirurgery* be used to bestow knowledge of a power to a creature currently suffering from ability burn to their key ability score.

Psychic Crush

Discipline: Telepathy [Mind-Affecting]; **Level**: Dread 5, psion/wilder 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will partial; see text; **Power Resistance:** Yes
Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 2 additional power points you spend, this power's damage on a successful save increases by 1d6 points and its save DC increases by 1.

Psychic Drain

Discipline: Psychometabolism; **Level**: Egoist 4, psychic warrior 4, vitalist 4
Display: Mental
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 7

This power shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's power.

If you manifest this power to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 power points from your foe for every manifester level you have. The drained points simply dissipate. Your touch attack, charged with psionic power, is treated as an armed attack.

If you manifest this power to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the power's benefit.

Against a psionic being that has no power points or a nonpsionic foe, your attack instead deals 2 points of Intelligence, Wisdom, or Charisma damage (your choice).

Psychic Interference

Discipline: Telepathy [Mind-Affecting, Network]; **Level:** Tactician 2
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will partial (see text); **Power Resistance**: Yes
Power Points: 3

You form a mental bond with one creature within range and use that bond to force minor hallucinations into the target's mind, hindering them in several potential ways.

Targets of this power suffer a -2 penalty on one of the following for the duration of the power (your choice):

* Attack rolls
* Saving throws
* Ability checks and skill checks

A successful save reduces the penalty to -1.

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

1. If you spend 2 additional power points, you may choose a second type of check to which the penalty applies.

2. For every 2 additional power points you spend, the penalty increases by 1. For every two points the penalty increases, the penalty on a successful Will save increases by 1.

In addition, for every 2 power points spent to achieve either of these results, the power's save DC increases by 1.

Psychic Reformation

Discipline: Telepathy [Mind-Affecting]; **Level**: Gifted blade 4, psion/wilder 4, tactician 4, vitalist 4
Display: Auditory, mental, and visual
Manifesting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 7

When this power is manifested, the subject can choose to spend its most recently gained skill ranks differently (picking new skills and abandoning old ones if it chooses) and to choose a different feat from the one it selected when advancing from its previous level to its current level.

The subject can also choose to forget powers or spells it acquired when advancing to its current level, replacing them with new ones.

The subject can undo decisions of these sorts that were made at lower levels, although he suffers increased penalties the farther back he goes to undo decisions. The subject must abide by the standard rules for selecting skills and feats, and so it cannot take feats for which it doesn't qualify. Any change made must have been available at the level selected. For example, a 7th level psion who uses this power to change a 2nd level power gained at 3rd level psion cannot select a 4th level power to replace it – he must choose a 1st or 2nd level power.

The subject is not limited to changing only a single level's choices should he decide to undo decisions from prior levels. Every level between his current level and the earliest level may be altered, so long as the choices made were valid at the appropriate level.

If the subject goes farther back than the changes from the previous level to its current level, the subject suffers a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks for each level back the power changes. In addition, the creature reduces its current and total hit points by 5 for each level back the

power changes. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting or manifesting) for each level back the power changes. These penalties last for 24 hours.

Augment: This power may be augmented in either of the following ways.

1. If you spend 2 additional power points, the penalties end after the subject rests for 8 hours.

2. If you spend 6 additional power points, the subject does not suffer any penalties.

Psychic Tracking

Discipline: Clairsentience; **Level:** Seer 1, sighted seeker 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 1

You can track creatures with an Intelligence score of 3 or greater by following the trails of mental energy they leave behind. Pass without trace and similar effects provide no protection from this power; however, creatures immune to mind-affecting effects leave no perceptible psychic tracks, and cannot be followed this way.

Finding psychic tracks or following them for 1 mile requires a DC 20 Spellcraft check. Every time the tracks become difficult to follow (such as when they intersect with other psychic tracks, enter an area of heavy traffic such as a market, or backtrack and diverge), you must make another check. If you fail a Spellcraft check, you can retry by meditating for 10 minutes (low traffic) 1 hour (high traffic) .

While tracking, you move at half your normal speed. You may move up to your normal speed by taking a -5 penalty on the Spellcraft check, or double your speed by taking a -20 penalty on the Spellcraft check.

Augment: For every additional power point you spend, you gain a +2 bonus on your Spellcraft checks to follow psychic tracks.

Psychofeedback

Discipline: Psychometabolism; **Level**: Egoist 5, psychic warrior 5, vitalist 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 9

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one physical ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as ability damage.

You can boost your Strength, Dexterity or Constitution score by an amount equal to your manifester level (or any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

When the duration of this power expires, your ability boost also ends, but your ability damage remains until it is healed.

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

1. If you spend 2 additional power points, the ability damage you suffer to increase another score is delayed until the power fades.

2. If you spend 4 additional power points, the power's duration increases to 1 minute/level (D).

3. If you spend 6 additional power points, the ability damage you suffer to increase another score fades when the power's duration expires.

Psychokinetic Cannon

Discipline: Psychokinesis; **Level:** Marksman 1
Display: Auditory, Visual
Manifesting Time: 1 swift action; see text
Range: 0 ft.
Target: One piece of ammunition or one thrown weapon
Duration: Instantaneous
Saving Throw: Will negates (harmless, object); **Power Resistance**: Yes (harmless, object)
Power Points: 1

You empower one piece of ammunition or one thrown weapon with the impetus of motion it would get from its launcher, in effect firing it by will alone. You may launch a boosted projectile as an attack action (in addition to the swift action of manifesting this power), treating it in all ways as if it had been fired from its intended launcher (shortbow, light crossbow, or sling, sized appropriately to you). Since no actual launcher is involved, reload times are not applicable. Making a ranged attack in this fashion does not provoke attacks of opportunity.

The attack deals 1d8 points of damage regardless of ammunition type or size, has a range increment of 80 ft., and has a critical threat of 19-20 and a x3 critical multiplier.

Any feats or other abilities that work only on specific weapons work if the ammunition type is applicable to the ability (Improved Critical (longbow) for an arrow, for example).

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

1. If you spend an additional 2 power points, you may fire additional projectiles in this fashion as a full attack, up to the number of attacks you could normally make during a full attack action. These are not in addition to normal attacks in a full attack.

2. For every 4 additional power points you spend, the attack gains a +1 enhancement bonus to attack and damage and a +10' bonus to range.

Psychokinetic Charge

Discipline: Psychokinesis [force]; **Level:** Psion/wilder 4, tactician 4
Manifesting Time 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.

Psychokinetic Sphere

Discipline: Psychokinesis [Force]; **Level**: Kineticist 8
Display: Material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1-ft.-diameter/level sphere, centered around creatures or objects
Duration: 1 min./level (D)
Saving Throw: Reflex negates (object); **Power Resistance:** Yes (object)
Power Points: 15

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere, and contains it for the duration of the effect. Anything contained within the sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per manifester level) after the sphere has succeeded in encapsulating its contents.

You can move the sphere, along with the objects and creatures it contains that weigh a total of 5,000 pounds or less, by concentrating on the sphere. You can begin moving a sphere in the round after manifesting the power. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface. You can resume concentrating on your next turn or any later turn during the duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

The sphere functions as a *wall of force*, except that it can be negated by *dispel psionics*. A subject inside the sphere can breathe normally. The sphere cannot be physically moved either by people outside it or by the struggles of those within.

Psychoport

Discipline: Psychoportation (Teleportation); **Level**: Nomad 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal and touch
Target or Targets: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None or Will negates (object); **Power Resistance:** No or Yes (object)
Power Points: 9

This power instantly transports you to a designated destination, which may be as distant as 100 miles per manifester level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three manifester levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all powers where the range is personal and the target is you, you need not make a saving throw, nor is power resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and power resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or psionic energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this power. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using powers such as *remote viewing*.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the power's range, the power simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

Augment: For every 2 additional power points you spend,

consider the familiarity of a location 1 step better, with the exception of a false destination, which is always considered a false destination.

Psychoport, Greater

Discipline: Psychoportation (Teleportation); **Level**: Psion/wilder 8
Power Points: 15

As *psychoport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Psychoport Trigger

Discipline: Psychoportation (Teleportation); **Level**: Nomad 5
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 9

You specify a situation that triggers your automatic manifestation of a *psychoport*, taking you to a predetermined location. You must know the *psychoport* power and have sufficient power points to manifest it when the specified situation occurs.

The *psychoport trigger* goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round. The specified situation can be described in general terms or specific terms.

Psychoportation Circle

Discipline: Psychoportation (Teleportation); **Level**: Nomad 9
Display: Mental
Manifesting Time: 10 minutes
Range: 0 ft.
Effect: 5-ft.-radius circle that teleports those who activate it
Duration: 10 min./level (D)
Saving Throw: None; **Power Resistance:** Yes
Power Points: 17

You create a circle on the floor or other horizontal surface that teleports, as *greater psychoport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The power fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Magic traps such as *psychoportation circle* are hard to detect and disable. A character with the trapfinding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of *psychoportation circle*.

Psychosis

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Psion/wilder 7
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 13

Creatures affected by this power are permanently *confused* and constantly behave randomly, making them unable to independently determine what they will do. Roll on the following table at the beginning the subject's turn each round to see what the subject does in that round.

d%	Behavior
01–25	Act normally
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand
76–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent actions or because it has just been attacked).

Only *psychic chirurgery*, *reality revision*, and other similarly extreme measures can restore the subject's sanity.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Quintessence

Discipline: Metacreativity (Creation); **Level**: Shaper 4
Display: Material; see text
Manifesting Time: 1 round
Range: 0 ft.
Effect: 1-inch-diameter dollop of quintessence; see text
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 7

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact). However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation: Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power. Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action.

Read Thoughts

Discipline: Telepathy [Mind-Affecting]; **Level**: Telepath 2, tactician 2
Display: Mental
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; see text; **Power Resistance:** No
Power Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends. This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power 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.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Reality Revision

Discipline: Clairsentience; **Level**: Psion/wilder 9, tactician 9, vitalist 9
Saving Throw: See text; **Power Resistance:** See text
Power Points: 17

As *bend reality*, but with more far-reaching effects. A *reality revision* can produce any one of the following effects.

- Duplicate any psion power of 8th level or lower, provided the power is not on a discipline-restricted list that you do not have access to.
- Duplicate any psion power of 7th level or lower even if it's a power on a discipline-restricted list that you do not have access to.
- Duplicate any other power or spell of 6th level or lower, such as a psychic warrior power.
- Undo the harmful effects of many other powers, such as *microcosm*, *geas/quest*, or *insanity*.
- Create a non-psionic item of up to 25,000 gp in value.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *reality revisions* manifested in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score. Inherent bonuses are instantaneous, so they cannot be negated or dispelled. An inherent bonus cannot exceed +5 for a single ability score. Inherent bonuses to a particular ability score do not stack; only the best one applies.
- Remove injuries and afflictions. A single *reality revision* can aid one creature per manifester level, and all subjects are cured of the same kind of affliction.
- Revive the dead. *Reality revision* can bring a dead creature back to life by duplicating a *resurrection* spell. This power can revive a dead creature whose body has been destroyed, but the task takes two manifestations of *reality revision*, one to recreate the body and another to infuse the body with life again. *Reality revision* cannot prevent a character who is brought back to life from suffering a permanent negative level or suffering from Constitution drain.
- Transport travelers. This power can lift one creature per manifester level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.
- Undo misfortune. *Reality revision* can undo a single recent event. Manifesting the power forces a reroll of any single roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

You can try to use *reality revision* to produce more powerful effects than these, but doing so is dangerous. The manifestation may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.

Duplicated powers allow saves and power resistance as normal (but save DCs are calculated as though the power is 9th level) and the power is treated as if manifested with 17 power points, allowing the manifester to choose any appropriate augment options. Powers without augment options are simply manifested as normal, but with 9th level save DCs.

Manifesting *reality revision* requires channeling psionic power through specially-treated crystals similar to *cognizance crystals* that cost 25,000 gp. The crystal is consumed in the manifestation and becomes inert, unable to be used again and losing any value. If a power or spell duplicated by *reality revision* has a material component that costs more than 10,000 gp, you must provide that component or additional crystals of the same value.

Recall Agony

Discipline: Clairsentience [Mind-Affecting]; **Level**: Psion/wilder 2, sighted seeker 2
Display: Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature

Duration: Instantaneous
Saving Throw: Will half; **Power Resistance:** Yes
Power Points: 3

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 2d6 points of damage as the past (or future) impinges briefly on the present.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

Recall Death

Discipline: Clairsentience [Death, Mind-Affecting]; **Level**: Psion/wilder 8
Saving Throw: Will partial; see text
Power Points: 15

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save, it dies. If the save succeeds, the target instead takes 5d6 points of damage.

Reconstruction

Discipline: Metacreativity; **Level**: Shaper 2
Display: Material and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 3

When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. The power repairs 3d8 points of damage +1 point per manifester level. Constructs that are immune to psionics or magic cannot be repaired in this fashion.

Augment: For every 2 additional power points you spend, this power repairs an additional 1d8 points of damage.

Reddopsi

Discipline: Psychokinesis; **Level**: Kineticist 7
Display: Auditory, mental, and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Until expended or 10 min./level (D)
Power Points: 13

Powers and psi-like effects targeted on you are reversed back upon the original manifester. *Reddopsi* turns only powers that have you as a target. Effect and area powers are not affected. *Reddopsi* also fails to stop touch range powers. Up to 15 power points (or eight spell levels in psionic-magic transparency games) worth of powers are reversed in this fashion.

When you are targeted by a power using a higher amount of power points than the amount of *reddopsi* you have left, that power is partially reversed. Subtract the amount of *reddopsi* left from the power points of the incoming power, then divide the result by the total power points of the incoming power to see what fraction of the effect gets through. For damaging powers, you and the manifester each take a fraction of the damage. For nondamaging powers, each of you has a proportional chance to be the one who is affected. If you and a manifesting attacker are both warded by *reddopsi* effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01–70	Power drains away without effect.
71–80	Power affects both of you equally at full effect.
81–97	Both reversing effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Regenerative Aura

Discipline: Psychometabolism (Healing); **Level:** Egoist 9, vitalist 9
Display: Material, visual
Manifesting Time: 1 standard action
Range: 30 ft
Area: 30 ft. radius sphere centered on you
Duration: 1 round / level (D)
Saving Throw: Fort negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 17

Psionic power radiates out from your body, causing all living creatures within range to rapidly heal as their healing ability is hyperaccelerated. All living creatures within range heal 25 hit points per round.

Augment: By expending your psionic focus while manifesting this power, you may select which creatures are healed.

Remote View Trap

Discipline: Clairsentience [Electricity]; **Level**: Psion/wilder 6
Display: Mental and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours + 1 hour/level
Saving Throw: Will half; see text; **Power Resistance:** No
Power Points: 11

When others use *clairvoyant sense*, *remote viewing*, or other means of scrying you from afar, your prepared trap gives them a nasty surprise. If the scryer fails its saving throw, you are undetected. Moreover, the would-be observer takes 8d6 points of electricity damage. If the scryer makes its saving throw, it takes only 4d6 points of electricity damage and is able to observe you normally. Either way, you are aware of the attempt to view you, but not of the viewer or the viewer's location. It is possible that you might recognize the quasi-real viewpoint of someone using the *remote viewing* power if you could pierce its *invisibility* (which is true for *remote viewing* whether or not you use this power).

Remote Viewing

Discipline: Clairsentience (Scrying; see text); **Level**: Seer 4, sighted seeker 4
Display: Mental
Manifesting Time: 1 hour

Range: See text
Effect: Quasi-real viewpoint
Duration: 1 min./level (D)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

You send your mind across space and dimensions, forming it into a quasi-real viewpoint from which you can see and hear some creature located at any distance from you, even if planar boundaries separate you. If the subject succeeds on a Will save, the *remote viewing* attempt fails, and you can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10
Subject on another plane	+5

If the subject fails its Will save, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up 30 feet in all directions away from the subject).

While the *remote viewing* lasts, your real body remains unmoving and unaware of your actual surroundings. On the other hand, your quasi-real viewpoint is treated in some ways as if it were an invisible *ectoplasmic form* of yourself, except as follows. This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor. As a quasi-real viewpoint, you can speak (though your voice is whispery).

You may potentially be sensed by the subject of your viewing (subjects who can see or sense invisible or hidden creatures automatically sense you; otherwise you make a Stealth check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving). You could be attacked (although if you become subject to *dispel psionics*, the *remote viewing* simply ends). If the subject moves, you can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from you (or you move farther than 30 feet from it), the power ends.

You can attempt to manifest one power through your quasi-real viewpoint, but you must make a concentration check (DC 20 + level of the power you wish to manifest) to succeed. Manifesting (or attempting and failing to manifest) a power immediately ends the *remote viewing*.

Furthermore, all powers from your quasi-real viewpoint cost twice the usual number of power points (you can't exceed the power point limit set by your manifester level, so you are restricted to manifesting lower-level powers than you otherwise could). Power points you spend as a quasi-real viewpoint are drained from your real body.

Augment: By spending 2 additional power points, the quasi-real viewpoint can move at a speed of 40 feet.

Reposition

Discipline: Psychoportation (Teleportation) [Network]; **Level:** Nomad 6, tactician 6
Display: Auditory, Material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 willing creature / 2 levels
Duration: Instantaneous
Saving Throw: Will negates (harmless); see text; **Power Resistance**: Yes (harmless); see text
Power Points: 11

You instantly reposition each willing target anywhere within Medium range (100 ft. + 10 ft./level) from your location to which you have line of effect. This does not provoke attacks of opportunity for the creatures moved. The destination must be a valid space; this power cannot reposition creatures inside of another creature, a boulder, or some other solid structure, etc., although it could reposition a creature through a wall, as long as the manifester has line of effect to the destination, or reposition a creature underwater, midair, or over a bonfire. Attempts to reposition a creature into a harmful situation allow the creature a save.

Augment: This power may be augmented in the following ways.

1. If you spend 6 additional power points, you may target unwilling creatures.

2. If you spend 8 additional power points, you may manifest this power as an immediate action.

Repositioning Strike

Discipline: Psychoportation (Teleportation) [Trigger]; **Level:** Psychic warrior 2
Display: Mental, visual
Manifesting Time: 1 swift action
Range: Melee
Target: One creature of the Medium size or smaller
Duration: 1 round; see text
Saving Throw: None; **Power Resistance**: Yes
Power Points: 3

Until the end of your turn, the next successful melee attack you make, you and the creature struck swap positions.

Trigger: If your attack was successful and an ally attacks the target before the end of your next turn, you can expend your psionic focus to allow both you and the attacking ally to treat the target as if it was being flanked until the end of your next turn.

Augment: If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

Resist Death

Discipline: Psychometabolism [Network]; **Level:** Egoist 4, vitalist 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal

Target: Self
Duration: 1 hour / level
Saving Throw: Will negates (harmless); **Power Resistance:** Yes
Power Points: Egoist 7, vitalist 5

The manifester combines life force and psionic energy into a shield that protects the target from negative energy attacks. This power prevents energy drain and any negative energy effects, including channeled energy. Once the power has prevented (or helped prevent) one effect, the power dissipates. When manifested the power deals 2 points of non-lethal damage to the target. The damage may be healed normally. The subject gains +4 moral bonus against death spells and magical/psionic death effects even if a save to negate such effects is not normally allowed.

This power does not remove negative levels that the target has already gained, but it does remove penalties from negative levels for the duration of the power.

Resist death does not protect against other sorts of attacks, even if those attacks might be lethal.

Augment: For every additional 2 points spent, the power prevents 1 additional effect.

Resist Toxin

Discipline: Psychometabolism (Healing); **Level:** Cryptic 2, egoist 2, psychic warrior 2, vitalist 2
Display: Mental, visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour / level
Power Points: 3

You become temporarily immune to poison. Any poison in your system or any poison to which you are exposed during the power's duration does not affect you until the duration has expired. This does not cure any damage that poison may have already done.

Augment: This power may be augmented in one of the following ways.

1. If you spend 2 additional power points, this power can instead cure all diseases from you are suffering. You must make a manifesting level check (1d20 + manifester level) against the DC of each disease affecting you. Success means that the disease is cured. The power's duration changes to Instantaneous when using this augment option. This does not prevent reinfection after a new exposure to the same disease at a later date.

2. If you spend 4 additional power points, this power can instead detoxify any sort of venom in you. You must make a manifester level check (1d20 + manifester level) against the DC of each poison affecting you. Success means that the poison is neutralized. You suffer no additional effects from the neutralized poison, and any temporary effects are ended, but this does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The power's duration changes to Instantaneous when using this augment option.

Restore Extremity

Discipline: Psychometabolism (Healing); **Level**: Egoist 5, vitalist 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 9

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head. This power does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this power is manifested; a new extremity is created by the power. If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered dead tissue.

Retrieve, Nimar's

Discipline: Psychoportation (Teleportation); **Level**: Cryptic 5, psion/wilder 6
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One object you can hold or carry in one hand, weighing up to 10 lb./level
Duration: Instantaneous
Saving Throw: Will negates; see text; **Power Resistance:** No
Power Points: Cryptic 9, psion/wilder 11

You automatically teleport an item you can see within range directly to your hand. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augment: For every additional power point you spend, the weight limit of the target increases by 10 pounds.

Schism

Discipline: Telepathy [Mind-Affecting]; **Level**: Dread 5, telepath 4
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: Dread 9, telepath 7

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new "second mind" does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as manifesting a power) in the same round you take your normal actions.

Your second mind can manifest powers using your power point reserve, but only as if your manifester level were six lower than it is. Your second mind doesn't provoke attacks of opportunity when manifesting a power, because doing so doesn't distract your primary mind.

Having a second mind is strenuous on your psyche, and your primary mind suffers a -2 manifester level penalty in any round in which the secondary mind has used its action. If your secondary mind does not do anything in a round, your primary mind does not suffer this penalty.

Your second mind takes its first action on your turn in the

round after *schism* is manifested.

Both your minds communicate with each other telepathically. If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first. If you fail both, then the *schism* ends and you are affected normally by the power. If you fail just one, the *schism* ends immediately, but you are not subject to the compulsion or charm.

Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

Your second mind cannot access your psionic focus and does not benefit if you are maintaining psionic focus. Your second mind may gain psionic focus if you have the Psionic Meditation feat.

Second Chance

Discipline: Clairsentience; **Level**: Seer 5
Display: Mental
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level or until discharged
Power Points: 9

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll.

Augment: For every 3 additional power points spend, you gain a +1 insight bonus on the reroll.

Sense As One

Discipline: Telepathy [Mind-Affecting, Network, Shared]; **Level:** Tactician 4
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You plus one willing creature
Duration: 1 round/level
Saving Throw: None (see text); **Power Resistance**: Yes
Power Points: 7

When you manifest this power, choose one of the following sensory special abilities that you or a willing target possesses: blindsense, darkvision, low-light vision, scent, tremorsense. You and the target are both treated as having the special ability for the duration of the effect.

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

1. If you spend 2 additional power points, you may also choose blindsight as a special ability to share.

2. If you spend 2 additional power points, this power can affect an unwilling target, and the power's saving throw becomes "Will negates." Unwilling targets do not gain the benefit of the shared sense, and you may cause that target to be treated as if it did not have the sensory special ability.

In addition, for every 2 power points spent augmenting this power, the save DC increases by 1.

Sense Link

Discipline: Telepathy [Mind-Affecting]; **Level**: Psion/wilder 1, tactician 1, vitalist 1
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One willing creature
Duration: Concentration, up to 1min./level
Power Points: 1

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation.

You make any skill checks involving senses, such as Perception, as the subject, and only within the subject's field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Once *sense link* is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

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

1. If you spend 2 additional power points, you can have the subject perceive one of your senses instead of the other way around.

2. If you spend 4 additional power points, you can link to a second sense of the same subject.

3. If you spend 2 additional power points, you can target an unwilling creature (Will save negates), but cannot augment this power in any other way. Treat the power as a 2nd level power when determining the save DC.

Sense Minds

Discipline: Telepathy [Mind-affecting]; **Level:** Marksman 1, telepath 2
Display: Visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: cone-shaped emanation
Duration: Concentration, up to 1 min / level; (see text)
Saving Throw: Will negates; **Power Resistance:** no
Power Points: Marksman 1, telepath 3

You can locate creatures. For the duration of the effect, you can detect any non-mindless creature in range, although the amount of information you learn depends on how long you concentrate on an area.'

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the effect ends.

If you concentrate on a specific creature in the area of effect for one full round, you can pinpoint their exact location.

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
Power Points: Psionic focus or 1

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.

Sensitivity to Psychic Impressions

Discipline: Clairsentience; **Level**: Seer 2, sighted seeker 2
Display: Auditory and material
Manifesting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you
Duration: Concentration, up to 10 min./level
Saving Throw: None; **Power Resistance:** No
Power Points: 3

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for a manifester to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to 100 x your manifester level.

Sensory Cascade

Discipline: Telepathy (Mind-Affecting); **Level:** Dread 4, psion/wilder 4
Display: Visual
Manifestation Time: One standard action
Range: Medium (100 feet + 10 feet/level)
Target: All creatures in a 15-foot radius
Duration: 1 round/level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 7

You overload the target's sensory system. In effect, the cascade buries the senses of the target creatures (even those with blindsight, tremorsense, touchsight, or other esoteric methods of sensing the environment) with random sensations for the duration. The creatures are treated as if blinded. However, from round to round, an affected creature has a chance to sense normally. Each round on the creature's action, roll 1d4. On a roll of 1-3, the target does nothing for 1 round as it stands attempting to re-establish contact with its senses. Rolling a 4 frees the creature of the effect for 1 round.

Sense-blocked creatures that are attacked (and damaged) are shocked out of their sense deprivation for 1 round - they can attack or attempt to flee however they desire on their next action. The following round they are subject once again to the *sensory cascade* (unless they are continually attacked each round).

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

1. If you spend an additional 4 power points, the condition lasts 24 hours.

2. If you spend an additional 6 power points, the condition is permanent.

Shadow Body

Discipline: Psychometabolism; **Level**: Psion/wilder 8
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 15

Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

Your space does not change, so you cannot move into locations you would not normally be able to move into.

While in your *shadow body*, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this power, you can be detected by powers that read thoughts, life, or presences (including *true seeing*), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your powers normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Stealth check to remain unnoticed.

Share Pain

Discipline: Psychometabolism; **Level**: Marksman 2, psion/wilder 2, tactician 2, vitalist 2
Display: Material and mental

Manifesting Time: 1 standard action
Range: Touch; see text
Targets: You and one willing creature, or two willing creatures; see text
Duration: 1 hour/level (D)
Power Points: 3

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

You can manifest this power on two willing subjects, one of which you designate to share its damage with the other.

Share Pain, Forced

Discipline: Psychometabolism; **Level**: Psion/wilder 3, tactician 3, vitalist 3
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 5

As *share pain*, except as noted here.

You attempt to force the sharing of your wounds with an unwilling creature for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal, the target takes no damage.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Sharpened Edge

Discipline: Metacreativity; **Level**: Cryptic 3, gifted blade 3, marksman 4, psion/wilder 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation
Duration: 10 min./level
Saving Throw: Will negates (harmless, object); **Power Resistance:** Yes (harmless, object)
Power Points: Cryptic 5, gifted blade 5, marksman 7, psion/wilder 5, psychic warrior 5

You psionically make a weapon keen, improving its ability to deal telling blows. This doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The power can be manifested only on piercing or slashing weapons. If used on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this power.

Multiple effects that increase a weapon's threat range (such as the *keen* special weapon property and the Improved Critical feat) don't stack. You can't manifest this power on a natural weapon, such as a claw.

Shatter Mind Blank

Discipline: Telepathy; **Level**: Psion/wilder 5
Display: Olfactory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 9

This power can negate a *barred mind, mind blank,* or a *personal barred mind* affecting all creatures within range. If the affected creatures fail their saves and do not overcome your attempt with power resistance, you can shatter the effects by making a successful check (1d20 + your manifester level, maximum +20) against a DC equal to 11 + the manifester level of the creator of each of the effects. If you succeed, the *barred mind* or *mind blank* effect ends. Use the same check against each *barred mind, mind blank,* or *personal barred mind* effect.

Augment: By spending an additional 4 power points, you may designate creatures within the affected area who are not affected by your manifestation of *shatter mind blank*.

Shield Wall, Krakatal's

Discipline: Psychometabolism; **Level:** Psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

You will the held tower shield to become a natural extension of your arm; it blocks attacks with but a mere thought from you. Your skin appears to burn, like red-hot embers briefly illuminating 5-feet away from you, before it dissipates.

During the duration of this power you are considered proficient with tower shields. If you actually have proficiency in tower shields you increase the AC bonus granted by any tower shield you wield by +1.

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

1. For every 4 additional power points you spend, you may decrease the tower shield's attack penalty due to encumbrance by 1.

2. For every 4 additional power points you spend, the tower shield's bonus to Armor Class improves by 1.

3. For every 4 additional power points you spend, reduce the tower shield's armor check penalty by 1.

Shift the Tide

Discipline: Clairsentience; **Level:** Tactician 4
Display: Auditory
Manifesting Time: 1 immediate action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous (see text)

Saving Throw: Will negates (harmless) or Will partial (see text); **Power Resistance:** Yes
Power Points: 7

You see the flow of battle and are able to make a single correction to shift the outcome of events. You force one creature in range to reroll a single check. This could be an attack roll, saving throw, opposed check, skill check, or any other d20 roll. The creature must take the result of the second roll. You can choose to use this power after the result of a roll has already been determined - such as to force an enemy who has hit an ally to reroll, or to allow an ally to reroll a failed saving throw.

If you target an enemy who makes a successful Will save, their action is not altered, but they are instead staggered for one round.

Augment: For every two additional power points spent, the power's save DC increases by 1.

Shocking Strike

Discipline: Psychokinesis [electricity, trigger]; **Level:** Psychic warrior 2
Display: Auditory, material
Manifesting Time: 1 swift action
Range: Melee
Target: One creature
Duration: 1 round; see text
Saving Throw: None; **Power Resistance:** Yes
Power Points: 3

The next single successful melee attack you make this round deals an additional +1d6 points of electricity damage and charges the creature with static energy.

Trigger: If the target moves during its next turn and your attack was successful, you can expend your psionic focus to deal an additional 2d6 points of electricity damage to it.

Augment: If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

Shrapnel Burst

Discipline: Metacreativity; **Level:** Psion/wilder 5, psychic warrior 4
Display: Mental, Visual
Manifesting Time: 1 standard action
Area: 40 ft. burst
Duration: Instantaneous
Saving Throw: Reflex half; **Power Resistance:** No
Power Points: Psion/wilder 9, psychic warrior 7

You emit a burst of crystalline shrapnel, dealing 9d6 points of piercing damage to all creatures within a 40 ft. burst centered on you.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage. For every two additional dice of damage, the save DC is increased by 1.

Sicken Body

Discipline: Psychometabolism; **Level:** Vitalist 0
Manifesting Time: 1 standard action
Display: Olfactory, Visual
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.

Sidestep

Discipline: Clairsentience; **Level:** Dread 2, marksman 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: Self
Duration: Instantaneous
Power Points: 3

When you manifest this power, when you would normally be hit with an attack from a melee weapon, you may deflect it so that you take no damage from it.

Siphon

Discipline: Psychometabolism; **Level:** Soulthief 0
Manifesting Time: 1 standard action
Display: Material, Olfactory
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.

Skate

Discipline: Psychoportation; **Level**: Gifted blade 1, psion/wilder 1, psychic warrior 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal or touch; see text
Target: You or one willing creature or one unattended object (total weight up to 100 lb./level); see text
Duration: 1 min./level (D)
Saving Throw: None; **Power Resistance:** Yes (harmless, object)
Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest *skate* on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this power affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you manifest *skate* on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

Augment: For every additional power point you spend, you can affect an additional target.

Skills As One

Discipline: Telepathy [Mind-Affecting, Network, Shared]; **Level:** Tactician 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You plus one willing creature
Duration: 1 round/level
Saving Throw: None (see text); **Power Resistance**: Yes
Power Points: 1

When manifesting this power, you must choose one skill. If your rank in that skill is higher, the target uses your ranks in place of his own ranks (maximum 5 ranks), and vice versa. If a target's skill ranks are replaced by this power, they are treated as though they actually had the shared ranks in the skill for all purposes (including class skill bonuses and the use of trained-only skills).

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

1. For every 2 additional power points you spend, you can choose an additional skill to share. Compare each skill individually.

2. For every 2 additional power points you spend, the maximum ranks you can share increases by 5 ranks.

3. If you spend 2 additional power points, this power can affect an unwilling target, and the power's saving throw becomes "Will negates (harmless)". Unwilling targets do not gain the benefit of increased skill ranks, although their skill ranks may be shared with willing targets.

Slip the Bonds

Discipline: Psychoportation; **Level**: Cryptic 4, gifted blade 4, marksman 4, psion/wilder 4, psychic warrior 4, tactician 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 7

You can move and attack normally for the duration of the power, even under the influence of effects that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple you automatically fail. You automatically succeed on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

You can also move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. This does not, however, grant water breathing.

Slumber

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level:** Dread 1, psion/wilder 1
Display: Mental
Manifesting Time: 1 round
Range: Medium (100 feet + 10 feet/level)
Area: One or more living creatures in a 10-foot-radius burst
Duration: One minute/level
Saving Throw: Will negates; **Power Resistance**: Yes
Power Points: 1

You cause a psionic slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the power's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Slumber* does not target unconscious creatures, constructs, or undead creatures.

Augment: For every additional power point you spend, you increase the number of Hit Dice affected by one.

If you instead spend 11 additional power points, you affect every creature within the power's area, regardless of individual or total Hit Dice.

Solicit Psicrystal

Discipline: Telepathy; **Level**: Psion/wilder 3, tactician 3, vitalist 3
Display: Auditory
Manifesting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Your psicrystal
Duration: 1 round/level (D)
Saving Throw: No; **Power Resistance:** No
Power Points: 5

Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal, unless the maintaining concentration on the power would not allow a move action. When the duration of *solicit psicrystal* expires, the power you transferred to the psicrystal ends (even if this would mean that the power ends earlier than normal). If necessary, the psicrystal makes concentration checks using your modifier.

You can manifest this power (and transfer the responsibility) with an instant thought, quickly enough to gain the benefit of the power before you take any other actions in a round.

Augment: For every additional power point you spend, this power's maximum duration increases by 1 round.

Sonic Blast

Discipline: Psychokinesis [sonic, trigger]; **Level:** Marksman 2, psychic warrior 2
Display: Olfactory, visual
Manifesting Time: 1 swift action
Range: Melee
Target: One creature
Duration: 1 round; see text

Saving Throw: None; **Power Resistance:** Yes
Power Points: 3

The next successful attack you make this turn deals an additional +1d6 points of sonic damage.

Trigger: If your attack was successful and the target makes an attack during its next turn, you can expend your psionic focus to make a free trip attempt against the target before it makes the attack. This trip attempt does not provoke attacks of opportunity and you are not knocked prone if you fail by more than 10. Power resistance applies to this triggered effect only; it does not apply to the additional damage on your attack.

Steadfast Perception

Discipline: Clairsentience; **Level**: Cryptic 4, gifted blade 4, marksman 4, psychic warrior 4, sighted seeker 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 7

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as *invisibility*). Moreover, your visual-based Perception checks receive a +6 enhancement bonus for the duration of this power. This power also grants you another saving throw against someone using *false sensory input* on you, but you must realize that that power has been used in order to know enough to manifest *steadfast perception*.

Stomp

Discipline: Psychokinesis; **Level**: Psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex negates; **Power Resistance:** No
Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area. Creatures that fail their saves are thrown to the ground, are prone, and take 1d4 points of nonlethal damage.

Augment: For every additional power point you spend, this power's nonlethal damage increases by 1d4 points. For every additional 2d4 points of nonlethal damage, the power's save DC increases by 1.

Strength of My Enemy

Discipline: Psychometabolism; **Level**: Dread 2, psychic warrior 2, tactician 2
Display: Visual; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 3

You gain the ability to siphon away your enemy's strength for your own use. One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total.

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

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Strike As One

Discipline: Telepathy [Mind-Affecting, Network, Shared]; **Level:** Tactician 3
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You and one willing creature
Duration: 1 round/level
Saving Throw: None (harmless); **Power Resistance**: Yes (harmless)
Power Points: 5

You form a mental bond with a creature within range and use that bond to coordinate your attacks to throw your foes off balance.

Creatures affected by this power may designate their own square or any square adjacent to them as the square they occupy for the purposes of flanking on their turn. If they occupy the designated square, they gain an additional +2 bonus from flanking.

All targets gain some measure of awareness from other targets, guarding each other from external threats. If any target is aware of danger, all targets are. No target may be flat-footed or flanked unless all targets are.

Subconscious Banishment

Discipline: Telepathy [Mind-Affecting]; **Level:** Dread 2
Display: Visual, Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature with an Intelligence of 3 or more.
Duration: Instantaneous
Saving Throw: Will negates; then Fortitude negates (see text); **Power Resistance**: Yes
Power Points: 3

You tear the subconscious mind away from the target and send it into a personal nightmare, causing the target to be sickened unless it makes a successful Will save. At the beginning of each subsequent round, the target gets a Fortitude save to stop being sickened. While sickened, the target must make a concentration check (DC 20 + level of the power/spell they wish to manifest/cast) to manifest powers or cast spells, as their mind is in two places at once.

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

1. If you spend 3 additional power points, the range increases to Medium (100 ft. + 10 ft./level).

2. If you spend 4 additional power points, the target becomes nauseated instead of sickened. On their first

successful Fortitude save, they become sickened until they make another successful Fortitude save the following round(s).

In addition, for every 2 power points spent on the above augmentations, the save DC increases by 1.

Summoning Strike

Discipline: Psychoportation (teleportation); **Level:** Psychic warrior 5
Display: Olfactory, visual
Manifesting Time: Full-round action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One medium-sized or smaller creature
Duration: Instantaneous
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 9

You attempt to teleport one creature within range to a space adjacent to you unless it makes a successful Will saving throw. On a failed save, the target is teleported to an open space adjacent to you and you may make a single melee attack against the target. If there is no space adjacent to you where the target can stand, or where there is not firm ground, the power fails.

Augment: For every additional 4 power points spent, the maximum size of the target is increased by one step (large, huge, etc) and the save DC increases by 2.

Suppress Compulsion

Discipline: Telepathy [Mind-Affecting]; **Level:** Telepath 1, vitalist 1
Display: None
Manifestation Time: One swift action
Range: Close (25 feet + 5 feet/two levels)
Target or Area: One dominated or controlled creature
Duration: 1 round
Saving Throw: None; **Power Resistance:** Yes
Power Points: 1

You can attempt to suppress a compulsion or charm effect on another creature by overwhelming the creature with conflicting telepathic signals, temporarily canceling the domination. When you manifest this power, make a manifester level check against the ongoing controlling power currently in effect on the creature. The manifester level check is 1d20 + your manifester level against a Difficulty Class of 11 + the manifester level of the entity that originally manifested the controlling power. On a successful check, the control is suppressed for 1 full round. Even though suppressed, the compulsion or charm is still considered to be running off its duration.

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

1. If you spend 4 additional power points, you can attempt to permanently terminate a compulsion or charm effect on another creature, including mind control. When you manifest this power, make a manifester level check against the ongoing controlling power currently in effect on the creature against a Difficulty Class of 11 + the manifester level of the entity that originally manifested the controlling power. On a successful check, you terminate the effect.

2. For every additional power point you spend, you increase your check result by +1 and extend the duration by 1 round.

Suspend Life

Discipline: Psychometabolism; **Level**: Psion/wilder 6, psychic warrior 6, vitalist 6
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Permanent unless ended or dismissed; see text
Power Points: 11

You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive.

While you are suspended, you are aware of your surroundings. You feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a "day" without food (though a year passes in actuality) and begin to suffer the effects of thirst and starvation as appropriate. Time-based physical effects like aging are similarly slowed down, although durations of psionic powers and similar effects are treated normally.

If you take any damage, you come out of your trance 4 rounds later. The trance can also be ended by a successful use of *dispel psionics*. If you choose to dismiss the power, your trance ends 10 rounds later.

Sustained Flight

Discipline: Psychoportation; **Level**: Psion/wilder 6
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 11

This power functions like the nomad power *flight*, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a competence bonus on Fly skill checks equal to half your manifester level. When using this power for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Sustenance

Discipline: Psychometabolism; **Level**: Dread 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2, tactician 2, vitalist 2
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 3

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time.

Swarm of Crystals

Discipline: Metacreativity (Creation); **Level**: Psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 3

Thousands of tiny crystal shards spray forth in an arc from your hand. These razor-like crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d4 points.

Synesthete

Discipline: Psychometabolism; **Level**: Gifted blade 1, psion/wilder 1, psychic warrior 1, vitalist 1
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 1

You receive one kind of sensory input when a different sense is stimulated. In particular, you can either feel light or feel sound. You can shift your stimulated sense between these two options once per round as a swift action. Your senses continue to work normally as well, unless they are impaired for some reason.

Your face must be uncovered to use this power, because it is the skin of your face that acts as the sensory receiver.

If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded. If your eyes are working normally, you gain a +4 circumstance bonus on all visual Perception checks. While feeling light, you are immune to gaze attacks.

If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Perception checks to listen.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your *synesthete* senses just as they would your normal senses.

You can also use this power to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the power in this way if you are not deafened or blinded).

Technique As One

Discipline: Telepathy [Mind-Affecting, Network, Shared]; **Level:** Tactician 7
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You plus one willing creature
Duration: 1 round/level
Saving Throw: Will negates (harmless, see text); **Power Resistance:** Yes
Power Points: 13

When you manifest this power, pick one feat that either you or the target has. This feat cannot be one restricted to first-level characters, nor can it have a racial prerequisite. All willing targets of this power gain this feat for the duration of the power, although they must meet all prerequisites of that feat to gain its benefits.

Feats that directly modify hit points, power points, or spells per day cannot be chosen this way. If a feat requires a specific choice, that choice is also shared.

This power does not grant you any special knowledge of the target's feats (though it is generally assumed that a willing target has filled you in on them beforehand). If your target does not actually have the feat you named, then the power fails.

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

1. For every 2 additional power points you spend, you may share an additional feat from the same target. These feats can serve as prerequisites for other shared feats.

2. If you spend 2 additional power points, the power instead removes knowledge of the feat from the target and grants it to you. Targets of the power augmented in this way may attempt a Will saving throw each round to negate the effects of this power.

Telekinetic Force

Discipline: Psychokinesis [Force]; **Level**: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less
Duration: Concentration, up to 1 round/level, or Instantaneous; see text
Saving Throw: Will negates (object); **Power Resistance:** Yes
Power Points: 5

You can use this power in one of two ways:

Move: You move an object, or even a creature, by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses or itself with a successful Will save or with power resistance. The weight can be moved across the ground or through the air. This power ends if the object is forced out of range. If you cease concentration, the object falls or stops.

You can drop a weight and pick up another during the power's duration, as long as you don't stop concentrating on maintaining the power. An object can be telekinetically manipulated as if you were moving it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

If a creature succeeds on its Will save against this effect, either to prevent you moving the creature or an object in its possession, you cannot target another item in that creature's possession nor the creature itself unless you manifest the power again. If the creature fails its Will save, it may still take its normal actions, except it cannot move from its current location.

Thrust: You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe! You can hurl one object or creature per manifester level (maximum fifteen separate targets), as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your key ability modifier to the attack roll instead of your Dexterity modifier. Hurled weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power. Creatures are not allowed a Will save if an object is thrust at them through the use of this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

If you use the thrust option of this power, the duration is instantaneous.

Augment: For every additional power point you spend, the weight limit of the target increases by 25 pounds.

Telekinetic Maneuver

Discipline: Psychokinesis [Force]; **Level**: Psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Concentration, up to 1 round/level
Saving Throw: None; **Power Resistance:** Yes
Power Points: 7

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus, you use your key ability modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't result in you being disarmed or knocked prone (if attempting a disarm or trip). No save is allowed against these attempts, but power resistance applies normally.

Augment: For every 2 additional power points you spend, this power grants a +1 bonus on your CMB.

Telekinetic Punch

Discipline: Psychokinesis [Force]; **Level:** Cryptic 0, dread 0, marksman 0, psion/wilder 0, psychic warrior 0
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or unattended object
Duration: Instantaneous
Saving Throw: Will negates (object) ; **Power Resistance:** Yes (object)
Power Points: Psionic focus or 1

You can mentally punch a creature or object from a distance. This power deals 1 point of force damage; creatures and objects in their possession are allowed a Will save to negate the effect. You cannot push anything into another square using this power.

Telempathic Projection

Discipline: Telepathy (Charm) [Mind-Affecting]; **Level**: Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 1

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Telepathic Lash

Discipline: Telepathy (Compulsion) [Mind-Affecting]; **Level**: Dread 0, psion/wilder 0, tactician 0
Display: Material and mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature that has 4 HD or less
Duration: 1 round
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: Psionic focus or 1

Your mind lashes out, overwhelming your target with raging emotions, flooding their mind with memories and impulses they are hard pressed to control, rendering them unable to take any actions. Humanoids of 5 or more HD are not affected. The target is dazed; a dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this power, it is immune to the effects of this power for 1 minute.

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

1. For every additional power point you spend, this power can affect a target that has Hit Dice equal to 4 + the additional points.

2. For every additional power point you spend, increase the duration of the effect by 1 round. If you spend 6 additional power points in this fashion, the target is instead stunned for 1 round.

Additionally, for every two additional power points spent on either of the above options, this power's save DC increases by 1.

Temporal Acceleration, Willian's

Discipline: Psychoportation; **Level:** Dread 6, psion/wilder 6
Display: None
Manifesting Time: 1 swift action
Range: Personal

Target: You
Duration: 1 round (in apparent time); see text
Power Points: 11

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and powers. This means you cannot target a creature with any attack or power. However, a power you manifest that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this power ends.

You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts.

While under the effect of this power, you cannot enter an area protected by a *null psionics field* or by a power or spell that neutralizes high-level powers or spells. Normal and magical fire, cold, acid, and the like can still harm you.

When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as *schism*, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Augment: For every 4 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

Thicken Skin

Discipline: Psychometabolism; **Level**: Gifted blade 1, egoist 1, psychic warrior 1, vitalist 1
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 1

Your skin or natural armor thickens and spreads across your body, increasing your natural armor bonus by +1.

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

1. For every 3 additional power points you spend, the bonus increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Thought Shield

Discipline: Telepathy [Mind-Affecting]; **Level**: Dread 2, gifted blade 2, psion/wilder 2, psychic warrior 2, tactician 2
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Power Points: 3

You fortify your mind against intrusions, gaining power resistance 13 against all mind-affecting powers.

Augment: For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

Thundering Step

Discipline: Psychoportation [Sonic]; **Level:** Psychic warrior 4
Display: Auditory, Visual
Manifesting Time: Full-round action
Range: Personal and one creature damaged
Target: One creature
Duration: Instantaneous; see text
Saving Throw: None; see text; **Power Resistance**: Yes
Power Points: 7

Manifesting this power does not provoke attacks of opportunity. As part of manifesting this power, make a single melee attack. If your attack is successful, you deal an additional +3d6 points of sonic damage and the target is dazed until the end of its next turn. Power resistance applies to the dazed effect, but does not apply to the additional damage to your attack.

After the attack, regardless of if it is successful, you can teleport up to 30 feet from your current location. Each enemy you end up adjacent to must make a Fortitude save or become dazed until the end of your next turn. Your initial target is immune to this effect if you teleport adjacent to it. Power resistance applies to this effect.

Time Hop

Discipline: Psychoportation; **Level**: Psion/wilder 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One Medium or smaller creature, or one object weighing 300 lb. or less
Duration: 1 round/level; see text
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 5

The subject of the power hops forward in time 1 round for every manifester level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

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

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the

weight of an object to be affected.

2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Time Hop, Mass

Discipline: Psychoportation; **Level**: Nomad 8
Display: Auditory and visual
Targets: All willing creatures in range
Duration: Up to 1 hour/level; see text
Power Points: 15

As *time hop*, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the *mass time hop* lasts when you manifest the power.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

Time Regression

Discipline: Psychoportation; **Level**: Nomad 9
Display: None
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 17

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to manifest *time regression* during your second pass through the time stream, instead taking completely new actions.

Altering the time stream in such a fashion is mentally taxing and you suffer 2 points of ability damage to Charisma, Intelligence, and Wisdom. This damage cannot be ignored through any special effects or abilities, but can be healed as any other ability damage.

Timeless Body

Discipline: Psychoportation; **Level**: Psion/wilder 9, tactician 9, vitalist 9
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round
Power Points: 17

Your body ignores all harmful (and helpful) effects, beginning when you finish manifesting this power and ending at the end of your next turn. While *timeless body* is in effect, you are invulnerable to all attacks and powers.

This power cannot be quickened.

Tornado Blast, Willian's

Discipline: Psychokinesis; **Level**: Kineticist 9
Display: Auditory and visual; see text
Manifesting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Area: 40-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half; see text; **Power Resistance:** No
Power Points: 17

You induce the formation of a slender vortex of fiercely swirling air. When you manifest it, a vortex of air visibly and audibly snakes out from your outstretched hand.

If you want to aim the vortex at a specific creature, you can make a ranged touch attack to strike the creature. If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one. Creatures that make a successful Reflex save take half damage, but are still picked up.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 x 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augment: For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

Touchsight

Discipline: Psychometabolism; **Level**: Marksman 3, psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 min./level (D)
Power Points: 5

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. Your *touchsight* field emanates from you out to 60 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Perception checks to notice creatures; you can detect and pinpoint all creatures within 60 feet. In many circumstances, comparing your regular senses to what you learn with *touchsight* is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augment: For every 2 additional power points you spend, the radius of your *touchsight* field increases by 10 feet.

Toughen

Discipline: Psychometabolism; **Level:** Guardian 0
Manifesting Time: 1 standard action
Display: Auditory, Material
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.

Tower of Iron Will

Discipline: Telepathy [Mind-Affecting]; **Level**: Psion/wilder 5, tactician 5, vitalist 5
Display: Auditory
Manifesting Time: 1 immediate action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 1 round
Saving Throw: None (harmless); **Power Resistance:** Yes (harmless)
Power Points: 9

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all allies in the power's area gain power resistance 19 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action.

You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round and the power resistance it provides increases by 1 point.

Trace Psychoport

Discipline: Clairsentience; **Level**: Psion/wilder 4, sighted seeker 4
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 7

As *detect teleportation*, except you can trace the destination of any psionic or magical teleportation made by others within this power's area within the last minute.

You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the *psychoport* power), as if you had "seen casually" the location. This power does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

Trick Shot

Discipline: Psychoportation; **Level:** Marksman 0
Display: Mental
Manifesting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Tiny or smaller object in motion
Duration: 1 round or until discharged
Power Points: Psionic focus or 1

By altering the levels of probability surrounding a small object in motion, you can 'trick' it into performing seemingly impossible maneuvers. While this ability has no direct influence on an attack roll, it can nevertheless make a certain outcome possible in the first place.

Until the beginning of your next turn, you may make one Tiny or smaller moving object perform a 'trick shot' -- a stunt that you describe -- so long as it is not moving under its own power (thrown objects or fired projectiles are not moving under their own power, while an insect or a flying psicrystal are). So long as the stunt can be succinctly described in ten words or less, it occurs, no matter how unlikely this is. This trick shot has no influence on attack or damage rolls, although the effect itself may allow an attack to occur.

Example trick shots include the following (which are descriptive and of varying complexity; the sentences used in manifesting are shorter):

- Shooting an arrow through the sockets of twelve axe heads between you and your target
- Bouncing a billiard ball off of nine different fixtures (including your friend's breastplate) before sinking in a pocket
- Having a crossbow bolt "loop the loop" before impacting normally
- Forcing a tossed coin to land, perfectly stable, on its edge
- Getting a javelin to slalom around trees between you and your target
- Directing the tiny bead of an undetonated fireball to fly a "figure eight" around its target's feet
- Allowing a dagger, despite being pointy, to bounce off of the ground between a creature's legs and continue unhindered to its actual target behind him

Additional trick shots beyond this list are possible.

From a combat perspective, the most powerful use of this power would be to shoot around corners, but doing so is treated as shooting blind. It is more frequently used, however, to show off outside of combat.

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

1. Each additional power point spent allows you to affect one additional object before the power ends, although this cannot allow you to make more attacks in a standard attack or full attack than normal.

2. For every 2 additional power points you spend, the size of an object you can affect with this power increases one step.

3. For every additional power point you spend, the power's duration extends 1 round. The number of objects you can alter this way remains unchanged, and the power still ends when these run out.

Additionally, every additional power point spent to achieve any of these effects allows for your trick shots to be described in sentences of up to one word longer.

Trigger Power

Discipline: Clairsentience; **Level**: Psion/wilder 6, tactician 6, vitalist 6
Display: Olfactory
Manifesting Time: 10 minutes or longer; see text
Range: Personal
Target: You
Duration: One day/level (D) or until discharged
Power Points: 11

You can place another power upon your person so that it comes into effect under some condition you dictate when manifesting *trigger power*. The *trigger power* power and the companion power are manifest at the same time. The 10-minute manifesting time is the minimum total for both manifestations; if the companion power has a manifesting time longer than 10 minutes, use that instead. The power to be brought into effect by the *trigger power* must be one that affects your person and be of a power level no higher than one-third your manifester level (rounded down, maximum 6th level).

The conditions needed to bring the power into effect must be clear and discernable, although they can be general. In all cases, the *trigger power* immediately brings into effect the companion power, the latter being "manifested" instantaneously only when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the power combination (*trigger power* and the companion power) may fail when called on.

You can use only one *trigger power* companion power at a time; if a second is manifested, the first one (if still active) is dismissed.

True Creation

Discipline: Metacreativity (Creation); **Level**: Shaper 9
Duration: Instantaneous
Power Points: 17

As *major ectoplasmic creation*, except items created are enduring and cannot be negated by dispelling magic or negating powers. For all intents and purposes, these items are completely real.

You suffer one point of ability burn to your key ability score per 5,000 gp value of the item created. You suffer no ability burn if the value of the item created is under 50 gp.

True Metabolism

Discipline: Psychometabolism (Healing); **Level**: Psion/wilder 8, vitalist 8
Display: Material
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 15

You are difficult to kill while this power persists. You automatically heal damage at the rate of 10 hit points per round.

This power is not effective against damage from starvation, thirst, or suffocation. Also, attack forms that don't deal hit point damage (for example, most poisons) ignore *true metabolism*. You can also use this power to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the power. You do not gain the benefits described earlier when you manifest *true metabolism* for this purpose. You must have a Constitution score to gain any of this power's benefits.

True Terror

Discipline: Clairsentience [Fear, Mind-affecting]; **Level:** Dread 2, seer 2
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature with an Intelligence of 3 or more
Duration: 1 round
Saving Throw: Will negates; **Power Resistance**: Yes
Power Points: 3

You cause the target to see horrible visions of future possibilities, stunning the target unless it makes a successful Will save.

Augment: You can augment this power in any of the following ways.

1. If you expend your psionic focus, the range increases to Long (400 ft. + 40 ft./level).

2. For every additional power point you spend, you can target another creature.

3. For every 2 additional power points you spend, the target becomes stunned for an additional round.

4. If you spend 2 additional power points, you can target creatures with an Intelligence of 1 or more, as well as non-living creatures. You still cannot affect creature's that are immune to fear or mind-affecting effects.

5. If you spend 5 additional power points, this becomes an Area-effect (20 feet radius) centered on you, affecting all targets within range.

In addition, for every 2 power points spent on the above augment options, the save DC increases by 1.

Truevenom

Discipline: Psychometabolism (Creation); **Level**: Psychic warrior 4
Display: Material; see text
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 min./level or until discharged
Saving Throw: None and Fortitude negates; see text; **Power Resistance:** No
Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a horrible poison that coats one of your claws. On your next successful melee attack with the claw during the power's duration, the poison deals 1d3 points of Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Truevenom Weapon

Discipline: Psychometabolism (Creation); **Level**: Gifted blade 4, marksman 4, psychic warrior 4
Range: Touch

Target: Weapon touched
Power Points: 7

As *truevenom*, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

Ubiquitous Vision

Discipline: Clairsentience; **Level**: Cryptic 3, gifted blade 3, marksman 3, psion/wilder 3, psychic warrior 3, sighted seeker 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Power Points: 5

You have metaphoric "eyes in the back of your head," and on the sides and top as well, granting you benefits in specific situations. In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and rogues are denied their sneak attack ability while flanking you (but they may still sneak attack you if you are caught flat-footed). Your vision-based Perception checks gain a +4 enhancement bonus. Concurrently, you take a –4 penalty on saves against all gaze attacks during the power's duration.

Ultrablast

Discipline: Telepathy [Mind-Affecting]; **Level**: Psion/wilder 7
Display: Auditory; see text
Manifesting Time: 1 standard action
Range: 15 ft.
Area: 15-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: Will half; **Power Resistance:** Yes
Power Points: 13

You "grumble" psychically (which both psionic and non-psionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power's area, dealing 13d6 points of damage to each enemy.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Unearthly Terror

Discipline: Telepathy [Fear, Mind-Affecting, Network]; **Level:** Dread 0, psion/wilder 0, tactician 0
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates or Will partial (see text); **Power Resistance:** Yes
Power Points: Psionic focus or 1

You form a mental bond between yourself and an enemy, and use that bond to bombard their mind with horrifying images and incite fear. Targets of this power who fail their saving throws are shaken for the duration of the power.

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

1. If you spend 4 additional power points, creatures that fail their save become frightened for the duration and those that succeed are considered shaken.

2. If you spend 8 additional power points, creatures that fail their saves become panicked for the duration, and those that succeed are shaken.

3. For every 2 additional power points you spend (including those spent on the above augment options) increase the save DC by 1.

Unravel Psionics

Discipline: Psychokinesis; **Level**: Psion/wilder 9
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: All psionic effects and psionic items within a 40-ft.-radius burst, or one psionic item (see text)
Duration: 1 minute/level
Saving Throw: Will negates; **Power Resistance:** No
Power Points: 17

All psionic effects and psionic items within the radius of the power, except for those that you carry or touch, are disjoined. That is, powers and psi-like effects are unraveled and destroyed completely (ending the effect as a *dispel psionics* power does), and each permanent psionic item must make a successful Will save or be turned into a normal item for the duration of this power. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You also have a 1% chance per manifester level of destroying a *null psionics field*. If the *null psionics field* survives the disjunction, no items within it are disjoined.

You can also use this power to target a single item. The item gets a Will save at a –5 penalty to avoid being permanently destroyed. Even artifacts are subject to disjunction, though there is only a 1% chance per manifester level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 Will save or permanently lose all manifesting abilities. These abilities cannot be recovered by mortal power, not even *reality revision*, *miracle*, or *wish*. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Untouchable Aura

Discipline: Telepathy [Fear, Mind-Affecting]; **Level:** Dread 1
Display: Visual, Mental
Manifesting Time: 1 move action
Range: Aura
Target: You
Duration: 1 round / level
Saving Throw: Will save (see text); **Power Resistance:** Yes
Power Points: 1

You manifest an aura of nightmares around you which reacts to anyone trying to attack you in melee, forcing the assailant's worst nightmares to consume their thoughts.

Anyone trying to make a melee attack against you must succeed on a Will save or lose their attack action as they recoil in fear from the images inside their mind. If the save succeeds, the opponent can attack normally and is unaffected by that manifestation of the power. Power resistance applies at the same time as a Will save.

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

1. If you expend your psionic focus, the manifesting time becomes 1 immediate action instead.

2. For every additional power point you spend, this power lasts for 1 additional round.

3. If you spend 4 additional power points, this power affects anyone trying to attack you, regardless of how (any targeted powers or spells, melee or ranged).

In addition, for every 2 power points spent on the above augmentations, the save DC increases by 1.

Upheaval

Discipline: Psychoportation; **Level:** Psion/wilder 5, psychic warrior 6, tactician 5
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20 ft. radius burst
Duration: Instantaneous
Saving Throw: Reflex half; **Power Resistance**: No
Power Points: Psion/wilder 9, psychic warrior 11, tactician 9

You translocate entire chunks of the earth 50 ft. into the air, where they fall onto the targets below. Each creature in the area affected takes 9d6 points of bludgeoning damage as the earth falls back to the ground. Unlike normal damage from powers, this damage is subject to damage reduction that would affect mundane bludgeoning damage.

In addition, the ground in the affected area becomes difficult terrain, making movement through it harder.

Augment: For each additional 2 power points spent, this power can affect an area 5 ft. larger in radius and the save DC increases by 1.

Vampiric Blade

Discipline: Psychometabolism; **Level**: Gifted blade 3, psychic warrior 3
Display: Material and visual
Manifesting Time: 1 standard action
Range: 0 ft.
Target: One weapon you hold
Duration: 1 round/level
Power Points: 5

As *claws of the vampire*, except your weapon is affected as long as it remains in your grip or until this power's duration expires.

Vanishing Strike

Discipline: Psychoportation [Light]; **Level:** Cryptic 4, psychic warrior 4
Display: Olfactory, visual
Manifesting Time: Full-round action
Range: Personal; see text
Target: You
Duration: Instantaneous; see text
Power Points: 7

Manifesting this power does not provoke attacks of opportunity. As part of manifesting this power, make a single melee attack against an enemy within reach. After the attack, you bend the light around you, becoming invisible, and teleport up to 30 feet away from your current location. You stay invisible for one round per manifester level or until you make an attack.

Vigor

Discipline: Psychometabolism; **Level**: Cryptic 1, gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1, vitalist 1
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

You suffuse yourself with power, gaining 5 temporary hit points. Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augment: For every additional power point you spend, the number of temporary hit points you gain increases by 5.

Vim

Discipline: Psychometabolism; **Level:** Cryptic 0, dread 0, 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.

Wall of Ectoplasm

Discipline: Metacreativity (Creation); **Level**: Psion/wilder 4, tactician 4
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 min./level (D)
Saving Throw: None; **Power Resistance:** No
Power Points: 7

You fashion a roiling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifester levels and occupies up to one 5-foot square per level. Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is 15 + 2 per inch of thickness.

The *wall of ectoplasm* is susceptible to *dispel psionics*, but it gains a +4 bonus on any check to determine whether

the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the *psychoport* power.

You can form the wall into a flat plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of ectoplasm* must be continuous and unbroken when manifested. If its surface is interrupted by any object or creature, the power fails.

Wall Walker

Discipline: Psychoportation; **Level**: Cryptic 2, gifted blade 2, marksman 2, psychic warrior 2
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 3

You can walk on vertical surfaces or even traverse ceilings (you need not make Climb checks to traverse these surfaces). Because of the need to keep at least one foot in contact with the wall or ceiling at all times, you cannot jump or use the run action, and you can move at only half speed.

You retain your Dexterity bonus to Armor Class, if any, and opponents gain no special bonuses against you.

Weapon of Energy

Discipline: Psychokinesis [see text]; **Level**: Gifted blade 4, psychic warrior 4
Display: Visual
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: Fortitude negates (object, harmless); **Power Resistance:** None
Power Points: 7

As *claw of energy*, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon.

Wind Strike

Discipline: Psychokinesis; **Level:** Marksman 2
Display: Auditory, Mental
Manifesting Time: 1 swift action
Range: special; see text
Target: One or more creatures; see text
Duration: 1 round
Saving Throw: None; **Power Resistance:** Yes
Power Points: 3

As part of manifesting this power, you also activate your wind reader class ability. This count as a daily usage of your wind reader class ability. Your successful ranged attacks for this round daze the target creature for one round. If you do not have the wind reader class feature, this power does nothing.

Wintry Grasp

Discipline: Psychokinesis [cold]; **Level:** Psychic warrior 2
Display: Material, Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You; see text
Duration: 1 round; see text
Saving Throw: None; **Power Resistance**: Yes
Power Points: 3

Make a single melee attack as part of manifesting this power. If the attack hits, the target is immobilized and cannot physically move from the spot until the end of their next turn.

In addition, until the end of your next turn, all of your attacks instead deal cold damage.

Augment: For every additional 4 power points spent, the effects of this power last an additional round.

Wither

Discipline: Psychometabolism; **Level:** Psion/wilder 4, vitalist 4
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 7

Your touch disrupts the target's physical form, draining the strength from its muscles. The creature suffers 2d4 points of Strength damage. A successful Fortitude save halves the Strength damage taken.

Augment: For each additional 4 power points spent, this power causes an additional 1d4 points of Strength damage.

Withstand As One

Discipline: Telepathy [Mind-Affecting, Network, Shared]; **Level:** Tactician 3
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Target: You plus one other creature
Duration: 1 round/level
Saving Throw: Will negates (harmless, see text); **Power Resistance**: Yes
Power Points: 5

When manifesting this power, you must choose one kind of saving throw: Fortitude, Reflex, or Will. For the duration of the power, all willing targets share the highest base bonus to that save. This only includes bonus to saves from hit dice (including racial hit dice and class levels), not any bonuses from ability scores, racial traits, class features, temporary effects such as powers, spells, and items, or such. You and all willing targets may use the highest save between you in place of their original values.

Alternatively, you may force all targets to use the lowest save bonus between you in place of their original base save. If this decreases the target's bonus, then the target may attempt a Will save (with his normal Will saving throw modifier) every round to ignore the effects of this power for that round.

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

1. If you spend 2 additional power points, you may choose a second kind of saving throw to share. If you spend 6 additional power points, you may choose to share all three kinds of saves with all targets. Compare each new save individually with each target's original, and use the favorable choice for the version of the power you are using.

2. For every 4 additional power points you spend, you may also select one class feature belonging to you or a target that directly modifies the saving throw(s) you share, either by providing a bonus or by altering the effects of successful and/or failed saves. Example class features include evasion and improved evasion, still mind, divine grace, and slippery mind. The GM may allow additional abilities at his discretion. You may effectively grant this class feature to any or all willing targets of your choice; treat them as if they actually had the class feature in question, with one exception: if a class feature has additional benefits besides directly modifying the saving throw (such as fear immunity from Aura of Courage), then they are not included.

In addition, for every 2 power points spent to achieve either of these effects, the save DC increases by 1.

Wrench

Discipline: Psychoportation; **Level**: Nomad 4
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 min./level
Saving Throw: None; **Power Resistance:** Yes (object)
Power Points: 7

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering field that completely blocks extradimensional travel, wrenching it fully in its current planar location. Forms of movement barred by this include *astral projection*, *blink*, *dimension door*, *ethereal form*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *teleport*, and similar abilities. The power also prevents the use of a *gate* or *teleportation circle* for the duration.

W*rench* does not interfere with the movement of creatures already in ethereal or astral form when the power is manifested, nor does it block extradimensional perception or attack forms. Also, *wrench* does not prevent summoned creatures from disappearing at the end of a summoning power.

Zealous Fury, Zelladariath's

Discipline: Psychometabolism; **Level:** Marksman 4, psychic warrior 4
Display: Mental, Auditory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 7

The penalty on your additional attacks for having a high base attack bonus is reduced by 5 (to a minimum of 0). For example, a character with a base attack bonus of +6 under the effects of this power would make full attacks at +6/+6 instead of +6/+1, before accounting for other modifiers.

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

1. If you spend an additional 5 power points, the penalty is reduced by 10.

2. If you spend 10 additional power points, the penalty is reduced by 15.

3. For every 4 additional power points you spend, the duration increases by 1 round.

Chapter VI

Advanced Options

With the sweet taste of victory turning sour in his mouth, Mal threw himself at the intellect devourer, his body transforming once again.

Anjalai was less than pleased, focusing her will into her weapon and taking careful aim as the devourer dodged. "Time to die, fiend!"

Advanced Options

From the emotional wilder to the blade-wielding soulknife, each psionic class in *Ultimate Psionics* draws upon a central archetype. Yet, beyond that basic concept exists the potential for innumerable interpretations, details, and refinements. The psion may be a telekinetic master, a subverter of thoughts, a manipulator of time and space, or any of a countless variety of mental arts masters, all refined by a player's choice of details, class options, and specific rules. Yet some archetypes prove pervasive and exciting enough to see use in play time and time again. To help players interested in creating iconic fantasy characters, the following pages explore new rules, options, and alternate class features for each psionic class. So while most soulknives wield mind blades, some shoot bolts of energy, staying out of melee combat and attacking from afar.

Such optional features represent a unique view of what a class deliberately designed to capture a specific character archetype might become. While the types of options presented for each core class differ, each subsystem is customized to best serve that class, emulate the abilities and talents of psionic archetypes, and expand players' freedom to design exactly the characters they desire.

Presented below are new archetypes for the psionic classes found in this book, as well as archetypes for the classes found in the *Core Rulebook*. In addition, there are alternate options for power displays, and then advanced options for the different races.

Alternate Class Features

Most of the options presented on the following pages include a host of alternate class features. When a character selects a class, he must choose to use the standard class features defined for the class or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the form claws class feature of the feral heart replaces the form mind blade class feature of the soulknife. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature. For example, a paladin could not be both a hospitaler and an undead scourge since they both modify the smite evil class feature and both replace the aura of justice class feature. A paladin could, however, be both an undead scourge and a warrior of the holy light, since none of their new class features replace the same core class feature.

Adapting Existing Characters

Players with existing characters should talk with their GM about whether on not these alternate class features are available in her game, and if so, whether they can recreate their characters to adopt them. As alternate class features are designed to be balanced when compared to those in the core class, players who revise their characters shouldn't be gaining any special advantage over other party members. As long as the GM is comfortable with retroactively adjusting character specifics, there should be no disruption to future adventures. Typically, the best time for a player to adopt alternate class features and significantly revise his character is when leveling up between adventures, though he should always check with the GM before doing so, as she may wish to work significant changes to a character into the campaign.

While the GM might want to make concessions for players who didn't have these alternate class features available to them when creating their characters, PCs should be one of the most constant elements of a campaign. Constantly changing and recreating characters can prove problematic to a campaign. While the GM should be willing to adapt and may allow players who grow bored with their characters to redefine them, alternate class abilities shouldn't feel like exploitable options allowing PCs to build and rebuild their characters in whatever ways seem most advantageous at a given moment. Allowing players to remake characters in light of newly adopted rules may be desirable on occasion, but GMs shouldn't feel like they're being unfair or breaking any rule by not allowing players to rebuild characters or by disallowing certain options. While the GM should always strive to help players run the characters they want, ultimately she knows what's best for the campaign.

Psionic Class Archetypes

The psionic archetypes that follow are included in this chapter. Characters may take more than one archetype if they meet the requirements.

Aegis: This section includes the aberrant, crystal warrior, ectopic artisan, and trailblazer archetypes, as well as archetype-specific customization options.

Cryptic: This section includes the brutal disruptor, distorter, interdictor, lost mind, and pattern breaker archetypes, as well as archetype-specific insights.

Dread: This section includes the fear in flesh, fear monger, nightmare constructor, and shadow hunter archetypes.

Marksman: This section includes the cannoneer, kaigun, shroud, and spearman archetypes, as well as psionic deeds.

Psion: This section includes the arcane mind, bombardier, dual disciple, and mindwright archetypes, as well as advanced disciplines which allow psions to further focus within a particular discipline.

Psychic Warrior: This section includes the martial kineticist, meditant, pathmaster, protector, and traceur archetypes, as well as new warrior paths.

Soulknife: This section includes the armored blade, cutthroat, deadly fist, feral heart, gifted blade, nimble blade, shielded blade, and soulbolt archetypes, as well as archetype-specific blade skills.

Tactician: This section includes the amplifier, battle medic, commander, fear projector, and metanexus archetypes.

Vitalist: This section includes the life leech, miasmic, and sadist archetypes.

Wilder: This section includes the battle wilder, blasting wilder, and contemplative archetypes.

Core Class Archetypes

This section includes archetypes for each of the eleven core classes, or new cleric domains, wizard schools, and sorcerer bloodlines.

Barbarian: This section includes the raging mind.

Bard: This section includes the thoughtsinger.

Cleric: This section includes the Psionics domain, as well as subdomains.

Druid: This section includes the gaean.

Fighter: This section includes the psionic fighter.

Monk: This section includes the enlightened monk.

Paladin: This section includes the purifier.

Ranger: This section includes the pack leader.

Rogue: This section includes the cerebral infiltrator, as well as psionic rogue talents.

Sorcerer: This section includes the psychic bloodline.

Wizard: This section includes the psychic mage.

Aegis

The nature of the aegis makes each unique from their fellows in specific skills and capabilities, yet that has not stopped them from trying to push the bounds even farther and developing new ways to customize using their psionic power. Some have chosen to alter the body, rather than form a suit, while others have learned to make their suit into a separate entity. Presented below are new archetypes for the aegis, 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 customization 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 a 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 fortification 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.

Crystal Warrior

Some aegii have learned to form a psicrystal and shape their astral suit around the small creature, creating a sentient suit of armor that grants them many benefits at the cost of some flexibility.

Psicrystal Affinity: The aegis gains the Psicrystal Affinity feat as a bonus feat at 1st level. For the purposes of his psicrystal's abilities and the feat's prerequisites, the aegis's class level counts as his manifester level. This ability replaces one of the customization points gained at 1st level.

Form Astral Suit: To gain the benefits of some of the additional class features detailed below, the aegis's psicrystal must be physically touching the aegis when the aegis forms his astral suit, and the psicrystal is consumed by the astral suit while the astral suit is active. When the psicrystal is consumed in this fashion, it still grants all the normal benefits for being within 5 ft. of the aegis (Alertness, etc), but the aegis does not gain any of the psicrystal's special abilities (natural armor, hardness, etc.) The aegis may still form his astral suit normally, but he loses those abilities detailed below that rely upon the psicrystal being consumed by the astral suit.

In addition, the aegis gains the ranged attack customization as a bonus customization.

Missive (Ps): While the aegis's astral suit is active and his psicrystal is consumed by it, he gains the ability to use *missive* as a psi-like ability with a manifester level equal to his class level. This ability replaces astral repair.

Psicrystal Containment: The aegis gains the Psicrystal Containment feat as a bonus feat at 3rd level. For the purposes of the feat's prerequisites, the aegis's class level counts as his manifester level. This ability replaces invigorating suit.

Energy Blast: Starting at 4th level, the aegis gains the energy blast customization when his psicrystal is consumed by the astral suit. This ability replaces one of the customization points normally gained at 4th level.

Psicrystal Shot: At 7th level, when the aegis's psicrystal is consumed by the astral suit, the psicrystal can use its own actions to aid the aegis in combat. The psicrystal can use the attack options from the ranged attack customization, including any customizations that improve the ranged attack, such as energy blast. Use the crystal warrior's base attack bonus, as calculated from all his classes, and the psicrystal's Dexterity modifier to calculate the psicrystal's attack bonus. Treat its Dexterity as if it was under the self-propulsion effect. This ability replaces the daily use of reconfigure normally gained at 7th level.

Tactical Suit (Su): Beginning at 12th level, once per day while his astral suit is active and the psicrystal is consumed by it, the aegis can expend his psionic focus to be treated as if under the *battlesense* power, with a manifester level equal to half his class level. The power is manifested as if the aegis had spent a number of power points equal to the effect's manifester level. The aegis gains any benefits from the list of special abilities of *battlesense* as if he was a member of the manifester's collective, but no other creatures gain the benefits of the power. The aegis can spend a standard action to alter the benefit of the power. Every two levels thereafter, the aegis can use this ability an additional time per day. This ability replaces cannibalize suit.

Perfect Merger: The crystal warrior does not gain the once per day boost to his cannibalize suit ability.

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, nor does it gain any evolution points of its own. 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 astral warrior's weapon disappears if it leaves the astral warrior's possession for more than one minute.

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 hit points, 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 (see Appendix). 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.

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. He uses his astral suit to improve his ability to move and handle varied environments, in addition to its use as a form of protection. Where other hunters might find armor to be a hindrance, the trailblazer's astral suit is an asset, helping him to blend in with his surroundings.

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

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 learns how to make his astral suit blend in with his environment and soften his movements. 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 adds 1/2 his class level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A trailblazer can use Disable Device to disarm magic traps. This ability replaces Master Craftsman.

Trailblazer Customizations

The customizations below are unique customizations only available to the trailblazer archetype. The trailblazer may still select normal customizations in additions to the new options 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

Understanders and manipulators of all manner of objects, energies, and interactions, cryptics know that the secret to reality is locked away in the patterns that only they see. Misunderstood for their unusual views of the world, cryptics embrace the connections and interactions only they perceive. Presented below are archetypes for the cryptic which offer alternate class features to help alter the feel of the cryptic to fit individual play styles.

Brutal Disruptor

Brutal disruptors 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 brutal disruptor adds Intimidate (Cha) as a class skill and loses Disable Device.

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

Unnerving Disruption: Any time the brutal disruptor 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 brutal disruptor has learned to channel her disrupt pattern ability into her melee attacks. The brutal disruptor 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 brutal disruptor 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.

Distorter

Distorters understand that altering perception can truly alter reality if done right. These cryptics change the nature of the patterns around them to alter how other creatures see and interact with the world, rather than relying on mental manipulation like a telepath.

Altered Appearance (Su): A distorter has learned to alter her pattern to mask her appearance. As long as the distorter is maintaining psionic focus, as a full-round action, the distorter can change her physical appearance to look like someone else, granting a +10 bonus on Disguise skill checks. The distorter's size does not change, and she does not gain any special abilities, even if her new appearance would seem to grant it. The effect ends once the distorter is not maintaining psionic focus or it can be dismissed as a free action. This ability replaces the Scribe Tattoo feat normally gained at 1st level.

Warp Perception (Su): A 4th level distorter has learned to alter the way creatures perceive distances by manipulating the visual patterns. The distorter can cause up to her Intelligence modifier in creatures to incorrectly calculate the distance between the affected creature and the cryptic unless each creature makes a successful Will save (DC 10 + 1/2 cryptic class level + the cryptic's Intelligence modifier). For a number of rounds equal to the cryptic's Intelligence modifier, each square of movement any of the affected creatures take toward the cryptic counts as two squares of movement, regardless of the mode of movement (flight, swim, etc) or if the creature is corporeal or incorporeal. In addition, any ranged attacks made at the cryptic by the affected creatures that only work within a certain range (such as a ranged sneak attack or Point-Blank Shot) count the distance between the creature and the cryptic as double. This does not affect the range increment of the attack, only if the distance of the attack qualifies. This ability replaces the insight normally gained at 4th level.

***Silent Pattern (Ps)*:** Once a distorter has reached 10th level, she has learned to alter the pattern of an area to disrupt sound within it. The area is treated as if under the effect of *silence* until the distorter chooses to end the effect (a free action). The distorter may only have one silent pattern active at a time, the area affected is a 10 ft. radius, and she can select an area within 30 ft. of her current location when she uses this ability. This replaces the insight normally gained at 10th level.

Blur Pattern (Su): More experienced distorters have learned to alter their own pattern to make them harder to perceive. As long as a distorter of 14th level maintains psionic focus, she gains concealment (20% miss chance). This ability can be suppressed as a free action, but once suppressed, requires a standard action to reactivate. A *see invisibility* spell does not counteract the effect, but a *true seeing* spell or *pierce the veils* manifestation does. This ability replaces enduring defense.

Grammaton

For some cryptics, the way bullets travel through the air is a special pattern that can be used and manipulated for deadly attacks and abilities. These grammatons use handguns to destroy patterns and enemies alike.

Weapon and Armor Proficiency: Grammatons are proficient with all simple weapons, firearms, plus the rapier and shortbow. Grammatons are proficient with light armor but not with shields.

Pattern of the Gun: The grammatons gains the Amateur Gunslinger feat and the Gunsmithing feat. She also gains a battered gun identical to the one gained by the gunslinger. This ability replaces the Scribe Tattoo feat normally gained at 1st level.

Disrupt Pattern: The grammatons is only able to use the disrupt pattern ability when making ranged attacks with a handgun.

Gritted Patterns: At 4th level, the grammaton's grit pool is based on her Intelligence. At the start of each day, the grammaton gains a number of grit points equal to her Intelligence modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Intelligence modifier (minimum 1), though some feats and magic items may affect this maximum. This ability replaces the insight gained at 4th level.

Insightful Deed: At 6th level, the grammatons picks one 3rd level deed or lower and gains that deed. This ability replaces the insight gained at 6th level.

Avoid Attacks (Su): A 7th level grammatons can mask her pattern to avoid attacks. Once per day as a move action, the grammatons gains total concealment (50% miss chance) for a number of rounds equal to her Intelligence modifier. Every two levels thereafter, the grammatons gains an additional daily use of this ability. This ability replaces the power known normally gained at 7th level.

Gun Kata: Starting at 10th level, the grammatons learns how to channel her disrupt pattern into vicious melee attacks through her guns. She can use her guns to perform melee attacks that deal 1d6 points of bludgeoning damage plus the base disrupt pattern damage, with a critical multiplier of 20/x2. The damage from enhanced disruption is not included in these attacks. This use of disrupt pattern is not limited to once per round.

For each successful melee attack made with a handgun, if that gun is loaded, the grammatons can make a free ranged attack with that handgun against the creature struck. These ranged touch attacks do not provoke attacks of opportunity. This ability replaces Hide in Plain Sight.

Lost Mind

You have seen the patterns inherent in the void, the meaning that hides inside the emptiness of every pattern. Your gaze has lingered upon the twisting tunnels of nothingness that permeates the space between the stars, and you have gazed upon a terrible beauty. In your mind stands a forest of dark trees, endless, their glass-leaves glittering with untold secrets, their bark the wishful thinking of the mad. You are lost in a maze of wonders, their inconceivable, unbelievable notions made real. You tug at the patterns that hold the world together and laugh as it all unravels in a beautiful dance of destruction.

Powers Known: The lost mind gains *know direction and location* as a talent at 1st level.

Insight of the Madman: The lost mind's thoughts grant him unusual intuitive ability. He gains a bonus to Perception and Sense Motive equal to 1/2 his class level (minimum +1). This ability replaces trapfinding.

Decipher Secrets: The lost mind's glimpse into the void has allowed him to see the patterns in all writing, granting him a bonus on Linguistics checks to decipher a writing equal to his class level. This ability replaces trapmaker.

Insights: In addition to the normal insights available to the cryptic, the lost mind can choose the insights on the void insight list, detailed below.

Protection of Insanity: At 10th level, the lost mind's glimpse into the insanity of the void grants him a protection against effects that would otherwise alter his mind. The lost mind gains a bonus equal to his Intelligence modifier on any saving throw to avoid being confused or on the Intelligence check to escape a *maze* or similar effect. This effectively means the lost mind adds his Intelligence modifier twice on the Intelligence check for *maze* (once for a standard Intelligence check, once from protection from insanity). This ability replaces hide in plain sight.

Symbols of the Void: At 12th level, lost mind gains the ability to manifest the following spells as powers of the same level, even if he would not normally be able to manifest powers of that level. The lost mind's manifester level must be at least double the power level to manifest the spell (for example, to manifest *symbol of persuasion*, the lost mind must have a cryptic manifester level of at least 12).

5th – *Symbol of Sleep, Symbol of Pain*
6th – *Symbol of Persuasion*
7th – *Symbol of Stunning*
8th – *Symbol of Insanity, Symbol of Death*

This ability replaces the insight and power known normally gained at 12th level.

Void Insights

These insights are unique to the lost mind and his knowledge of the void. Many of them cause creatures struck by the lost mind's disrupt pattern ability to have their pattern briefly contact the void, warping them in frightening or mind-altering ways.

Disrupt and Dismay: When the lost mind uses his disrupt pattern ability, the creature struck must make a successful Will save (DC 10 + 1/2 the cryptic's level + the cryptic's Intelligence modifier) or be shaken for a number of rounds equal to the lost mind's Intelligence modifier. This is a mind-affecting fear effect.

Disrupt and Disorient: When the lost mind uses his disrupt pattern ability, the creature struck must make a successful Will save (DC 10 + 1/2 the cryptic's level + the cryptic's Intelligence modifier) or be confused for a number of rounds equal to the lost mind's Intelligence modifier. Once targeted by this ability, a creature cannot be affected by it for 24 hours. This is a mind-affecting effect. The lost mind must be at least 8th level before selecting this insight.

Enter My Mind (Ps): The lost mind gains *mindlink* as a psi-like ability with a manifester level equal to the lost mind's manifester level usable a number of times per day equal to 3 + the lost mind's Intelligence modifier. If the target is unwilling and it fails the saving throw, it is shaken for a number of rounds equal to the lost mind's Intelligence modifier.

Gaze From Beyond: By expending his psionic focus, the lost mind reveals the true depth of his insanity, inviting all those that meet his gaze to screamingly follow his path. For 1 round, the lost mind's disrupt pattern becomes a gaze effect and allows a Will save (DC 10 + 1/2 the lost mind's level + the lost mind's Intelligence modifier). Those that make the save are shaken for one round, while those that fail the save take damage from the disrupt pattern effect and are confused for one round.

Nightmare Made Flesh: The lost mind adds *form of doom* to his list of powers known. In addition, the lost mind can manifest *form of doom* once per day without paying its power point cost, but when used in this fashion the power cannot be augmented. The lost mind must be at least 16th level to select this insight.

Overwhelming Disruption: When the lost mind uses his disrupt pattern ability, the creature struck must make a Fortitude save (DC 10 + 1/2 the cryptic's level + the cryptic's Intelligence modifier) or be paralyzed for a number of rounds equal to the cryptic's Intelligence modifier. Once targeted by this ability, a creature cannot be affected by it for 24 hours. The lost mind must be at least 12th level before selecting this insight.

Pattern Breaker

A pattern is only as strong as its weakest link, and pattern breakers have learned to find that link and exploit it. These cryptics excel at disabling patterns or destroying them entirely.

Disable Lock (Su): A 2nd level pattern breaker gains the ability to disable a lock a number of times per day equal to 3 + her Intelligence modifier. Using this ability is a standard action with a range of 30 ft. The pattern breaker makes a manifester level check with a +10 bonus against the DC of the lock. If the check is successful, the pattern breaker successfully opens the lock. This replaces the insight normally gained at 2nd level, but counts as having the insight class feature for the purposes of prerequisites.

Sunder Pattern: At 2nd level, the pattern breaker gains a bonus on sunder attempts equal to half her class level. This replaces hidden pattern.

Disable Weapon or Armor: (Su) Starting at 6th level, the pattern breaker has learned to temporarily suppress the magical qualities of a weapon or armor with a touch. As a melee touch attack that does not provoke attacks of opportunity, the pattern breaker can target one magical weapon or armor on a creature. If the attack is successful, the pattern breaker makes a manifester

level check against a DC of 11 + the manifester level of the item. If the manifester level check is successful, all magical or psionic qualities of the item are suppressed for a number of rounds equal to the pattern breaker's Intelligence modifier. There is no limit to the number of items the pattern breaker can affect, although she can only affect one per use. This ability replaces swift trapper.

Disabling Aura: Starting at 16th level, the pattern breaker can expend her psionic focus as full round action to suppress only harmful effects around the her in a 5 ft. aura for a number of rounds equal to her Intelligence modifier. This functions similar to *null psionics field*, but it only affects harmful effects. This includes suppressing magical or psionic weapons being used in attacks against the pattern breaker, although such items would still work against other targets. The pattern breaker does not need to be aware of the effect to be suppressed. This ability replaces the insight normally gained at 16th level.

Dread

Dreads are the embodiment of terror, cloaking themselves in a palpable aura of fear and causing even the bravest of combatants to tremble at the doubts and anxiety that they would otherwise have firmly controlled. They are masters at manipulating despair and apprehension and turning it into a weapon they can use in battle. While some dreads show how fear can be overcome and useful, rather than a liability, most only show how it can be exploited.

Presented below are new archetype for the dread: the fear in flesh, which sacrifices the devastating touch ability to infuse his body with the power of fear, the nightmare constructor, who turns nightmares into allies, and the shadow hunter, who uses the power of darkness to evade detection and as a weapon.

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, beings referred to as fear in flesh. These individuals become nightmares brought to life, striking fear deep into the hearts of those unfortunate enough to face them.

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 terror.

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 Constitution) 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.

Fearmonger

For the typical dread, their force of personality and ability to influence others is what powers their ability to harness fear. For the fearmonger, their intuition and insight allows them to instead identify the darkest fears of a creature and bring them to life.

Insight is Key: The fearmonger adds her Wisdom modifier to Intimidate checks instead of her Charisma modifier. This ability replaces fearsome insight.

Power Points/Day: The fearmonger determines bonus power points based upon her Wisdom modifier instead of her Charisma modifier.

Powers Known: The fearmonger determines the difficulty class of her powers based upon her Wisdom modifier instead of her Charisma modifier.

Maximum Power Level Known: The fearmonger determines the maximum power level she can manifest based upon her Wisdom modifier instead of her Charisma modifier.

Terrors: The fearmonger determines the number of terrors she can use per day and the save DCs for her terrors based upon her Wisdom modifier instead of her Charisma modifier.

Drink Fear (Su): Starting at 4th level, the fearmonger gains a number of temporary hit points equal to her class level whenever using her devastating touch ability on a shaken, frightened, or panicked target. These temporary hit points last for one minute. This ability replaces the terror normally gained at 4th level.

Energizing Fear: Once a fearmonger has reached 9th level, when the fearmonger uses her devastating touch ability, she gains an insight bonus to her AC and saves equal to half her Wisdom modifier and the temporary hit points gained from her drink fear ability increase to two hit points per class level. This ability replaces the bonus feat and power known normally gained at 9th level.

Horrid Revelation (Su): At 13th level, when the fearmonger uses her devastating touch and already has temporary hit points from her drink fear ability, she can sacrifice all of those temporary hit points to cause the target of her devastating touch ability to become staggered and shaken unless it makes a successful save (DC 10 + 1/2 dread level + Wisdom modifier). This effect lasts one round per temporary hit point sacrificed. The fearmonger does not gain temporary hit points from this use of devastating touch. This ability replaces the bonus feat normally gained at 13th level.

Nightmare Constructor

Where most dreads use fear as something to manipulate in creatures, nightmare constructors turn fears into reality. These individuals form horrors created from the energy of nightmares and send them into battle. Enemies of nightmare constructors must truly face their deepest fears when confronted by the creatures created from terror.

Telepathic Lash: The nightmare constructor gains *telepathic lash* as a talent. This ability replaces talents.

Horror (Su): A nightmare constructor is able to form a creature created from distilled fears and nightmares. Creating a horror takes one minute of concentration to complete and the horror remains until dismissed by the nightmare constructor.

This horror functions as a summoner's eidolon using the nightmare constructor's class level as the summoner level, with the following exceptions. A horror is treated as a construct for the purposes of effects related to its type, such as favored enemy. Commanding a horror is the same as commanding an astral construct. A horror disperses if the nightmare constructor is rendered unconscious or dies.

The nightmare constructor can allow his horror to use his terrors, but such uses still count against his daily limit. At 3rd level, the nightmare constructor can also allow his horror to utilize his channel terrors ability.

This ability replaces devastating touch.

Reinvigorate Horror: The nightmare constructor is able to channel his own energy to restore the nightmarish form of his horror. As a standard action that provokes attacks of opportunity, the nightmare constructor can touch his horror and restore 5 hit points per power point spent. The nightmare constructor cannot spend more power points on this ability than his manifester level.

Devastating Touch: At 2nd level, the nightmare constructor's horror gains the devastating touch ability of a dread, using the nightmare constructor's class level to determine the total damage dealt. This also allows the nightmare constructor to select terrors that modify devastating touch, but these terrors only apply to the horror's use of devastating touch. This ability replaces the power known gained at 2nd level.

Fear Surge (Su): When the horror of a 3rd level or higher nightmare constructor is within 30 ft. of a creature that suffers from the shaken, frightened, or panicked condition, the nightmare constructor gains an additional evolution point to spend on the horror. This evolution point only lasts while there is a creature within 30 ft. of the horror with the shaken, frightened, or panicked condition. This ability replaces channel terror.

Improved Fear Surge: At 6th level, when the nightmare constructor gains an evolution point from fear surge, he instead gains two evolution points. This ability replaces the terror normally gained at 6th level.

Greater Fear Surge: A nightmare constructor of 9th level gains three evolution points when his fear surge is activated. This ability replaces the bonus feat normally gained at 9th level.

Horrific Infusion (Su): Starting at 11th level, the nightmare constructor can merge with his horror as a standard action. The nightmare constructor wears the horror like translucent and undulating armor. The horror mimics all of the nightmare constructor's movements, and the nightmare constructor perceives through the horror's senses and speaks through its voice, as the two are now one creature. The nightmare constructor directs all of the horror's actions while merged.

While merged with his horror, the nightmare constructor uses the horror's Strength, Dexterity, and Constitution, but retains his own Intelligence, Wisdom, and Charisma. The nightmare constructor gains the horror's hit points as temporary hit points. When these hit points reach 0, the

horror is killed and sent back to its home plane. The nightmare constructor uses the horror's base attack bonus, and gains the horror's armor and natural armor bonuses and modifiers to ability scores. The nightmare constructor also gains access to the horror's special abilities and the horror's evolutions. The nightmare constructor is still limited to the horror's maximum number of natural attacks. The horror has no skills or feats of its own. The horror must be at least the same size as the nightmare constructor. The horror must have limbs for the nightmare constructor to cast spells with somatic components (should the nightmare constructor have spellcasting ability).

While fused, the nightmare constructor loses the benefits of his armor. He counts both as his original type and as a construct for any effect related to type, whichever is worse for the nightmare constructor. Powers such as dismiss ectoplasm work on the horror, but the nightmare constructor is unaffected. Neither the nightmare constructor nor his horror can be targeted separately, as they are fused into one creature. The nightmare constructor and horror cannot take separate actions. While fused with his horror, the nightmare constructor can use all of his own abilities and gear, except for his armor. In all other cases, this ability functions as the normal horror ability.

This ability replaces shadow twin.

Empowered in Fear (Su): At 11th level, the nightmare constructor's horror is treated as if under the effect of *physical acceleration* any time it is within 30 ft. of a creature suffering from either the shaken, frightened, or panicked conditions.

At 15th level, the horror is also treated as if under the *form of doom* power when within 30 ft. of a creature suffering from either the shaken, frightened, or panicked conditions. This effect allows the horror to have more natural attacks than its normal eidolon form limit.

This ability replaces twin fear.

Shadow Hunter

Even the most intelligent of races can have fears of what might be lurking within the shadows, and a special breed of dread known as shadow hunters have learned how to use their connection to fears to manipulate darkness to aid them. Whether it is concealing them from sight or turning shadows into substance, shadow hunters are at home where others fear the unknown.

Covert Nature: The shadow hunter is at home in dark places and knows how to avoid detection. The shadow hunter gains an insight bonus to Stealth checks equal to half her class level (minimum +1). This ability replaces fearsome insight.

Shadow Diversion (Su): As a standard action, the shadow hunter can cause shadows to take physical shape adjacent to a creature within 30 ft. Unless the creature makes a successful Will save (DC 10 + 1/2 the shadow hunter's level + the shadow hunter's Charisma modifier), the creature treats the shadow as an enemy when determining if the creature is flanked until the end of the shadow hunter's next turn. If the shadow is adjacent to multiple creatures, the shadow hunter must choose which one is affected by it. If the shadow hunter has Improved Feint, it reduces the action needed to use this ability to a move action, while Greater Feint reduces action needed to a swift action. This ability replaces devastating touch.

Grasping Shade (Su): A shadow hunter of 5th level can make shadows turn into reaching, grabbing tentacles of substance. As a standard action, the shadow hunter can target a creature within 30 ft. and direct shadows near the creature to entangle the target. The creature targeted cannot be in an area of bright light or the attempt fails. The creature may make a Reflex save to negate the attack with a DC equal to 10 + 1/2 the shadow hunter's class level + the shadow hunter's Charisma modifier. 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 11 + the shadow hunter's Charisma modifier. Successive successful uses on the same target before the target has successfully broken free cause the target to gain the grappled condition if entangled and the pinned condition if grappled, although a successful save only stops the target from gaining the additional condition. This ability can be used a number of times per day equal to 3 + the shadow hunter's Charisma modifier. This ability replaces the bonus feat normally gained at 5th level.

Step Through Shadows (Su): At 10th level, if the shadow hunter is in an area of dim light or darkness, she can travel to another location of dim light or darkness as if by means of *fold space*, as long as the destination is within 60 ft. of the her initial location. Using this ability counts as a daily use of the terrors ability. This ability replaces the terror normally gained at 10th level.

Marksman

The use of bow and arrow is an iconic image in combat, and the marksman can do it with style and grace. Whether wielding a bow, crossbow, or even a dagger, a marksman is the paragon of ranged combat, using her mental discipline and psionic ability to help focus and direct her ranged attacks. Some have even learned the use of firearms, while the older tradition of wielding a spear is not forgotten nor disparaged.

Presented below are new archetypes for the marksman, offering a variety of options to customize the class to suit your particular play style and character theme, as well as new deeds of a psionic nature..

Cannoneer

Some marksmen prefer the use of big firearms capable of unleashing massive damage.

Note: Due to the nature of this archetype using a culverin, it is not necessarily applicable to all games and should have GM approval before being used.

Handcannon: The cannoneer starts play with a battered culverin which functions similar to the firearm

normally gained by the gunslinger. The cannoneer can wield the culverin as a melee weapon, treating it as a greatclub, and is always proficient in wielding his culverin in this fashion. In addition, the cannoneer gains the Amateur Gunslinger and Gunsmithing feats as bonus feats. This ability replaces combat style.

Rapid Reload: The cannoneer gains Rapid Reload as a bonus feat. This ability replaces Point-Blank Shot.

Strong Lifter (Ex): The cannoneer's necessary strength to wield his weapon grants him the ability to also hoist his cannon up for greater accuracy. As a swift action, the cannoneer can add his Strength modifier to either his attack or damage rolls made with the culverin. This ability can be used a number of times per day equal to 3 + the cannoneer's Strength modifier. This ability replaces wind reader.

Favored Cannon: The cannoneer dedicates his life to one weapon and one weapon only. At 2nd level, the cannoneer gains a +1 competence bonus to attack rolls made with the culverin. Every four marksman levels thereafter, this bonus increases by 1. This ability replaces favored weapon, but counts as favored weapon for the purposes of prerequisites.

Burned Skin (Ex): At 2nd level, the cannoneer has developed protection from the extreme heat given off by his weapon, granting him fire resistance 5. This resistance increases by 5 every four levels marksman levels thereafter, to a maximum of 25 at 18th level. This ability replaces evade arrows.

Gun Crafter: At 3rd level, the cannoneer gains a +1 bonus to Craft (guns) checks. This bonus increases by 1 every three marksman levels thereafter, to a maximum of +6 at 18th level. This ability replaces style skill.

Cover Fire: When the cannoneer uses the cover fire ability, it affects creatures in the targeted square and all adjacent squares.

Fiery Attacks (Su): At 4th level, the cannoneer's culverin is treated as if it had the flaming weapon special ability. This ability replaces the combat style gained at 4th level.

Fiery Burst (Su): At 8th level, the cannoneer's culverin is treated as if it had the flaming burst weapon special ability. This ability replaces the combat style gained at 8th level.

Charged Blast (Su): At 12th level, the cannoneer can expend his psionic focus when making a ranged attack at a single creature. If the attack is successful, the target must make a Reflex save (DC 10 + 1/2 the cannoneer's class level + the cannoneer's Wisdom modifier) or be knocked prone and dazed for one round. This ability replaces the combat style gained at 12th level.

Bouncing Shot (Su): At 16th level, the cannoneer can expend his psionic focus when making a ranged attack at a single creature. If the attack is successful, the cannoneer can redirect the strike at a second target within 30 ft of the original creature struck. This ability replaces the combat style gained at 16th level.

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 her 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: Starting at 13th level, when the

shroud uses her unseen ability, the effect does not end when she attacks a creature. This ability replaces defensive shot.

Spearman

While most ranged combat favors bows, daggers, or the more traditional ranged weapons, there are those marksmen who prefer the use of a trusty spear. With spears capable of melee and ranged attacks, these spearmen launch deadly projectiles that they can wield just as deftly against those who choose to approach in close combat.

Returning Throw: A spearman gains the Returning Throw* feat as bonus feat at 2nd level. This ability replaces favored weapon.

Psionic Spear: At 2nd level, the spearman gains Psionic Shot as a bonus feat. In addition, the spearman can apply the benefits of this feat to melee attacks made with a spear, longspear, or shortspear. Should the spearman gain the Greater Psionic Shot or Fell Shot feats, they also apply to melee attacks made with a spear, longspear, or shortspear. This ability replaces evade arrows.

Running Throw (Ex): A spearman of 4th level can put additional power behind his spear attacks by using his momentum. Prior to making a thrown attack with a spear, if the spearman moves at least 10 ft. during the round, on the first thrown attack he makes that round, he adds twice his Strength bonus to the damage roll and ignores the first range increment penalty. This ability replaces cover fire.

Spear Training: A spearman of 5th level gains a +1 bonus on all attack and damage rolls made with a spear, longspear, or shortspear. Every four levels thereafter (9th, 13th, and 17th), this bonus increases by 1. This ability replaces the bonus feat gained at 5th level.

Spear Expert: A spearman of 7th level has learned to adeptly wield his spear in melee combat. The spearman can choose to deal bludgeoning damage when making melee attacks with his spear, and can choose to deal lethal or non-lethal damage when making melee attacks with a spear without suffering a penalty to his attack rolls. In addition, the spearman can treat a longspear as a quarterstaff for the purposes of feats such as Quarterstaff Master (presented in *Ultimate Magic*). This ability replaces disengage.

Psionic Deeds

The deeds below may be selected by the 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.

Thundering Shot (Su): At 11th level, the gunslinger can spend 1 grit point and fire her gun into the ground at her feet to cause a concussive blast to all creatures within 30 ft. of her. All creatures in the blast radius suffer force damage equal to the gunslinger's level. Creatures that make a Reflex saving throw with a DC equal to 10 + 1/2 the gunslinger's level + the gunslinger's Dexterity modifier suffer only half damage.

Blind Shot (Su): At 15th level, the gunslinger can spend 1 grit point as a free action and have the blindsight ability until the end of her next turn.

Slowing Shot (Su): At 15th level, when the gunslinger hits a creature with a firearm attack, she can spend 1 grit point as a free action and cause the creature to be slowed. The target is staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. The creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. This effect lasts for a number of rounds equal to the gunslinger's Wisdom modifier (minimum 1).

Psion

With focused thoughts and disciplined study, psions are the masters of using the power of the mind to enforce their will on the world around them. Whether bending others to their control, seeing into the future, or teleporting vast distances, psions know that through their studies, any effect can be achieved. Presented below are new advanced disciplines to further focus your psion's abilities and archetypes for the psion, offering new options to accommodate different play styles.

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.

Constructor Discipline

Associated Discipline: Metacreativity

Replacement Abilities: The following discipline abilities replace the Ectoplasmic Protection and Maestro of Ectoplasm abilities of the metacreativity discipline.

Improved Constructs: At 8th level, you gain your choice of the Advanced Construct* or Boost Construct feat as a bonus feat. If you already have one of the feats, you gain the other instead. If you already possess both feats, you gain a bonus psionic feat of your choice. You must meet any applicable prerequisites to select the feat.

Maestro of Constructs: At 14th level, once per day as a standard action, you can choose to create up to half your psion level in astral constructs, divided at your discretion (For example, for a 14th level constructor, a 5th-level construct and a 2nd-level construct, a single 7th-level construct, seven 1st-level constructs, etc.), repair a damaged astral construct for up to 30 hit points plus 1 hit point per psion level, or summon two astral swarms (see Appendix) plus one astral swarm for each three levels beyond 14th, to a maximum of 4 at 20th level.

Erudite Discipline

Associated Discipline: Generalist

Replacement Ability: The following discipline abilities replace the discipline talents and bonus feat abilities of the generalist discipline.

Discipline Talents (Ps): When you meditate to regain your power points for the day, choose two powers from the following list: *call to mind, catfall, create sound, far hand, hammer*, and *telepathic lash*. As long as you maintain psionic focus, you may manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. The competence bonus from *call to mind* is reduced to +2, the effect of *catfall* only treats your fall as 20 ft. shorter than it is, the duration of *create sound* is one round per two psion levels (minimum 1 round), and the damage of *hammer* is reduced to 1d4.

This ability replaces the talents normally gained by a psion.

Daily Powers: At 2nd level, each day, you may choose one power from the Psion/Wilder list that is not on your list of powers known and manifest that power as if it was. You must have manifested the power from a power stone at some point prior to choosing it as a daily power and the power's level may not exceed your maximum power level. You may decide which power to manifest at the time of manifesting. Once this choice has been made, it cannot be changed until you have meditated to regain your daily power points after resting. At 7th level and every five psion levels thereafter, you may choose one additional power per day to treat as if a power known (2 at 7th level, 3 at 12th level, 4 at 17th level). These powers are in addition to your normal powers known.

This ability replaces the Bonus Feat normally gained by a generalist psion and the powers known gained at each level a daily power is gained, as displayed on Table: The Erudite.

Insight Discipline

Associated Discipline: Clairsentience

Replacement Ability: The following discipline abilities replace the recovered information and alter the waves abilities of the clairsentience discipline.

Table: The Erudite

Level	Special	Powers Known
1st	Bonus feat, *detect psionics*, discipline, discipline talents	3
2nd	Daily power	3
3rd	—	5
4th	—	7
5th	Bonus feat	9
6th	—	11
7th	Daily power	11
8th	Discipline ability	13
9th	—	15
10th	Bonus feat	17
11th	—	18
12th	Daily power	18
13th	—	19
14th	Discipline ability	21
15th	Bonus feat	22
16th	—	24
17th	Daily power	24
18th	—	26
19th	—	27
20th	Bonus feat, discipline ability	29

Insightful Steps (Su): Starting at 2nd level, as long as you maintain focus, your insight allows you to know just where to step to keep your footing, allowing you to ignore difficult terrain. You may expend your psionic focus as an immediate action to grant this ability to an ally within 30 ft. for a number of rounds equal to your Intelligence modifier. Only one person, including you, can benefit from this ability at a time. At 6th level and every four psion levels thereafter, one additional creature may be affected by this ability at a time (2 at 6th, 3 at 10th, and so on).

Alter Probability (Su): At 8th level, once per day as an immediate action, you may expend your psionic focus to give an enemy false insight, forcing one enemy within Medium range (100 ft. + 10 ft./level) to reroll a single dice roll. The target must take the worse of the two rolls. Every two psion levels thereafter, this ability may be used one additional time per day. A successful Will save negates this effect (DC 10 + 1/2 class level + Int modifier).

Jaunting Discipline

Associated Discipline: Psychoportation

Replacement Ability: The following discipline abilities replace the accelerated activity and rapid movement abilities of the psychoportation discipline.

Evacuate (Su): At 14th level, once per day, you can teleport anywhere within line of sight as an immediate action. You can bring along up to your Intelligence modifier in creatures touching you.

Far Strider (Su): At 20th level, you can use your nomad's step ability as a free action. You cannot use this ability if you have already taken a 5 ft. step this round, and using this ability counts as using your 5 ft. step.

Mindbender Discipline

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 (Su): At 14th level, once per day, you can make one creature your thrall. A Will save (DC 10 + 1/2 psion 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.

Transmogrifist Discipline

Associated Discipline: Psychometabolism

Replacement Ability: The following discipline abilities replace the shared effect and infused form abilities of the psychometabolism discipline.

Empowered Alteration (Su): Starting at 8th level, you can expend your psionic focus anytime you manifest a power of the psychometabolism discipline that has a range of Personal and a Target of you to have all numeric effects of the power increased by 50%. For example, when manifesting *animal affinity*, you could expend your psionic focus to gain a +6 enhancement bonus to Strength instead of +4. Powers modified in this fashion cannot also be altered by effects such as Empower Power.

Infused Body (Su): At 20th level, anytime you manifest one of the metamorphosis powers, you heal a number of hit points equal to the number of power points spent on the manifestation.

In addition, your body has become so adept at changing form that you become virtually indestructible. As long as some portion of your body still exists, you will return to life as if affected by *resurrection* one week after dying, although you gain three permanent negative levels instead of only one.

Unseen Hand Discipline

Associated Discipline: Psychokinesis

Replacement Abilities: The following discipline abilities replace the energetic recharge and energy immunity abilities of the psychokinesis discipline.

Telekinetic Burst (Su): At 14th level, once per day, you can expend your psionic focus as a standard action to hurl all creatures within 30 feet of you back to the edge of the burst effect, knocking them to the ground, prone. A successful Reflex save (DC 10 + half psion level + your Intelligence modifier) negates the knock back effect, but creatures within the effect are still knocked prone.

Permanent Telekinesis (Su): At 20th level, as long as you maintain psionic focus, you can use telekinetic force or telekinetic maneuver at will, but you must still pay any power point cost to augment the manifestation.

Arcane Mind

Not all psionic initiates have access to a tradition of masters passing down uncovered secrets and techniques to help them unlock the powers of their mind. Rather, some are students of the wizardly arts who, through the mental discipline of arcane magical training and ritual, have instead discovered how to tap into and focus their own psionic power. Some of these psions might be from savage tribes; others might hail from lands where psionics are simply not commonplace; some are merely aspiring students of wizardry whose innate psionic talents far outshine the arcane potential they had attempted to awaken.

Arcane Trappings: The arcane mind replaces all displays with verbal and somatic components, as his training and studies have caused him to use ancient words and mystic movements to manifest his powers. In addition, he suffers from arcane spell failure when wearing armor, but rolls the chance twice and takes the better result.

Mysterious Magic: Since he is actually manifesting psionic powers, but with all the arcane trappings, this makes it difficult to correctly identify what the arcane mind is actually doing. The DC of Spellcraft checks to recognize the power the arcane mind is manifesting is increased by the arcane mind's Intelligence modifier.

Strange Synergy: The arcane mind's study of arcane magic coupled with his psionic abilities allows him to easier push through innate resistances. When making a manifester check to overcome spell or power resistance, the arcane mind gains a +1 bonus to his rolls. This bonus increases to +2 at 10th level.

Mystic Bond: An arcane mind gains a familiar as a wizard, but the familiar has the share power ability of a psicrystal instead of the share spell ability of the familiar. The familiar counts as having Psicrystal Affinity for the purposes of feat prerequisites, including for Psionic Containment. This ability replaces the bonus feat normally gained at 1st level.

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's secondary discipline cannot be the Generalist 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 mindwright 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

Psychic warriors combine martial prowess with manifesting ability to become deadly combatants with a variety of tools in their arsenal. They might be quick, whirling dealers of death, or unarmed toughs striking with fist and foot, or duelists using psionic energy to improve their physique while masterfully wielding a weapon. While the forms of psychic warriors are varied, they all blend physical and mental power into a single package that is not to be underestimated.

Presented below are several psychic warrior archetypes to help you in building your character.

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, and may count his meditant levels as monk levels for purposes of effects and preqrequisites. 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).

If the meditant has levels in monk (or another class that provides equivalent progression in unarmed strike damage), he may count those levels as meditant levels for determining his unarmed damage and flurry of strikes progression.

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

Level	Unarmed Damage
1st	1d6
5th	1d8
10th	1d10
15th	2d6
20th	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. Flurry of strikes counts as flurry of blows for purposes of effects and prerequisites. A meditant's flurry of strikes normally can only be made with unarmed strikes, but if he expends psionic focus he

can use any natural attacks instead of unarmed strikes, like a monk using Feral Combat Training with each of the selected natural 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 and can use the selected natural attack with his flurry of strikes. This replaces the bonus feat normally gained at 8th level.

Pathmaster

There are some psychic warriors who choose to focus their study on a single path, rather than expanding their options. This particular style of psychic warrior gains mastery over their chosen warrior's path and learns to use the tools at his disposal when others would not.

Advanced Path: At 9th level, the pathmaster gains the Advanced Path feat for his chosen warrior's path as a bonus feat even if he does not meet the prerequisites. For example, if he chose the archer path, he would get the Advanced Archer Path feat as a bonus feat. If the pathmaster already has the feat, he can instead choose any psionic or combat feat as a bonus feat, but he must still meet any applicable prerequisites. This ability replaces secondary path.

Focused Path (Ex): At 11th level, the pathmaster can take 10 on his path skills even if threatened or under duress. He can alternatively expend his psionic focus to take 15 on the path skill. In addition, at 11th level, he is treated as a psychic warrior four levels higher for the purposes of his warrior path trance. This ability replaces the bonus feat normally gained at 11th level.

Empowered Path: At 12th level, the pathmaster adds his Wisdom modifier to his manifester level when manifesting a path power. If he expends his psionic focus when manifesting a path power, the power is automatically augmented for the manifester level boost (minimum 1), but the pathmaster pays no extra power points for this boost. Instead, the additional power points that would normally be required to augment the power is effectively supplied by expending psionic focus. This ability replaces twisting paths.

Master Maneuver (Su): At 15th level, once per day the psychic warrior can activate a high-powered maneuver for his path. As an immediate action, the pathmaster can activate his warrior path maneuver, gaining the benefits of the maneuver and the ability to perform the action normally associated with the maneuver. The pathmaster does not need to expend his psionic focus to activate his maneuver when using this ability. In addition, the pathmaster is treated as four levels higher for the purposes of the maneuver's benefit. The psychic warrior gains a second daily use of this ability at 18th level. This ability replaces pathweaving.

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.

Traceur

You are a mobile fighter and you use techniques that allow you to make the most out of your momentum and your speed. Where many psychic warriors rely on their physical power or agility, you have learned that motion is just as powerful a tool at your disposal.

Quickened Strides (Su): As long as you maintain psionic focus, you gain a +5 ft. enhancement bonus to base speed. This ability only works if you are carrying a light load and not wearing any armor. At 5th level and every four psychic warrior levels thereafter, the bonus to base speed improves by +5 ft. This replaces all armor proficiencies normally gained as a 1st level psychic warrior.

Charge Through (Ex): Starting at 2nd level, you are able to make charges through difficult terrain or

through squares occupied by allies. This ability can be used in conjunction with the Psionic Charge feat. This replaces the bonus feat normally gained as a 2nd level psychic warrior.

Acrobatic Movements (Ex): When using Acrobatics to move on narrow or uneven surfaces, you are not considered flat-footed and you do not lose your Dexterity bonus to AC (if any). This ability replaces the path skill normally gained as a 4th level psychic warrior.

Mobile Power: A traceur of 6th level can manifest a path power with a manifesting time of a standard action as part of an action that involves movement, such as actually moving, charging, withdrawing, jumping, climbing, etc. If the path power affects the psychic warrior's movement, the psychic warrior gains the benefits of the power on his movement. A 5-foot step does not qualify for use with this ability. The psychic warrior may not simply take a move action to manifest this power, he must physically move in order to use this ability. This ability replaces martial power.

Rapid Acrobatics (Su): As long as you maintain psionic focus, you can move at full speed while using the Acrobatics skill without invoking a penalty. This includes moving on narrow surfaces and uneven ground and moving through threatened or occupied spaces. This replaces the bonus feat normally gained as an 8th level psychic warrior.

SOULKNIFE

The iconic mind blade wielder strikes fear into his enemies and inspires his allies when he forms a blade out of thin air. Soulknives over the ages have learned to shape their mind blade not only into melee weapons, but also into defensive forms and even ranged options.

Presented below are several new blade skills for use with the soulknife class as well as new archetypes to alter what the soulknife can shape his mind blade into.

Blade Skills

In addition to the blade skills presented in Chapter 2, below are blade skills for the new archetypes presented in this chapter..

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.

Deadly Shield: The soulknife may choose to empower his mind shield with weapon special abilities, instead of shield special abilities, and may select to apply the enhancement bonus of the mind shield for attacks, rather than for armor. The soulknife must have the Form Mind Shield class feature and be at least 5th level in order to select this blade skill.

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.

Flurry of Fists: When making unarmed attacks and making a full attack, the soulknife can make one additional attack at his highest attack bonus, but all attacks in the full attack suffer a -2 penalty to the attack roll. This extra attack does not stack with abilities that grant additional attacks, such as Two-Weapon Fighting, Flurry of Blows, or other such effects. The soulknife must have the Improved Unarmed Strike feat in order to select this blade skill.

Flurry of Fists, Improved: The soulknife gains an additional attack when using flurry of fists, but at a -5 penalty. The soulknife must be at least 6th level and have the Improved Unarmed Strike feat and the Flurry of Fists blade skill in order to select this blade skill.

Flurry of Fists, Greater: The soulknife gains an additional attack when using flurry of fists, but at a -10 penalty. The soulknife must be at least 11th level and have the Improved Unarmed Strike feat and the Flurry of Fists and Improved Flurry of Fists blade skills in order to select this blade skill.

Grasping Shield: The soulknife's mind shield takes on an adhesive quality. Once per round, he may make a free disarm attempt against any enemy that makes a melee attack that misses her. This disarm attempt counts as an attack of opportunity and does not provoke attacks of opportunity. The soulknife must have the shield block blade skill and the form mind shield class feature to choose this blade skill.

Improved Armor: The soulknife's mind armor improves depending on its form. Light form is treated as if not wearing armor, while still gaining the armor bonus to Armor Class. Medium form is treated as a masterwork breastplate. Heavy form is treated as masterwork full plate. The soulknife must have the ability to form mind armor in order to take 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.

Interrupting Throw: If an enemy within 10 feet of the soulknife performs an action that would provoke an attack of opportunity, such as casting a spell without casting on the defensive, he may, as an immediate action and by expending psionic focus, throw his mind shield at that enemy as an attack of opportunity. The soulknife may not use this blade skill if his mind shield is in the form of a tower shield. The soulknife must be at least 12th level and have the form mind shield class feature to choose this blade skill.

Mental Power: The soulknife gains an additional power known from the gifted blade power list, up to the maximum power level he can manifest. In addition, the soulknife gains an additional 2 power points. This blade skill can be selected multiple times. Each time, the soulknife gains another power known and 2 additional power points. The soulknife must have manifesting ability from his levels in soulknife in order to select this blade skill.

Ranged Shield Block: When using the Shield Block blade skill, the soulknife may block a ranged attack, but not ranged touch attack. The soulknife must have the form mind shield class feature and the shield block blade skill to choose 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.

Shield Block: As an immediate action and by expending psionic focus, the soulknife may block one melee attack, but not touch attack, against his by making an attack roll. If his attack roll is higher than the attack roll he is attempting to block, the attack misses. The soulknife must have the form mind shield class feature to choose 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.

Whiplash: The soulknife can throw his mind shield as a thrown weapon with a range increment of 10. In addition, by expending psionic focus as a free action after making a ranged attack with his mind shield, the soulknife can cause the shield to return back to his hand, hitting any enemy in line of effect from his target and dealing damage as a light shield. Soulknives with the Form Mind Shield class feature instead deal damage as a heavy shield. The soulknife makes a ranged attack roll for each enemy in the line of effect. The soulknife may not use this blade skill if his mind shield is in the form of a tower shield. The soulknife must be at least 8th level and have the form mind shield class feature to choose this blade skill.

Armored Blade

Although most soulknives choose to focus their psionic energy into weapons they can wield, some have chosen to channel their energy into a more defensive form, creating armor to protect themselves as well as the weapons to strike at their enemies.

Form Mind Armaments: The armored blade can form a mind blade in the same fashion as a standard soulknife, using the normal rules under the Form Mind Blade class feature. In addition, as a separate move action, he may form mind armor.

Mind armor can be formed as light, medium, or heavy form. Light form is treated in all ways (except visually) as a masterwork chain shirt. Medium form is treated in all ways (except visually) as masterwork chainmail. Heavy form is treated in all ways (except visually) as masterwork splint mail. Mind armor is treated like a mind blade in all other ways (breaking, null psionics fields, etc) and can be dismissed as a free action.

An armored blade is always considered proficient in his mind armor.

This replaces the form mind blade class feature, but counts as form mind blade for prerequisites or requirements.

Shape Mind Armaments: The armored blade can shape his mind blade and mind armor in the same fashion as a standard soulknife shapes his mind blade. Her mind blade and mind armor must be reshaped separately.

This replaces the shape mind blade class feature, but counts as shape mind blade for prerequisites or requirements.

Enhanced Mind Armaments: The armored blade's mind armor and mind blade are improved like a standard soulknife's mind blade, including if the armored blade creates two mind blades, except the enhancement bonus

Mind Armament Progression

Soulknife Level	Enhancement Bonus
1	-
2	-
3	+1
4	+1
5	+1
6	+2
7	+2
8	+3
9	+3
10	+3
11	+4
12	+4
13	+5
14	+5
15	+5
16	+6
17	+6
18	+7
19	+7
20	+7

Armor Special Ability	Enhancement Bonus Value	Required Level
Fortification, Light	+1	5
Spell Resistance (13)	+2	7
Energy Resistance	+3	9
Ghost Touch	+3	9
Invulnerability	+3	9
Fortification, Moderate	+3	9
Spell Resistance (15)	+3	9
Energy Resistance, Improved	+4	12
Spell Resistance (17)	+4	12
Fortification, Heavy	+5	15
Spell Resistance (19)	+5	15
Energy Resistance, Greater	+5	15

increases at a reduced rate, rather than every odd level, as indicated on **Table: Mind Armament Progression** (below). The enhancement bonus for mind armor is unaffected if the armored blade shapes two mind blades. The armored blade can select armor special abilities from the following.

This replaces the enhanced mind blade class feature, but counts as enhanced mind blade for prerequisites or requirements.

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 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.

Deadly Fist

Some soulknives learn to channel the psionic energy of a mind blade into their unarmed strikes, making them lethal without the need for a weapon.

Empowered Strikes (Su): At 1st level, the deadly fist can, as a move action, wreath his body in psionic energy distilled from his own mind. This energy lasts until the deadly fist chooses to dismiss it as a free action.

When empowered strikes is active, the deadly fist's unarmed strikes deal 1d6 points of damage if Medium-sized (or your normal unarmed strike damage, if higher) and are considered to be magic weapons for the purposes of overcoming damage reduction. Adjust unarmed damage if the deadly fist is a size other than Medium.

This effect is similar to a mind blade, except the deadly fist cannot change the form of empowered strikes, although he can change the damage type of his attacks between bludgeoning, piercing, and slashing, just like a normal soulknife. This effect cannot be broken like a mind blade, and it is still considered to be unarmed attacks instead of a weapon.

In all other ways, empowered strikes functions as a mind blade, including using psychic strike.

This replaces the form mind blade class feature, but counts as form mind blade for prerequisites or requirements.

Enhanced Strikes: The deadly fist's empowered strikes are improved like a standard soulknife's mind blade, except the enhancement bonus or weapon special abilities apply to the deadly fist's unarmed attacks, rather than to a weapon.

This replaces the enhanced mind blade class feature, but counts as enhanced mind blade for prerequisites or requirements.

Unarmed Assault: At 1st level, the deadly fist gains the Improved Unarmed Strike feat as a bonus feat. In addition, the deadly fist gains the Flurry of Fists blade skill.

This ability replaces the bonus feat gained at 1st level.

Psychokinetic Discharge (Su): A deadly fist of 1st level learns how to take the energy he has charged into his unarmed strikes and release it as a blast of energy at an opponent. As a ranged attack, the deadly fist can make an unarmed attack at an opponent. The attack deals damage as normal for the deadly fist's unarmed attacks.

The range increment of the attack is 10', but is considered to be a projectile instead of a thrown weapon, so the attack has a maximum range of 10 increments instead of 5. Whether or not the attack hits, the deadly fist's unarmed attacks are no longer empowered and he must take the normal time to empower them.

This ability replaces throw mind blade.

Quick Empower: At 5th level, the deadly fist can activate his empowered strikes ability as a free action instead of as a move action. He may only do so once per round. This ability replaces quick draw.

Feral Heart

Mind over matter is usually viewed to be the domain of the psion, the disciplined mind ruling over the body. Yet powerful feral instincts are also part of the mind, and when these instincts are born inside one with psionic potential, a feral heart is born. Their mind reforms their bodies, often into bestial forms, giving rise to many misconceptions about them being werewolves.

Form Claws (Su): The feral heart can turn his hands into vicious claws which grant him 2 primary natural attacks that each deal 1d4 points of damage (if a Medium-sized creature, but see below) with a critical multiplier of 20/x2. If the feral heart is hurt, on his next turn he is forced to form his feral claws if they are not already active unless he makes a DC 15 Will save. Forming feral claws is a move action and the claws last until dismissed as a free action.

This effect is similar to a mind blade, except the feral heart cannot change the form of or damage type of the claws; the claws always deal bludgeoning and slashing damage. This effect cannot be broken like a mind blade.

In all other ways, form claws functions as a mind blade.

This replaces form mind blade, but counts as form mind blade for prerequisites or requirements.

Improved Claws: The feral heart gains the Improved Natural Attack (claws) feat as a bonus feat at 1st level, even if he does not meet the prerequisites. This improves the damage of his claws to 1d6 points of damage (if a Medium-sized creature.) This replaces the bonus feat normally gained at 1st level.

Tenacious (Su): When forming his claws, the feral heart can unlock bestial energy by expending his psionic focus to gain a number of temporary hit points equal to his class level. These temporary hit points last for one minute. At 7th level, the feral heart can activate tenacious at the same time he activates feral transformation. This ability replaces shape mind blade.

Feral Roar (Ex): The feral heart can unleash a roar and make an Intimidate check to demoralize a target within 30 ft. as a move action. If performing a charge, the feral heart can use this ability as part of the charge, but only against the target of the charge attack. This ability replaces throw mind blade.

Enhanced Claws: At 3rd level, the feral heart's claws are improved like a standard soulknife's mind blade, except the enhancement bonus or weapon special abilities apply to the claw attacks, rather than to a weapon. The feral heart can spend 8 hours in concentration to change the weapon bonus or weapon special abilities of the claws. These cannot be the normal 8 hours used for rest, even if the feral heart does not require sleep. After that period, the claws form with the new ability or abilities selected by the feral heart.

This ability replaces enhanced mind blade, but counts as enhanced mind blade for prerequisites or requirements.

Feral Transformation (Su): At 3rd level, the feral heart gains the ability to unleash his inner beast. By expending his psionic focus as a free action, the feral heart's body takes on a more bestial form, granting him a +2 morale bonus to Strength and Dexterity and to Intimidate checks, but suffering a -2 penalty to Intelligence, Wisdom, and Charisma. This effect can be used for a number of rounds per day equal to 8 + the feral heart's Constitution modifier and can dismissed as a free action. At each level after 3rd, the feral heart can use this ability for 2 additional rounds per day. Temporary increases to Constitution, such as those gained from powers like *animal affinity*, do not increase the total number of rounds that this ability can be used per day.

While under the effect of feral transformation, the feral heart cannot gain psionic focus or use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

At 10th level, the bonuses increase to +4. At 16th level, the bonuses increase to +6.

This ability replaces psychic strike.

Quick Shift: At 5th level, the feral heart gains the quick shift blade skill. If he already has the quick shift blade skill, he can instead choose another blade skill. This ability replaces quick draw.

Blade Skills: The feral heart can only choose from the following list of blade skills, plus the new feral heart blade skills listed below. Advanced Talents (can select without covert training), Combat Slide, Deadly Blow, Disrupting Strike, Dueling Blade, Evasion (can select without covert training), Extended Strike, Focused Defense, Focused Offense, Full Enhancement (for Bite), Furious Charge, Gruesome Riposte, Improved Enhancement, Improved Evasion (can select without covert training), Mark of

the Challenger, Reaching Blade, Rending Blades, Rogue Talent (can select without covert training), Trade Blows, Twin Strike, Wing Clip

Feral Heart Blade Skills

The following blade skills can only be selected by a feral heart.

Bite: The feral heart gains a bite attack as a primary natural attack that deals 1d8 points of damage (if a Medium-sized creature) and is affected by the enhanced claws ability, but the enhancement bonus on it is reduced by 1 (to a minimum of 0) and it has the same configuration from enhanced claws. If this would result in the bite having no enhancement bonus and a weapon special ability such as *flaming*, the bite does not gain any weapon special abilities granted by enhanced claws and is instead only considered to be psionic for the purposes of damage reduction. This bite attack, like most bite attacks, deals bludgeoning, piercing, and slashing damage. The feral heart must be at least 6th level in order to select this blade skill.

Pounce: If the feral heart charges he can still make a full attack at the end of the charge instead of a single attack, although the full attack must be made with only natural attacks. The feral heart must be at least 10th level to select this blade skill.

Quick Shift: The feral heart can form all of his natural attacks as a free action. He can choose to form only some or all of his natural attacks with this ability.

Rake: The feral heart can claw an opponent he is currently grappling in addition to maintaining the grapple. The feral heart cannot use this ability the round he initiates the grapple but can use it if grappled by another or while maintaining the grappled condition. The feral heart must be at least 4th level to select this blade skill.

Rend: When the feral heart successfully strikes with both claws against a single creature, he can cause additional damage equal to one claw attack plus 1+1/2 his Strength bonus. This blade skill can only be used once per round. The feral heart must be at least 12th level to select this blade skill.

Thick Skin: The feral heart gains a +2 natural armor bonus to his AC.

Thick Skin, Improved: The natural armor bonus gained from thick skin is improved by 1. This blade skill can be taken up to three times; its effects stack.

Gifted Blade

There are some soulknives who learn to manifest powers, as well as to form mind blades. These gifted individuals wield both blade and mind with deadly efficiency

Manifesting: At 3rd level, a gifted blade gains the ability to manifest a small number of psionic powers, which are drawn from the gifted blade power list.

A gifted blade chooses his powers from the gifted blade power list. At 3rd level, a gifted blade knows one gifted blade power of your choice. He learns new powers as indicated on Table: The Gifted Blade. A gifted blade can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a gifted blade can manifest per day is limited only by his daily power points.

Table: The Gifted Blade

Soulknife Level	Power Points/Day	Powers Known	Maximum Power Level Known
3	0	1	1st
4	1	1	1st
5	2	2	1st
6	3	2	1st
7	5	3	2nd
8	7	3	2nd
9	9	4	2nd
10	11	4	2nd
11	14	5	3rd
12	17	5	3rd
13	20	5	3rd
14	24	6	3rd
15	28	6	4th
16	32	6	4th
17	37	7	4th
18	42	7	4th
19	47	7	4th
20	52	7	4th

A gifted blade never needs to prepare powers ahead of time; he draws them from his mind when needed. When a gifted blade recovers his daily power points after resting, he may choose to rotate one or more powers he knows for new ones. These powers must always be chosen from the gifted blade power list, and the maximum number of powers the gifted blade may know at any one time in this fashion is listed on Table: The Gifted Blade. If a gifted blade learns a power through other means, such as the Expanded Knowledge feat, the Mental Power blade skill, or *psychic chirurgery*, this power is known in addition to his normal powers. He may never exchange it for another power from the gifted blade list when he chooses his powers known, and it doesn't count against his limit of powers known at any one time.

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

Through 2nd level, a gifted blade has no manifester level. At 3rd level and higher, a gifted blade's manifester level is equal to his soulknife level – 2.

A gifted blade gains the ability to learn 1st-level powers at 3rd level. Every four levels thereafter (7th, 11th, etc), a gifted blade gains the ability to master more complex powers, up to 4th level powers at level 15.

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

A gifted blade's ability to manifest powers is limited by the power points he has available. His base daily

allotment of power points is given on Table: Gifted Blade. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a gifted blade has power points from a different class, those points are pooled together and usable to manifest powers from either class.

This ability replaces psychic strike. The gifted blade never gains the psychic strike class feature.

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 medium 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 his 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, he has learned how to rapidly alter his 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 he meets and be treated as having that blade skill. The effect of the blade skill selected lasts until he expends his psionic focus as an immediate action to change it. This replaces the blade skill normally gained at 10th level.

Shielded Blade

Some soulknives choose to focus on both offense and defense, splitting the energy of their mind blade into a sword and a shield.

Form Mind Shield (Su): At 1st level, a shielded blade gains the mind shield blade skill, gaining a +2 shield bonus to AC as long as he has a hand free.

Unlike any other soulknife who takes the mind shield blade skill, a shielded blade can use the mind shield as if it was in all ways (except visually) a masterwork heavy steel shield, including making shield bashes, although he does not suffer the Armor Check penalty or Arcane Spell Failure for using a heavy steel shield. The shielded blade's mind shield is affected like a mind blade in all other ways (breaking, null psionics fields, etc). A shielded blade still applies the shield's shield bonus to his AC when performing a shield bash.

The shielded blade's mind shield is enhanced as the soulknife gains levels at the same rate as the mind blade, but the mind blade suffers a -1 penalty to its enhancement bonus (if any) if the shielded blade has both formed at the same time. The shielded blade may only apply the enhancement bonus for a mind shield to the Armor Class bonus of the shield, and not as a bonus to attack and damage rolls.

Shield Special Ability	Enhancement Bonus Value	Required Level
Arrow Catching	+1	5
Bashing	+1	5
Blinding	+1	5
Fortification, Light	+1	5
Arrow Deflection	+2	7
Spell Resistance (13)	+2	7
Energy Resistance	+3	9
Ghost Touch	+3	9
Fortification, Moderate	+3	9
Spell Resistance (15)	+3	9
Energy Resistance, Improved	+4	12
Spell Resistance (17)	+4	12
Fortification, Heavy	+5	15
Spell Resistance (19)	+5	15
Energy Resistance, Greater	+5	15

A shielded blade may (and eventually must) choose special abilities for the mind shield, just as he does for the mind blade. She chooses special abilities for the mind shield from the table below.

A shielded blade is always considered proficient with his mind shield.

This ability replaces the bonus feat gained at 1st level.

Improved Shield: A shielded blade of 2nd level gains his choice of either the improved mind shield or tower mind shield blade skill.

This ability replaces the blade skill gained at 2nd level.

Soulbolt

Some soulknives choose to focus on ranged attacks, launching a mind bolt at their enemies instead of wielding a blade of energy.

Bonus Feat: A soulbolt can choose either Point-Blank Shot or Weapon Focus (mind bolt) as a bonus feat at 1st level. This replaces the standard list of bonus feats available to a 1st level soulknife.

Form Mind Bolt (Su): At 1st level, as a move action, a soulbolt can form a semi-solid ranged weapon composed of psychic energy distilled from his own mind. This mind bolt appears inside of or enveloping the soulbolt's hand.

A soulbolt must choose the form of his mind bolt at 1st level. She can either form it into a short range, medium range, or long range bolt which determines the weapon's range increment and base damage. Once chosen, his mind bolt stays in this form every time the

soulknife forms his mind bolt. The long range bolt form is the smallest of forms and deals 1d6 points of damage and has a 100 ft. range increment. The medium range bolt form deals 1d8 points of damage, with a 60 ft. range increment, and the short range bolt form is the largest and heaviest form and deals 1d10 points of damage with a 20 ft. range increment. A soulbolt adds his Strength modifier to damage rolls when using the mind bolt in the short range form. All damages are based on a Medium-sized creature wielding Medium-sized weapons; adjust the weapon damage as appropriate for different sized weapons. A soulbolt with powerful build or any similar ability forms an appropriately-sized mind bolt dealing the size-appropriate amount of damage. Regardless of form, the mind bolt has a 19-20 critical threat range, has a maximum range of 10 range increments, and is treated as a projectile.

The form of the soulbolt's mind bolt also determines how many hands must be used to form and manipulate the mind bolt. If the mind bolt is in long range form, both of the soulbolt's hands remain free to hold other items such as a shield or a weapon. If the mind bolt is in medium range form, the soulbolt must have at least one hand free to form and manipulate the mind bolt. If the mind bolt is in short range form, the soulbolt must have both hands free to wield and launch the mind bolt.

A soulbolt can wield a buckler without penalty regardless of the form of his mind bolt.

Regardless of the weapon form a soulbolt has chosen, his mind bolt does not have a set damage type. When shaping his weapon and assigning abilities to it, the soulbolt chooses whether it will deal bludgeoning, piercing, or slashing damage. The soulbolt may change the damage type of an existing mind bolt, or may summon a new mind bolt with a different damage type, as a full-round action; otherwise, the mind bolt retains the last damage type chosen every time it is summoned.

The bolt can be broken (it has hardness 10 and 10 hit points); however, a soulbolt can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind bolt is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

A soulbolt can use feats such as Rapid Shot or Precise Shot in conjunction with the mind bolt just as if it were a normal ranged weapon. She can also choose his mind bolt for feats requiring a specific weapon choice, such as Weapon Focus and Improved Critical. Powers or spells that upgrade weapons can be used on a mind bolt. The soulbolt can use feats such as Weapon Finesse that work on light weapons with his mind bolt, but such feats only work on mind bolts in a light weapon form, such as using the mind daggers blade skill.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulbolt can attempt to sustain his mind bolt by making a DC 20 Will save. On a successful save, the soulbolt maintains his mind bolt for a number of rounds equal to his class level before he needs to check again, although the mind bolt is treated for all purposes as a non-magical, masterwork ranged weapon while in a place where psionic effects do not normally function. On an unsuccessful attempt, the mind bolt vanishes.

As a move action on his turn, the soulbolt can attempt a new Will save to rematerialize his mind bolt while he remains within the psionics-negating effect. She gains a bonus on Will saves made to maintain or form his mind bolt equal to the total enhancement bonus of his mind bolt (see below).

The soulbolt chooses the appearance of his mind bolt, although its shape must reflect the selections the soulbolt has chosen: a bludgeoning mind bolt would be blunt, slashing would have an edge, etc.

This ability replaces form mind blade.

Shape Mind Bolt: The soulbolt's mind bolt retains the last chosen form every time it is formed until the soulbolt reshapes it. If the soulbolt chooses to reshape his bolt, it requires a full-round action to do so. She may also re-assign the type of damage dealt as part of reshaping his mind bolt if he so chooses.

A soulbolt can reassign the ability or abilities he has added to his mind bolt; see below. To do so, he must first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the soulbolt does not require sleep. After that period, the mind bolt materializes with the new ability or abilities selected by the soulbolt.

This ability replaces shape mind blade.

Launch Mind Bolt: Soulbolts are greater masters at making ranged attacks with their weapon than their soulknife counterparts. Unlike a soulknife, a soulbolt does not need to reform his mind bolt after throwing it. This means that the soulbolt can make use of all iterative attacks available, or multiple attacks such as those gained from Rapid Shot, without the need for abilities such as the Multiple Throw blade skill. This ability replaces throw mind blade.

Blade Skills: The following blade skills cannot be used with the Mind Bolt: Alter Mind Blade, Bladestorm, Bladewind, Dual Imbue, Extended Strike, Furious Charge (and Improved), Gruesome Riposte, Multiple Throw, Reaching Blade, Rending Blades, Trade Blows, Twin Strike, and Two-handed Throw. The soulbolt may additionally select blade skills from the list below.

Alter Mind Bolt: A soulbolt gains the ability to shape his mind bolt into different weapon forms. She may change his blade's form to the long range weapon, medium range weapon, or short range weapon forms any time he forms his mind bolt.

Arresting Shot: As a standard action, the soulbolt can make a ranged reposition attempt against an enemy within one range increment. If the attempt is successful, the enemy is repositioned to directly adjacent to the soulbolt, occupying the space in the most direct path from the target to the soulbolt. The soulbolt must have the wrenching special ability applied to his mind bolt to use this blade skill. The soulbolt must be at least 12th

level to select this blade skill.

Charged Shot: As a standard action, the soulbolt can make a single ranged attack with his mind bolt. If the attack is successful, the mind bolt bursts with psionic energy upon impact, dealing its base weapon damaging to all creatures within a 5-ft. radius of the creature struck. A successful Reflex save (DC 10 + 1/2 soulbolt level + Wisdom modifier) halves the damage taken.

Close-Range Expert: When making ranged attacks with his mind bolt, a soulknife does not provoke attacks of opportunity as long as he maintains psionic focus.

Close-Range Expert, Improved: The soulbolt threatens adjacent squares when wielding his mind bolt and does not need to maintain psionic focus to gain the benefit of the Close-Range Expert blade skill. The soulbolt must have the Close-Range Expert blade skill and must be at least 12th level to select this blade skill.

Double Shot: As a standard action, a soulbolt can expend his psychic strike to make two ranged attacks with his mind bolt. The attacks do not deal the additional damage from psychic strike.

Freezing Bolt: The soulbolt may, as a free action, have his mind bolt deal cold damage instead of its selected damage type. In this form, the mind bolt bypasses any damage reduction, although it is subject to resistance to cold damage, and is similarly augmented by cold vulnerability. If the mind bolt successfully deals cold damage, the target must make a Fortitude save (DC 10 + 1/2 soulbolt level + Wisdom modifier) or have its speed reduced by half for one round. Multiple attacks with a freezing bolt in the same round do not extend this duration.

Mind Daggers: If a soulbolt selects the Mind Daggers blade skill, he gains the option to form his mind bolt into dagger form, dealing 1d4 points of damage, with a critical threat range of 19-20, a critical multiplier of x2, and a range increment of 30 ft. When making ranged attacks with the mind bolt in dagger form, a soulbolt adds his Strength modifier to damage rolls. When forming his mind bolt into dagger form, the soulbolt may either make a single mind bolt or a pair of mind bolts, so long as both are in dagger form. The mind bolt suffers the standard penalty for forming two items. The soulbolt may additionally use the mind bolt in dagger form to make melee attacks, but this may render some of the mind bolt's weapon special abilities non-functioning if they do not apply to melee attacks (such as the Distance special ability; see Enhanced Mind Bolt below).

Rain of Arrows: As a standard action, the soulbolt may fire off his mind bolt and have it deal damage to all creatures within a 10 ft. cube within one range increment. A successful Reflex save (DC 10 + 1/2 soulbolt level + Wis modifier) halves the damage. A soulbolt must have the charged shot blade skill and be at least 10th level in order to select this blade skill.

Thousand Blades: When making a full attack, the soulbolt may expend his psychic strike. She deals no psychic strike damage, but all of his attacks use his highest base attack bonus before factoring in other modifiers to attack rolls. A soulbolt must be at least 12th level in order to select this blade skill.

Enhanced Mind Bolt: A soulbolt's mind bolt improves as the character gains higher levels. At 3rd level and every odd level thereafter, the mind bolt gains a cumulative +1 enhancement bonus that he may spend on an actual enhancement bonus or on weapon special abilities. A soulbolt's maximum enhancement bonus follows the same progression as a soulknife. The soulbolt may (and must, when his total enhancement is higher than his maximum bonus) apply any special ability from the table below instead of an enhancement bonus, as long as he meets the level requirements. A soulbolt can choose any combination of weapon special abilities and/or enhancement bonus that does not exceed the total allowed by the soulbolt's level, but he must assign at least a +1 enhancement bonus before assigning any special abilities.

If the soulbolt shapes his mind bolt into two items, such as using the Mind Daggers blade skill, the enhancement bonus of his mind bolt (if any) is reduced by 1 (to a minimum of 0). If this would reduce the enhancement bonus on the mind bolt to 0 and weapon special abilities are applied, the soulbolt must reshape his mind bolt to make the options valid. Both mind bolts have the same selection of enhancement bonus and weapon special abilities (if any).

This ability replaces enhanced mind blade.

Tactician

Whether shouting orders from within the thick of the fray or watching from a safe distance and directing allies strategically, tacticians are students of battle. Where the fighter studies combat and the use of weapons and armor, the tactician understand the interconnectivity of the people in the battle itself and how they can be used as tools just as effectively as any weapon.

Presented below are new archetypes for the tactician, giving options to alter the feel of the class and give new capabilities to best fit your character concept and play style.

Amplifier

Amplifiers use the collective bond to boost the abilities of their allies, allowing them increased accuracy, speed, and prowess. These tacticians do so at the cost of their ability to turn their collective into a coordinated combat unit. Amplifiers can help turn a dangerous fighter into a deadly killing machine.

Inevitable Strike (Su): The amplifier can grant the members of his collective the increased insight needed to make successful attacks. A number of times per day equal to 3 + the amplifier's Intelligence modifier, the amplifier can grant one member of his collective a +5 insight bonus to its next single attack roll made before the end of its next turn. At 3rd level and every 2 levels thereafter, this insight bonus increases by 1. This ability replaces coordinated strike.

Heightened Movement (Su): An amplifier of 5th level has gained the ability to accelerate the movements of members of the collective, allowing them to avoid danger and increase their movement speed. As a swift action, the amplifier can grant one member of his collective a +1 insight bonus to AC and Reflex saves, as well as a 5 ft. bonus to movement speed. This effect lasts a number of rounds equal to the amplifier's Intelligence modifier and counts as a use of the amplifier's strategies ability.

At 11th level, the insight bonus increases to +2 and the bonus to speed increases to 10 ft.

At 17th level, the insight bonus increases to +3 and the bonus to speed increases to 15 ft.

This ability replaces improved share.

Augmented Offense (Su): An amplifier of 6th level can grant a member of his collective a boost to offensive abilities for a short duration. As a standard action, the amplifier can grant one member of his collective a +1 insight bonus to attack rolls and to the DC of the next single power or spell the collective member manifests or casts that has a save DC, and a +2 insight bonus to damage rolls. At 9th level and every 3 levels thereafter, the insight bonus to attack rolls and DCs increases by 1 and the insight bonus to damage rolls increases by 2. This effect lasts a number of rounds equal to the amplifier's Intelligence modifier. This ability replace teamwork feats.

Empowered Attack (Su): As an immediate action, an amplifier of 6th level can expend his psionic focus and pay two power points to treat one attack made by a member of his collective as empowered. An empowered attack deals 50% additional damage. The attack to be empowered cannot be modified by a similar effect such as Empower Power. This ability replaces coordinate.

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 lesser strategies.

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 coordinated strike.

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 ability 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.

Commander

For some tacticians, it is not enough to direct their allies and coordinate battle tactics, they need to ensure that the members of their collective are doing exactly as told. These commanders can force individuals into their collective and force members within the collective to take actions by using telepathic force, rather than diplomatic measures.

Forced Participant: A 1st level commander gains the Unwilling Participant* feat as a bonus feat. At 5th level and every 4 levels thereafter, the DC to resist being unwillingly added to the collective is increased by 1. This ability replaces coordinated strike.

Issue Order (Su): A commander of 4th level can, as a swift action, direct one member of his collective to take an action that requires either a standard or move action. On that member's next turn, they must perform that command unless they make a successful Will saving throw at the same DC as that of the commander's Unwilling Participant* DC. This ability replaces the strategy normally gained at 4th level, but functions like a strategy, including using the same pool of 3 + the tactican's Charisma modifier limited uses per day.

Thrall (Su): Once a commander has reached 12th level, he can treat one member of his collective as if a thrall and that member will follow any instruction given by the commander. Like a thrall, if this member of the collective dies while under this effect, the commander suffers one negative level for one day. This thrall effect can be ended by the commander as a free action, but

otherwise is treated as a permanent effect. The targeted collective member may make a Will save at the same DC as the commander's Unwilling Participant DC if the commander gives any commands that would cause the thrall to harm itself or obviously suicidal orders. This ability replaces the teamwork feat normally gained at 12th level.

Fear Projector

Fear is a powerful emotion, and in the midst of battle, it can stop even the strongest warrior in his tracks. Fear projectors tap into these ubiquitous phobias and channel them into the minds of their enemies, even using the members of their collective to expand their influence.

Project Fear: A fear projector is capable of projecting horrifying images into the minds of his enemies. As a standard action, the fear projector targets one creature within 30 ft. and projects these terrifying images into that creature's mind unless the creature makes a successful Will save (DC 10 + 1/2 the projector's level + the projector's Charisma modifier). A failed save means the creature is shaken for a number of rounds equal to the fear projector's Charisma modifier. This ability replaces lesser strategies.

Collective Fear (Su): The fear projector at 6th level has learned to channel his powers over fear through his collective. The fear projector can choose one member of his collective and treat that as the source for any fear-based effect he uses, including his project fear ability, by expending his psionic focus while creating the effect to be redirected. This ability includes altering what creatures can be targeted by an effect, what creatures are affected by an effect, and the like.

In addition, the member of his collective selected is shrouded in frightening images that provide a +1 deflection bonus to AC until the end of its next turn.

This ability replaces coordinate.

Power from Fear (Su): Once a projector has reached 6th level, his allies are able to tap into his fear-based power. When a member of the collective causes a creature to have the shaken, panicked, or frightened condition, that collective member gains a +1 morale bonus to attack rolls and saving throws for a number of rounds equal to the fear projector's Charisma modifier. Every four levels thereafter (9th, 13th, 17), this morale bonus improves by 1. This ability replaces the teamwork feat normally gained at 6th level.

Permeating Fear (Su): At 10th level, the fear projector can expend his psionic focus to channel his project fear ability through his collective and target all creatures within 30 ft. of any member of his collective. The fear projector must wait ten minutes after using this ability before he can use it again. This ability replaces the strategy normally gained at 10th level.

Metanexus

The sum is greater than its parts, and never has it been more true than with the metanexus. Their ability to harness their allies and redefine them as needed makes them highly flexible in the field of battle and using his allies as nodes to target others makes him capable of literally being everywhere at the same time

Bridged Power: A metanexus of 5th level has learned to use members of his collective as a link to alter the source of powers he manifests. Any time the metanexus manifests a power with a range greater than touch, he can choose a member of his collective and treat that member as the source for determining eligible targets or areas for the power. The metanexus must still himself have line of sight to the target or area to be affected to manifest the power. For example, a metanexus of 6th level who was manifesting a power of Short range (40 foot range) could use a member of his collective 100 feet away to target a creature within 40 feet of the collective member that would otherwise be beyond the Short range of the power. This ability replaces improved share (1).

Pooled Traits (Su): Starting at 8th level, a metanexus has learned to distribute the special abilities of the members of his collective. Any member of the collective

can choose to use one of the racial traits of another willing member of the collective. Using this racial trait counts as a use for the member with the ability to be used and the benefiting collective member must spend the appropriate action to use the ability. Only racial traits that are limited in use per day, such as the xeph's burst ability, or that require a power point cost, such as the elan's resilience ability, can be distributed in this way, but if the ability has a power point cost, the benefiting member must pay double the normal power point cost. This ability replaces the power known normally gained at 8th level.

Harness Ally (Su): Beginning at 11th level, the metanexus has learned not only to use his ally as a link for his powers, but to actually tap into the senses of that member of the collective. As a swift action, the metanexus can expend his psionic focus and use the visual and auditory senses of one member of his collective for one round. In that round, the metanexus can manifest a power and can select a target for the power if it is eligible to the chosen member of the collective. The power then uses that collective member's line of sight and line of effect to determine eligible targets. The member of the collective selected must be within 100 feet of the metanexus to use this ability. The metanexus can cease using the collective member's senses at any time as a free action. The metanexus otherwise manifests the power as normal. This ability replaces improved share (2).

Collective Knowledge (Su): Once a metanexus has reached level 16, he is able to tap into the collected psionic knowledge of all members of his collective. By taking a full-round action, the metanexus can manifest any power known by a member of his collective as if it was on the metanexus's list of powers known. If the power's manifesting time is longer than a standard action, that manifesting time is added to the time it takes to use this ability. If the power is not on the tactician power list, using this ability costs one daily use of the strategy ability. This ability replaces the strategy normally gained at 16th level.

VITALIST

With techniques to protect, repair, or damage the body, vitalists can be vigilant guardians of their allies or twisted masochists, causing harm to heal themselves. Vitalists are in tune with the nature of the physical body and can use that skill to cause both repair and destruction. Regardless of their path, vitalists are the manifesters to turn to avoid death, a job they fully embrace.

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, learning new techniques to transfer wounds and ailments, to those focused on diseases and toxins.

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 (Su): 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 blind, deafened, fatigued, frightened, or sickened condition. At 7th level, the life leech can transfer the exhausted, panicked, nauseated, or paralyzed condition. At 10th level, the life leech can transfer the stunned or 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 (Su): 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 collective 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.

If used on an unwilling target, a successful Will save halves the amount of damage taken and healed.

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 (Su): 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 (Su): 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 touched 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. The touched creature can make a saving throw against the disease as normal based upon the disease being transferred.

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 disease'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 (Su): 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 against 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.

Sadist

While most vitalists focus on healing wounds or siphoning off healing energy, some relish the pain their collective members feel. These sadists are able to empower their abilities when others feel pain, making them less predictable in how they will handle the wounds of their allies.

Exquisite Agony (Su): When a member of the sadist's collective dies, instead of needing to make a save to avoid taking damage, the sadist gains a number of temporary power points equal to the Hit Die of the creature killed. These power points last a number of rounds equal to the sadist's Wisdom modifier and do not stack with each other or other temporary power points. This ability replaces knacks.

Lingering Pain (Su): A sadist of 3rd level learns to make wounds more painful than usual. Any time the sadist inflicts hit point damage on a creature and the sadist is maintaining psionic focus, it also causes bleed damage equal to half the sadist's level unless the target makes a successful Fortitude save (DC 10 + 1/2 the sadist's class level + the sadist's Wisdom modifier). This ability replaces the power known normally gained at 3rd level; the sadist does not learn a new vitalist power until 5th level.

Empowered In Pain (Su): A sadist of 5th level can treat any power he manifests of the healing subdiscipline as if affected by the Empower Power feat by expending his psionic focus and causing a number of hit points in damage to one member of his collective equal to the total number of power points spent on the power. The member targeted by this damage cannot be the recipient of the healing (whether directly or through effects such as collective healing) and may attempt a Will save (DC 10 + 1/2 the sadist's class level + the vitalist's Wisdom modifier) to negate the effect, but doing so means the power is not empowered and psionic focus is still expended. The sadist cannot inflict this damage upon himself. This ability replaces request aid.

Wilder

Emotions run the spectrum from joy to sorrow to rage, and wilders learn to use them all to fuel their power. For some wilders, emotions are chaotic and unreliable, while for others, only the sharp sting of injury can fuel their emotional bursts.

Presented below are new surge options for the wilder

to choose from, as well as new archetypes to alter the class features of the wilder to suit different character concepts.

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 battle 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.

Contemplative

To some, psychic power comes naturally, but it isn't tied to strong emotional outbreaks. Rather, these contemplatives find their power through meditation and philosophical devotion.

Manifesting: The contemplative uses Wisdom as his key ability score instead of Charisma. This includes determining his bonus power points, what power levels he can manifest, and his power save DCs.

Meditative Powers: Each morning, while meditating for power points, the contemplative chooses a number of powers equal to his powers known. When a contemplative recovers his daily power points after resting, he may choose to rotate one or more powers he knows for new ones. These powers must always be chosen from the wilder power list. If a contemplative learns a power through other means, such as the Expanded Knowledge feat or psychic chirurgery, this power is known in addition to his normal powers. He may never exchange it for another power from the wilder power list when he chooses his powers known, and it doesn't count against his limit of powers known at any one time. The contemplative must choose at least one power from each power level he can manifest when selecting his powers for the day. This ability replaces surge bond.

Push Beyond Limits: The contemplative gains Overchannel and Talented as bonus feats at 1st level, even if he does not meet the requirements. This ability replaces wild surge and psychic enervation.

Mind Blast (Su): The contemplative can emit a blast of psychokinetic energy with the power of his mind. The contemplative can as a standard action expend his psionic focus to make a ranged touch attack at a creature within 30 ft. that deals 1d8 points of force damage to the creature struck. At 4th level and every three levels thereafter, the damage increases by 1d8. This ability replaces surge blast.

Heightened State (Su): At 4th level, the contemplative enters a heightened state when using the Overchannel feat. After manifesting a power and using the Overchannel feat, the contemplative gains a number of temporary hit points equal to his class level and a +1 insight bonus to saves and AC for 1 round. If he manifests another power and uses the Overchannel feat while still under these effects, the duration is increased by 1 round and the insight bonus increases by +1 (to a maximum insight bonus equal to half the contemplative's class level). These temporary hit points take effect after the damage taken from using the Overchannel feat (if any). This ability replaces surging euphoria.

Psionic Meditation: At 5th level, the contemplative gains the Psionic Meditation feat as a bonus feat. If the contemplative already has the Psionic Meditation feat, he may instead pick either the Expanded Knowledge or Extra Power Known feats as a bonus feat. This ability replaces the improved surge bond gained at 5th level.

Greater Overchannel (Su): At 9th level, the contemplative gains the ability to expend his psionic focus when using the Overchannel feat to fuel some of the power needed to augment the power. This effect pays for the cost of up to the manifester level bonus gained by the Overchannel feat. These power points are still counted to determine the maximum number of power points spent on the power, but are not deducted from the contemplative's power point pool. This ability replaces the improved surge bond gained at 9th level.

Contemplative Knowledge: At 13th level and again at 17th level, the contemplative gains his choice of the Expanded Knowledge feat or the Extra Power Known feat. The powers known gained from these feats cannot be changed when meditating to regain power points. This ability replaces the improved surge bonds gained at 13th and 17th level.

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 monk, could also be modified to be psionic. In this section 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.

Core Base Classes

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Cerebral Infiltrator (Rogue)

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.

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.

Gaean (Druid)

Although most view the earth and nature as teeming with life, they see it as a primitive and mostly mindless collection of creatures. Gaeans have learned that all of nature is connected by a vast earthmind, sometimes referred to as Gaea, and, although that mind is of a more primitive character and subconscious entity, it still connects all living things into one singular existence. The gaeans tap into this primal mind, dormant yet always there, to fuel their energies.

Gaean Communion (Su): While maintaining psionic focus, the gaean is in communion with the dormant earthmind and gains the ability to telepathically communicate with any animal or magical beast with an intelligence of 1 or 2 within 100 ft. Any time the gaean casts *summon nature's ally*, she can communicate telepathically with all of the creatures summoned by the spell. This ability replaces wild empathy.

Wild Talent: The gaean gains the Wild Talent feat as a bonus feat at 1st.

Strength of Gaea (Su): At 4th level, while the gaean is in physical contact with nature, such as being barefoot

on the ground or touching a tree, once per day the gaean can draw strength from the earthmind, allowing her to augment her spells in one of the following ways.

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

By spending 1 power point and expending your psionic focus, the duration of the spell is doubled.

By spending 1 power point and expending your psionic focus, the range of the spell is doubled.

By spending 1 power point and expending your psionic focus, the spell can be cast without verbal components.

By spending 2 power points and expending your psionic focus, the spell can be cast without somatic components.

By spending 2 power points and expending your psionic focus, the spell is treated as if under the effect of the Empower Spell feat.

This ability replaces resist nature's lure.

Gaean Revivification (Su): At 13th level, if the gaean is maintaining psionic focus when reduced to 0 or fewer hit points and is in physical contact with nature, she can choose as a free action to submerge into whatever part of nature she is in contact with, typically the ground. While submerged, the gaean cannot be targeted by attacks or effects (even if the attacker has a burrow speed or similar ability), she immediately stops bleeding and gains fast healing 5. She is ejected from the earthmind's embrace once she returns to positive hit points, although she can choose to stay submerged as a free action by expending spell slots. Each level of the spell slot expended extends the effect by 1 round. While submerged the gaean can take no actions other than expending spell slots to remain submerged. This ability replaces a thousand faces.

Pack Leader (Ranger)

Pack leaders are often almost animalistic in their behavior, using a subconscious tie to their allies to tie them all into a powerful hunting pack, capable of coordinated attacks that sometimes baffle even tacticians. These rangers make dangerous leaders, unleashing their own transformative power into the bodies of his pack.

Wild Talent: The pack leader gains Wild Talent as a bonus feat. If the pack leader already has the psionic subtype, he instead gains Psionic Talent as a bonus feat. This ability replaces wild empathy.

Manifesting: At 4th level, the pack leader gains manifesting as a gifted blade of one level lower. The pack leader must decide at 4th level to either select his powers from the gifted blade power list or from the marksman power list. Once this choice has been made, it cannot be changed. This ability replaces spellcasting.

The Pack (Su): At 4th level, the pack leader learns advanced techniques for fighting as a group. As a standard action, the pack leader can add up to his Wisdom modifier in creatures into his pack, which functions like the collective of a tactician with a class level equal to half of the pack leader's ranger level (round down), but the pack can only have a maximum number of creatures equal to the pack leader's Wisdom modifier. The pack leader does not count against this limit.

When members of the pack are attacking the same creature, they gain a +1 bonus on weapon attack and damage rolls against that creature.

This ability replaces hunter's bond.

Share Effects (Su): At 7th level, when the pack leader manifests a power with a range of personal, he can expend his psionic focus to choose an additional target, so long as the target is a member of his pack.

At 15th level, he can choose two additional targets.

This ability replaces woodland stride.

Telepathy (Su): At 10th level, the pack leader learns how to communicate with his pack mentally. All willing members of his pack (including the pack leader himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a pack (including the pack leader himself) may manifest unknown powers known

by another willing psionic creature in the pack as if they were making physical contact. This ability replaces the combat style feat normally gained at 10th level.

Psionics Domain (Cleric)

There are gods and godminds whose disciples becomes priests and clerics of the faith. To these select few, dedication opens their third eye unto a world that is more than meets the eye, allowing their psychic power to spring forth in a cascade of potential. The only question is how they will tap this wellspring of power.

Granted Power: You are attuned to the uncanny powers of the mind. You gain Wild Talent as a bonus feat; if you can already manifest psionic powers (not including psi-like abilities) when you gain this domain, you receive Psionic Talent as a bonus feat instead of Wild Talent.

Psionic Amplifier (Su): As a standard action you can become an amplifier of psionic energy until the end of your next turn. This aura emanates 15 ft. out from you. All psionic powers manifested within the emanation either gain a +1 bonus to their manifester level or increase their saving throw DC by +1, chosen by the manifester when he manifests the power. This manifester level increase allows additional augmenting of the power being manifested. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Dispelling Touch (Ps): At 8th level, you can use a targeted dispel psionic effect as a melee touch attack, with a manifester level equal to your cleric level. You can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

Domain Spells: 1st—*charm person*, 2nd—*detect thoughts*, 3rd—*seek thoughts*, 4th—*charm monster*, 5th—*telepathic bond*, 6th—*mass suggestion*, 7th—*insanity*, 8th—*mind blank*, 9th—*foresight*.

Psionic Subdomains

Presented below are several subdomains for use with the new psionics domain. Subdomains are detailed in full in the *Advanced Player's Guide*.

Discipline Subdomain

Your spiritual strength grants you control over both mind and body.

Associated Domain: Psionics.

Replacement Power: The following granted power replaces the psionic amplifier power of the psionics domain.

Mind Over Body (Su): As a swift action, you can boost your capabilities, gaining one of the following effects until the end of your next turn: make one additional attack at your highest attack bonus when making a full attack, but all attacks suffer a -2 penalty to attack rolls; increase your speed by a +10 ft. enhancement bonus; give yourself a +2 dodge bonus to AC; or give yourself a +2 resistance bonus on saving throws. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*delay pain*, 3rd—*magic circle against chaos*, 5th—*greater forbid action*.

Dreams Subdomain

You understand that the dream world is nearly as real as the waking world.

Associated Domain: Psionics.

Replacement Power: The following granted power replaces the dispelling touch power of the psionics domain.

Lucid Dream (Ps): At 8th level, you can make a slight alteration to reality changing the world around you. This ability works like the stone shape spell using your cleric level as the caster level. It works on any unworked non-living solid material. The material reverts back to its previous shape after 1 minute per level. You may use this ability once per day at 8th level, and one additional time per day for every four cleric levels beyond 8th.

Replacement Domain Spells: 1st—*sleep*, 4th—*deep slumber*.

Noetics Subdomain

You are devoted to the idea that the thought is a form of energy capable of affecting the physical world.

Associated Domain: Psionics.

Replacement Power: The following granted power replaces the psionic amplifier power of the psionics domain.

Psychokinesis (Ps): You can move an object, or even a creature, by concentrating your mind on its current location and then the location you desire, creating a sustained force. You can move up to 25 pounds per class level up to 20 feet per round. A creature can negate the effect on an object it possesses or itself with a successful Will save (save DC equals 10 + 1/2 your cleric level + your Wisdom modifier) or with power resistance. The weight can be moved across the ground or through the air. This effect ends if the object is forced out of Close range (25 ft. plus 5 ft./2 levels) or if you cease concentration. You can use this ability a number of rounds per day equal to 3 + your Wisdom modifier.

Psionic Fighter

Fighters are not exempt from learning psionic techniques to enhance their fighting prowess. These warriors unlock the psionic potential in themselves instead of developing the techniques that most fighters choose, allowing them to unleash devastating attacks and protect themselves against mental assault.

Psionic Feats: The psionic fighter gains Wild Talent and his choice of Psionic Fist, Psionic Shot, or Psionic Weapon as bonus feats at first level. He must meet any applicable prerequisite for the feat selected. Subsequent bonus feats the fighter gains can be selected from Combat feats or Psionic feats. This ability replaces the 1st level bonus feat.

Willpower (Su): Starting at 2nd level, a psionic fighter gains a +1 bonus on Will saves against Charm and

Compulsion effects as long as he maintains psionic focus. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Telekinetic Draw (Su): At 5th level, the psionic fighter can expend his psionic focus to telekinetically draw his weapon from within 30 ft. The psionic fighter must have line of sight to the weapon and it must be unattended. This ability replaces one of the skill points gained at 5th level.

Combat Focus (Su): A psionic fighter of 9th level does not provoke attacks of opportunity when gaining psionic focus. This ability replaces weapon training 2.

Double Imbue (Su): Once a psionic fighter has reached 13th level, he has gained the ability to trigger two effects that require expending psionic focus on a single attack by expending only one psionic focus. This ability cannot be used with additional sources of psionic focus, such as that gained from the Psicrystal Containment feat, nor can it be used to trigger the same effect twice on the same attack. This ability replaces weapon training 3.

Psychic Bloodline (Sorcerer)

You are a wielder of magic, but it is a different kind than that of others. Your power stems from a long line of psychics, people born with the power to bend the world around them according to their will. In you, this manifested early and you are learning how to control it.

Class Skill: Perception.

Bonus Spells: *charm person* (3rd), *see invisibility* (5th), *tongues* (7th), *arcane eye* (9th), *feeblemind* (11th), *mass suggestion* (13th), *plane shift* (15th), *mind blank* (17th), *dominate monster* (19th).

Bonus Feats: Blind-Fight, Combat Casting, Combat Expertise, Iron Will, Quicken Spell, Silent Spell, Skill Focus [Autohypnosis], Spell Penetration, Still Spell, Unlock Talent

Bloodline Arcana: Whenever you cast a [Force] or [Mind-affecting] spell, increase the DC of that spell by +1. In addition, you gain Wild Talent as a bonus feat.

Bloodline Powers: Psychic sorcerers gain increasing mastery over their powers as they advance, yet it takes its toll on their mind.

Might of the Mind (Su): You can use the power of the mind to either attack an enemy or pick up an object. As a standard action, you can hurl a single unattended object of up to 250 lbs. at an enemy within 30 feet. This attack is treated as a ranged attack with a thrown weapon (dealing an amount of bludgeoning damage equal to 1d6 plus half your sorcerer level), except that you add your Charisma modifier on the attack roll instead of your Dexterity modifier.

Alternatively, you can pick up an unattended object of up to 250 lbs. within 30 feet and transport it to your hand as a move action. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Deflecting Mind (Ex): At 3rd level, you gain a +2 bonus to your saves against enchantment spells and effects, and a +1 deflection bonus to AC while maintaining psionic focus. At 7th level and every four levels thereafter, these bonuses increases by +1.

Flight (Su): At 9th level, you can telekinetically lift yourself, moving at a fly speed of 40 with perfect maneuverability for 1 minute per class level. This duration does not need to be consecutive, but it must be used in 1 minute increments.

Psychic Resistance (Su): At 15th level, you gain spell resistance equal to your sorcerer level + 10.

Mind Over Matter (Ex): At 20th level, you ascend the weakness that is the flesh and become in truth a psionic individual. You gain DR10/magic, telepathy 120 ft, and are always treated as if under the effect of a Mind Blank spell.

Psychic Mage (Wizard)

To some, the line between arcane magic and psionic power is a diffuse and confusing line. To others, it is a line that becomes easier to cross as their minds expand with the options magic allows for. Either way, these psychics can weave magic into psionics and powers into their spells to create effects that are unparalleled.

Arcane Bond: The psychic mage can choose Psicrystal Affinity as a bonus feat instead of choosing a familiar or item. If he does, count his wizard levels as psionic class levels for the purposes of his psicrystal's abilities.

Psionic Infusion: The psychic mage chooses two opposition schools, but gains no additional spell slots. He instead gains Wild Talent as a bonus feat. This ability replaces arcane school.

Formulaic Powers: A psychic mage can scribe a psionic power into his spell book at first level and when he gains a new level instead of a spell. The power is chosen from the psion/wilder power list. He may also scribe powers from power stones as a wizard does from scrolls. He can also learn them from a psionic character that has that power. The time and cost is identical to adding spells to his spell book.

These powers can then be prepared as spells, taking up a spell slot for that power's level and can be manifested by spending the spell slot. The power is treated as if the minimum number of power points needed to manifest a power of that level were spent on the power, but instead of spending power points, the psychic mage spends the spell slot. The psychic mage can spend power points to manifest a power he has prepared. The prepared power is not spent when the psychic mage manifests powers in this way.

Alternately, the psychic mage can expend a higher level unprepared spell slot to manifest a power he has prepared and treat the power as if the number of power points needed to manifest that higher level spell had been spent on the power. The prepared power is not spent when the psychic mage manifests powers in this way. For example, if the psychic mage has prepared energy ray in a 1st level spell slot, he could spend a 2nd level spell slot to treat the power as if 3 power points had been spent. The 2nd level spell slot would be spent, but energy ray would still be prepared as a 1st level power.

The psychic mage's manifester level for these prepared powers is equal to his caster level.

The psychic mage must have an Intelligence score of at least 10 + the power's level to manifest it and uses his Intelligence modifier to calculate save DCs for his powers.

Bonus Feats: The psychic mage can select Expanded Knowledge, Extra Power Known, or a metapsionic feat when selecting one of his bonus feats from gaining levels in wizard.

Arcane Power: Every time the psychic mage takes a psionic feat, his power point pool increases by 1. The psychic mage must get a good night's sleep each day to regain his power points.

Arcanomorph: A psychic mage blurs the line between powers and spells at 8th level. He can expend his psionic focus to remove a spell component requirement or focus requirement from a spell he casts. Material components costing more than 1 gp cannot be removed in this way.

Additionally. he can choose to add both vocal and somatic components to a power he is manifesting to lower its power cost by 1 power point (to a minimum of 1). This ability cannot be used on 0 level powers.

Purifier (Paladin)

Some are bound to a higher purpose, to cleanse this world not of evil in the form of demons or the undead, but rather to purify it from the unnatural and aberrant. Paladins who take up this cause are sometimes known as purifiers and seek to cleanse the unclean from the world.

Smite the Unclean (Su): Once per day, a purifier can call out to the powers of purity to aid her in her struggle against abominations. This ability functions as smite evil, but instead works on creatures of the aberration type or creatures with the psionic subtype. This ability replaces smite evil.

Detect Evil: The purifier can manifest *detect psionics* as a psi-like ability in place of *detect evil*, although she can still use *detect evil* as normal.

Aura of Purification: At 2nd level, the purifier and all allies within 10 ft. of the purifier gain a +1 deflection bonus to AC against attacks made by aberrations or psionic creatures and a +1 insight bonus to their Will-saves against attacks from these sources. At 6th level and every four levels thereafter, this bonus increases by 1, to a maximum of +5 at 18th level.. This ability replaces lay on hands and channel positive energy.

Purifying Flame (Su): At 3rd level, the purifier's weapon can be wreathed in a purifying flame that deals 1d6 points of fire damage for one round. Activating this ability is a swift action. When used against the target of his smite, this fire damage ignores fire resistance and fire immunity. At 6th level and every three levels thereafter, the damage increases by 1d6 points of fire damage, to a maximum of 6d6 at 18th level. The purifier can use this ability a number of times per day equal to 1/2 her paladin level plus her Charisma modifier. This ability replaces mercy.

Manifesting: At 4th level, the purifier gains manifesting as a gifted blade of one level lower. This ability replaces spells.

Divine Bond: The purifier must choose a weapon for her divine bond.

Raging Beast (Barbarian)

You have unlocked your psionic potential and use the power of your rage to transform into a terrifying beast capable of decimating your foes.

Psionic Mind: The raging beast gains the Wild Talent feat as a bonus feat. If the raging beast already has the psionic subtype, he instead gains the Psionic Talent feat as a bonus feat. This ability replaces fast movement.

Rage: The raging beast can expend his psionic focus when he rages to manifest *claws of the beast* as a move action. This is a psi-like ability with a manifester level equal to 1/2 his class level (minimum 1).

Manifesting (Su): At 2nd level, the raging beast gains the manifesting ability of a psychic warrior of 1/2 his class level. This ability replaces the rage powers gained at 2nd, 8th, 14th, and 20th level.

Beastly Bite (Su): At 6th level, when the raging beasts rages and expends his psionic focus to manifest *claws*

of the beast, he can manifest *bite of the wolf* in the same action. This is also a psi-like ability with a manifester level equal to 1/2 his class level. This ability replaces the rage power normally gained at 6th level.

Toughened Rager (Su): At 9th level, when raging, the raging beast gains a +1 enhancement bonus to his natural armor as long as he is raging. This enhancement bonus increases by 1 every three barbarian levels thereafter, to a maximum of +4 at 18th level. This ability replaces trap sense +3, trap sense +4, trap sense +5, and trap sense +6.

Thoughtsinger (Bard)

What beauty voice or instrument can bring to the world, none matches that of minds meeting minds. To the thoughtsinger, the song carries through the world deep into the minds of his friends, bringing them together into a chorus of thoughts and emotions. Some even say that the haunting song of the mind can drive men to acts of insanity, or courage beyond words.

Collective (Su): A thoughtsinger learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a thoughtsinger can join any number of willing targets into his collective (up to his limit, see below). The thoughtsinger must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The collective can contain up to his key ability modifier or half his thoughtsinger level, whichever is higher. The thoughtsinger is always considered a member of his own collective, and does not count against this limit.

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

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

At 15th level, a thoughtsinger's collective range is limitless on the same plane as the thoughtsinger

At 19th level, a thoughtsinger's range reaches even across other planes and dimensions.

Wild Talent: The thoughtsinger gains the Wild Talent feat.

Thoughtsong: The thoughtsinger can also empower his allies through the collective through a telempathic ability called the thoughtsong. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st, a thoughtsinger can use thoughtsong for 2 additional rounds per day. Each round, the thoughtsinger can produce any one thoughtsong, as indicated by his level.

Activating a thoughtsong is a standard action, but it can be maintained each round as a free action. Changing his thoughtsong requires the thoughtsinger to stop the previous use and start a new one as a standard action. Thoughtsongs cannot be disrupted, but it ends immediately if the thoughtsinger is killed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A thoughtsinger cannot have more than one thoughtsong in effect at one time.

At 7th level, a thoughtsinger can start a thoughtsong as a move action instead of a standard action. At 13th level, a thoughtsinger can start a thoughtsong as a swift action.

Only members of the thoughtsinger's collective are affected by the thoughtsong and they are affected as long as they remain part of the collective, even if the thoughtsinger does not have line of effect to his ally.

Inspire Courage: As the bardic performance of the same name.

Concert of Minds: At 1st level, the thoughtsinger can tie members of his collective into a concerto of minds, allowing them to empower one another. As long as they are under this effect, a member of the collective can take a standard action to aid another member when he is manifesting. This adds a +1 bonus to the manifesters effective manifester level. At first level, this cannot go higher than +1, but for every 5 levels after the first (6th, 11th, 16th), the bonus increases by +1. Note that at most, only four members of the collective can aid a single individual.

Co-operation: At 1st level, the thoughtsinger can sing his collective into one mind, taking one action. While under the effect of this thoughtsong, members of his collective that perform the aid another action increase the bonus given by this action by +1. This bonus increases by +1 for every 4 levels (5th, 9th, 13th, 17th).

Strength of Many: At 1st level, the thoughtsinger can embolden the minds of his allies. When a member is under the effect of a telepathy power or enchantment spell, the thoughtsinger can make a Perform: Thoughtsong check against the DC of the spell. If he succeeds, the affected target can make a new save against the power or spell with a +4 bonus. This replaces distract and countersong.

Mindlink: You can manifest mindlink as a psi-like ability with a manifester level equal to your class level. However, the duration depends on your usage of bardic performance. This replaces Fascinate.

Inspire Competence: As the bardic performance of the same name.

Inspire Greatness: As the bardic performance of the same name.

Soothing Performance: As the bardic performance of the same name.

Inspire Heroics: As the bardic performance of the same name.

This ability modifies bardic performance.

Music of the Spheres (Ex): At 2nd level, the thoughtsinger becomes resistant to mind-affecting powers. As long as he has an active collective, he gains a +2 bonus against all mind-affecting powers, abilities, and spells. This ability replaces well-versed.

Telepathy (Su): At 2nd level, all willing members of the thoughtsinger's collective (including the thoughtsinger himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a thoughtsinger's collective (including the thoughtsinger himself) may manifest unknown powers known by another willing psionic creature in the collective as if they were making physical contact. This replaces all instances of versatile performance.

***Compelling Voice* (Ps):** At 6th level, while mindlinked to a target, you can spend a standard action to manifest *compelling voice* as a psi-like ability with a manifester level equal to your class level. This replaces suggestion and mass suggestion.

Emotional Shield (Su): At 8th level, by projecting a wall of sheltering emotions, a thoughtsinger can disrupt the effects of mind-affecting powers on members of his collective. Establishing the shield is an immediate action that uses up one round of thoughtsong, even if the thoughtsinger already had an active thoughtsong. Each round that he maintains the shield, the thoughtsinger should make a Perform (thoughtsong) check. All characters in the collective receive power resistance equal to her Perform check -10 for purposes of resisting mind-affecting powers. If the thoughtsinger takes any other action while maintaining the shield, she suffers a -5 circumstance penalty to her Perform check for that round. This replaces dirge of doom.

***Fear Cascade* (Ps):** At 14th level, while mindlinked to a target, you can spend an additional round of thoughtsong to manifest *fear cascade* as a psi-like ability with a manifester level equal to your class level. This replaces frightening tune.

The Becoming (Su): A thoughtsinger of 20th level or higher can use his performance to imprint himself onto another creature permanently. While mindlinked to a target, the thoughtsinger can expend a round of thoughtsong to manifest mind seed as a psi-like ability with a manifester level equal to his class level, but with a range of 30 feet and the Will-save to resist is DC 10+1/2 class level +Cha modifier instead of the regular save DC. Using the Becoming takes a full-round action. This replaces deadly performance.

Character Traits

The *Pathfinder Roleplaying Game* introduced the concept of character traits as extra features that add a little depth and flavor to characters. Existing character traits come in several flavors: Basic (separated into Combat, Faith, Magic, and Social), Campaign, Racial, Regional, and Religion. Presented below are two other categories for the psionic campaign: Psionic traits and Dream traits. Psionic traits are separate from Magic traits, but should a Psionic trait and Magic trait have the same effect, the effects do not stack. Dream traits are campaign traits recommended for use in campaigns that focus on dreams or dreaming.

Psionic Traits

These traits are associated with the powers of the mind. You do not have to be psionic to take these traits, but many of the benefits require you to have the psionic subtype.

Clairsentient Talent: If you have psionic focus, you can be treated as having *detect psionics* active, but only effective in the space you occupy. This is a psi-like ability, and you must concentrate on it for a round to glean any more meaningful information than a 'hunch'. This talent grants no benefit if you do not have the ability to gain psionic focus.

Mental Discipline: You have had some basic training in mental control. Autohypnosis is always considered a class skill for you, and you get a +1 trait bonus to Autohypnosis checks.

Metacreative Talent: While you maintain psionic focus you can manifest shards of crystal as a swift action that last for one round. These blades can be used as thrown weapons if you use them immediately (you are proficient in their use; 1d2 slashing damage, 20/x2 crit, range increment 10 feet). This talent grants no benefit if you do not have the ability to gain psionic focus.

Perceptive Talent: While maintaining psionic focus you are more aware on a subliminal level of the thoughts and intentions of those around you. You gain a +1 trait bonus on initiative and on Sense Motive checks while you are psionically focused. This talent grants no benefit if you do not have the ability to gain psionic focus.

Psigifted: You have an affinity for one particular power chosen from ones that you know, and your effective manifester level for that psionic power increases by 1. Once this power is selected it cannot be changed.

Psionic Item Familiarity: You are very familiar with psionic and magic items. Use Magic Device is now a class skill for you, and you gain a +1 trait bonus to Use Magic Device checks. This trait may not be stacked with the Dangerously Curious trait.

Psionic Knack: You are naturally psionically gifted, even if you dabble in other studies. Pick a class with a manifester level when you gain this trait—your manifester level in that class gains a +2 trait bonus as long as this bonus doesn't raise your manifester level above your current Hit Dice. You must have a level in the class chosen to gain this benefit.

Psionic Monster Familiarity: You've either seen or read about a great number of psionic creatures. You gain a +2 trait bonus to Knowledge (Psionics) checks to identify psionic creatures and their abilities.

Psionic Power Focus: Pick a first level power you know with an ability you can use while psionically focused. You are always treated as being psionically focused for this purpose, even if you are not.

Psionic Theory: You have studied psionics deeply, gaining a +2 trait bonus to Spellcraft checks when analyzing psionic powers or items.

Psychokinetic Talent: You can expend your psionic focus as a swift action to manifest *far hand* as a psi-like ability. It has a duration of one round, a range of ten feet, and allows you to move a maximum weight of 1 lb. If you have psionic power points, you may expend one to extend the duration of this psi-like ability by one round. This talent grants no benefit if you do not have the ability to gain psionic focus.

Psychoportive Talent: You can expend your psionic focus as an immediate action to make a five-foot step. You may do this even if you have already moved in the round in question, although not if you have already taken a five-foot step, and doing so does not prevent further movement in this round. This talent grants no benefit if you do not have the ability to gain psionic focus.

Telepathic Talent: You can expend your psionic focus to gain a +2 trait bonus to your saves against mind-affecting powers and psi-like abilities. This talent grants no benefit if you do not have the ability to gain psionic focus.

Dream Traits

These traits are associated with the realm of dreams. Not all games will interact with this eerie domain, and the number of traits here is correspondingly few.

Dream Seared: Some powerful psychic phenomenon has damaged your dream circle, and although it has since recovered, it has taken on a slightly warped and toughened form. You gain a +1 trait bonus on all saves against effects that affect your sleeping mind (any spell, power, or ability that requires you to be sleeping).

Dreamless Sleep: You rarely seem to dream at all, and your dreams have little effect on your waking life. You gain a +1 trait bonus on saves against dream-related effects whether awake or asleep. However, any effects of this nature you use take a -1 to their DC to resist.

Lucid Dreaming: You have the ability to recall dreams vividly, and can always recall things you may have done in your sleep. In addition, you are aware of when you are dreaming and have access to your power point pool and powers known while in the dream. When you awaken, any power points spent while dreaming are depleted from your power point reserve.

Psionic Race Traits

Psionic races, like conventional ones, have their traits. Like other racial traits they are available only to members of that race.

Blue Race Traits

Only blues may select these racial traits.

Playing Dumb: You have learned to hide your true worth to protect yourself. You gain a +2 trait bonus on Bluff checks to play down your value or threat and to appear as less then you are.

Psionic Lineage: Pick one power when you pick this trait. Metapsionic feats applied to that power cost 1 pp less.

Dromite Race Traits

Only dromites may select these racial traits.

Psychoenergetic Talent: Your natural ability to create rays of energy is heightened, allowing you to fire a weakened version of *energy ray* as a standard action as long as you maintain psionic focus. This *energy ray* instead deals 1d3 points of damage of the energy type of your caste. Your manifester level for this ability is always 1.

Sensitive Nose: You gain a +1 trait bonus on your Perception or Survival checks related to smell. However, you also take a -1 penalty on saves that involve resisting smells, such as *stench*.

Duergar Race Traits

Only duergar may select these racial traits.

Psychic Buffer: Years of living near creatures that

attack your mind has sharpened your defenses; you are skilled at repelling mental assaults, and gain a +1 trait bonus to Will saves against Telepathy powers.

Sense Dissonance: Your psionic abilities help you tell if a person is under the psychic control of another, by sensing psionic dissonance around them. You gain a +2 trait bonus to Sense Motive for the "sense enchantment" and "hunch" functions.

Elan Race Traits

Only elans may select these racial traits.

Fight Through the Pain: You can tap into the psionic energy that permeates your body to keep going despite certain injuries. You gain a +2 bonus to Autohypnosis checks in order to resist caltrop wounds, stabilize yourself, or resist the secondary effect of poisons.

Memories: You have fleeting memories of your past life before becoming what you now are. Your Charisma-based penalty does not apply against individuals you knew prior to becoming an elan.

Half-Giant Race Traits

Only half-giants may select these racial traits.

Impressive Physique: Your size and stature are imposing. Your natural physique gives you a +2 trait bonus to Intimidate checks due to your size.

Hot-Foot: Your Fire-based powers give your enemies a "hot-foot". Any creature that takes damage from a fire-based power you manifest takes 1 point of fire damage on their next turn.

Maenad Race Traits

Only maenads may select these racial traits.

Inner Peace: You have studied philosophy and theology as a way to handle the mental turmoil of your race. Knowledge (Religion) and Knowledge (Psionics) are both class skills for you. If either or both are already class skills, you gain a +1 trait bonus to them.

Surge Protection: You are more skilled at resisting psychic enervation, and take 1 less HP or PP damage whenever you enervate (to a minimum of 1).

Ophiduan Race Traits

Only ophiduans may select these racial traits.

Beguiling Nature: Your telepathic abilities are even more entrancing than normal. You gain a +1 trait bonus to all Charisma-based checks against creatures affected by one of your Telepathy powers.

Infiltrator: You have had extensive dealings with other humanoid races, and have learned to mimic their mannerisms and body language to ease their fears of your kind. You gain a +1 trait bonus to Bluff and Diplomacy checks against non-ophiduan humanoids, and Sense Motive is always a class skill for you.

Xeph Race Traits

Only xephs may select these racial traits.

Fancy Footwork: In any round in which you employ your *burst* ability, you gain a +1 dodge bonus to your AC.

Resist Dampening: Your powers and other psychic abilities are not easily dampened. You gain a +1 trait bonus to manifester level checks to bypass power resistance. If you can create a mind blade, you gain a +2 trait bonus to create it while inside a *null psionics field*.

Power Displays

Virtually all psionic powers carry some sort of secondary display. This might be a flash of light, a particular scent, or a humming sound. Yet the standard rules only give options for a single display effect for each type of display – auditory, material, mental, olfactory, and visual. What if you want your character to have varying displays based upon a particular personality? The rules outline a way to change a single display for one character, but not a way to make these displays the truly mutable side-effects they should be.

Presented below are a variety of new displays for manifested powers. Although they may change the look and feel of a power, they carry no mechanical changes. The powers are still identified in the same fashion, the powers still have the same primary effects, and no special rolls are needed to choose any of these effects. These are presented simply as a way to differentiate one manifester from another when using psionic power.

The first section presented will give a variety of new displays for each of the five display types. This allows the easiest method of customizing displays by simply choosing a different display instead of the default effect.

The second section presents options for combination effects, because maybe you don't want the display effects of a power to be separate. This allows a manifester's displays to have a single, multi-part display effect, rather than several separate effects that do not relate to each other.

The third section offers new groups of displays. This section will offer, for example, a group of displays to use with just powers with the fear descriptor. Or new displays to use on powers of the creation subdiscipline. Fear powers and creation powers are quite different and this allows the display effects to reflect this distinction.

The final section presents display themes. These themes might be for a single character, or a single set of powers, at your discretion. An example would be a psychic warrior from a village where totems are worshipped instead of gods. This psychic warrior's powers might have displays that reflect his totem, rather than anything else.

All of the options presented here are completely optional and can be used together or separately. You might decide that the theme option makes the most sense for your character, or perhaps the theme option along with the display groups options, allowing your kineticist's energy powers to wreathe him in energy, while his other visual displays show a burst of sparkling mist. In addition, you might think of more options for displays – this is encouraged, as the lists presented below are far from exhaustive.

Enjoy your manifestations! Your character should be truly unique and the options presented here are an effort to do just that.

NEW DISPLAYS

Presented below are a variety of new displays for use with manifestations. Each type of display – auditory, material, mental, olfactory, and visual – has new display options. These options can be used individually or combined together; they simply offer some new options and a framework for creating your own.

Choosing new displays does not require any particular feats, skill ranks, or class features; any manifester can choose alternate displays - with the GM's permission.

Auditory Displays

The following displays apply to powers that carry an auditory display type.

- Those within 15 ft. hear the sound of stampeding animals rushing past the manifester.
- A scale of musical notes plays, growing louder the more powerful the power is or the longer the manifestation takes.
- The manifester sings while manifesting, the manifestation adding additional voices to his song or variations as if a chorus.
- A chorus of disembodied voices sing. The song can be angelic, hellish or alien in nature, at the manifester's discretion.
- Snakes seem to hiss, first from all around and then focusing around the manifester.
- The sounds of buzzing insect wings surround the manifester.
- The sound of static grows in volume from behind the manifester and, just before the static becomes painful, it ceases.
- The sound of skittering feet, like that of giant insects or rats, emanate from the manifester.
- A frightening high-pitched scream or a low moaning erupts from the manifester.
- The sound of a sword being drawn fills the air around the manifester.
- Low, whispering voices fill the area, speaking in what sounds like a long-lost language, as if they were ghosts or apparitions from another age.

Material Displays

The following displays apply to powers that carry a material display type.

- Miniscule crystals, almost like dust, coat the area and then disappear after 1 round.
- A tarot card (or equivalent) manifests in the hand of the manifester, only to vanish a few seconds later.
- A soft rain falls around the manifester for a round.
- The manifester's eyes or hands are coated with a black powder for 1 round as he manifests a power.
- A strong wind blows from behind the manifester, rustling his hair and robes.
- Hundreds of bees, mosquitoes, and other insects buzz around the manifester or stream towards the target of a power, before fading from view.
- A group of ectoplasmic spiders manifest on the manifester's body, fading into view and fading away again after one round.
- Serpents crawl out from the manifester's clothing and evaporate into smoke or fog.
- Small leaves and roots sprout from the manifester's hair or from his feet, burrowing into nearby soil, but soon rot and fall away.
- The manifester grows crystals that appear to pierce his skin and fall away from him.
- Each time the manifester manifests a power, a small astral creature appears on his shoulder, as if it was an imp or other otherworldly creature. Some take the form of devils; others look like fey, angels, or aberrations, at the manifester's discretion.
- Those near the manifester are covered in crawling insects. If the power is powerful enough, these manifest inside the mouth and ears of those too close. This effect ends after one second.

Mental Displays

The following displays apply to powers that carry a mental display type.

- The feeling of not knowing exactly what is going on, as if left out of some inside information, surfaces in those near the manifester.
- A rising chill manifests in those around the manifester.
- A sudden rush of energy fills those around the manifester.
- A sharp mental pain, as if having a migraine or headache, stings those around the manifester for a short moment.
- Everyone close to the manifester feels mentally drained, as from a long day of hard work.
- A sudden onrush of ideas and inspiration spreads in those around the manifester, only to fade after one round.
- All those around the manifester feel motivated and full of energy for a split second, as if they were fulfilling their destinies.
- A brief confusion penetrates the minds of those around the manifester, as if they had witnessed something they could not quite understand. It quickly passes, but leaves behind a disturbing feeling.
- Everyone within 15 feet of the manifester feels hungry or thirsty, as if something had drawn out their sustenance.
- A memory of a lost friend or love is drawn forth in those around the manifester.
- A flash of loneliness washes over those around the manifester as they realize how alone they truly are in a harsh world.
- Those who are within 10 feet of the manifester

feel guilty, as if they had done something horrible, although they cannot remember what causes the feeling of guilt. The feeling fades after a few seconds.

Olfactory Displays

The following displays apply to powers that carry an olfactory display type.

- The smell of iron, as if from blood, fills the area 15 feet around the manifester.
- Those around the manifester notice a distinct smell of sulfur or burning flames.
- The smell of dissolving tissue drifts from the manifester.
- The smell of ozone, as from a lightning strike, billows out from the manifester.
- A foul smell, akin to that of a swamp, pervades the area.
- The smell of freshly bloomed flowers fills the area near the manifester.
- The smell of barbecue or freshly baked bread with honey flows out from the manifester.
- A sharp smell, like the tang of something poisonous, reaches those around the manifester.
- The smell of pine and forests fill the area, but sharply changes into the smell of burning wood before disappearing.

Visual Displays

The following displays apply to powers that carry a visual display type.

- The manifester's body glows in a single color or in a spectrum of colors, at the manifester's option.
- The air sparkles in a multitude of colors around the manifester.
- The manifester's eyes shine in a disturbing color (sickly green, brightly white, etc.) or absorb light, making it appear darker around him.
- The manifester's hands or head seems to burst into ghostly, white flames that shimmer.
- The manifester's shadow animates, growing larger or perhaps altering in shape and form.
- The manifester seems to fade from view for a split second, then reappearing as if nothing happened.
- All sources of light seem to flare for a second, such as torches, or even the sun. This does not cause any negative effects for those with light sensitivity.
- All sources of light flicker and fade for a split second before the manifestation is complete.
- A symbol of some sort (religious symbol, philosophical or even magical) manifests over the manifester, shining brightly. This symbol becomes larger and shines more the higher the level of the power or the longer it takes to manifest.
- Shining motes of multicolored light stream from the manifester in all directions, or towards the target or targets of the power, at the manifester's option.
- Energy seems to crackle off the manifester, either in the form of lightning bolts, dropping flames, icicles or even sickly green drops of ectoplasm. The effect has no substance and causes no harm.
- A host of spectral figures surround the manifester for the duration of the manifestation.
- Roots shoot up from the ground and around the manifester before disappearing.

COMBINATION DISPLAYS

For some powers, the various displays should be directly related, rather than two or more disjointed displays. Presented below are a variety of new displays for combinations of different display types.

In addition, GMs are encouraged to allow players to change the displays of powers, as long as the overall feel of the displays fits the theme of the power. Because altered displays do not modify the actual power, or the ability to identify the power, changing the display should not carry any mechanical or balance concerns.

2-Part Combinations

The displays below are for when a power has two displays. In addition, if a power has more than two displays, one of the options below and a different third option might be selected.

Auditory and Material

- The chittering of insects can be heard as hundreds of bugs cover the lower half of the manifester's body. The insects disappear at the end of the round.
- The sound of wind chimes can be heard as drops of rain fall to the ground around the manifester.
- A howling wind, carrying the screams of the dying, swirls around those near the manifester.

Auditory and Mental

- Paranoia creeps into the minds of those near the manifester, as voices can be briefly heard from all around the area, as if those in the area are completely surrounded.
- An exultant feeling of joy comes over the manifester's allies for a brief instant as the sound of angels singing can be heard.

Auditory and Olfactory

- The smell of sulfur and the sound of crackling flames envelopes the area around the manifester.
- The howl of the wind, with no actual breeze, can be heard by all near the manifester, as the odor of rainfall fills the area.
- The sound of wind chimes can be heard as the scent of wild flowers fills the area.

Auditory and Visual

- Particles of light fall to the ground, giving off a musical note as each mote touches the ground.
- A crackling sound can be heard as the manifester's form fades from view and quickly reappears, as if nothing happened.

- A host of spectral figures surround the manifester, crying out in pain and anger.

Material and Mental

- Frost covers the ground around the manifester and those nearby feel a rising chill, as if being watched.
- For only a second, a gritty substance coats the ground and enemies near the manifester feel as if they are being buried alive.

Material and Olfactory

- A coppery smell permeates and a viscous red fluid that resembles blood coats the area around the manifester.
- Soot coats the ground near the manifester, while the strong smell of sulfur can be detected by those within 15 feet of the manifester.
- Rose petals appear scattered around the ground near the manifester, while the faint scent of roses can be smelled by those nearby.

Material and Visual

- Motes of multi-colored and sparkling snowflakes fall to the ground around the manifester before disappearing.
- Sparkling crystals swirl around the manifester for the round and change color while they fly.

Mental and Olfactory

- The musty smell of an underground cavern and the feeling of being buried alive assaults those near the manifester for a split-second before dissipating.
- Those within 15 feet of the manifester smell the scent of freshly baked bread and feel hunger pangs, as if they have not eaten in days.

Mental and Visual

- The image of a face, someone vaguely familiar to each individual within 15 feet of the manifester, appears in the air. Each individual would swear the face was someone they knew, yet not the same person as the others nearby saw.
- The manifester's shadow grows and animates, and those nearby feel as if the shadow might try to attack them, as illogical a thought as that might be.

Olfactory and Visual

- Harmless flames encompass the body of the manifester and those nearby smell charred flesh, although the manifester is unharmed.
- Tiny bolts of lightning strike near the manifester, although they cause no damage, but do give off the smell of ozone.

3-Part Combinations

Although there are only a handful of powers that have three displays, new options for these powers are presented below, as well as should players create new powers with three displays.

Auditory, Material, and Mental

- A howling wind, carrying the screams of the dying, swirls around those near the manifester, giving a strong feeling of unease.
- The sound of children laughing is heard by those near the manifester, giving a feeling of childish joy, while tiny marbles appear on surfaces near the manifester, although they disappear before they can make movement difficult.

Auditory, Material, and Olfactory

- A howling wind, carrying the screams of the dying, swirls around those near the manifester, as the stench of death fills their nostrils.
- The sound of wind chimes can be heard as the scent of wild flowers fills the area and flower petals cover the ground around the manifester.

Auditory, Material, and Visual

- A scale of musical notes play as multi-colored and sparkling snowflakes fall to the ground around the manifester before disappearing. The notes grow deeper as the snowflakes get closer to the ground.
- Crystalline dust flies around the manifester's head, giving off a cackling howl and bursts of light in all the colors of the rainbow.

Auditory, Mental, and Olfactory

- The stench of rotting flesh and the screams of the dying can be heard, causing all near the manifester a feeling of nervousness.
- The smell of pine and the sound of rustling branches fills the area near the manifester, carrying with it the memory of being inside a vast, dark forest.

Auditory, Mental, and Visual

- A host of spectral figures, crying out in pain and anger, surround the manifester, unsettling those that can see and hear them.
- The feeling of being watched comes over those near the manifester, whose eyes glow brilliant white, as a howl can be heard in the distance.

Auditory, Olfactory, and Visual

- Crackling flames wreath the form of the manifester, and the faint scent of sulfur fills the area nearby.
- The manifester's body fades from view with an audible pop, and the scent of ozone can be smelled by those within 30 feet of the manifester.

Material, Mental, and Olfactory

- The scent of roses fills the area, as petals cover the ground around the manifester, reminding those near the manifester of a calm spring day.
- The stench of rotting flesh can be smelled by those near the manifester, giving a sense of dread. Tiny bone fragments litter the ground around the manifester's feet.

Material, Mental, and Visual

- Hundreds of insects crawl over the feet of the manifester, whose face morphs into a grinning skull, giving those nearby an uneasy feeling.
- Crystalline dust coats the area around the manifester, whose entire body seems to glint as if made of some type of gemstone. Those within 15 feet of the manifester recall the memory of receiving an expensive gift or winning a prize.

Material, Olfactory, and Visual

- The scent of roses fills the area, as petals fall to the ground around the manifester before fading from view.
- Images of trees spring up around the manifester, carrying with them the scent of cedar, and acorns cover the ground at the manifester's feet.

Mental, Olfactory, and Visual

- The manifester's flesh peels away, revealing only his skeleton, as the stench of rotting flesh can be smelled by those near the manifester, giving a sense of dread..
- The smell of freshly turned soil fills the area, giving those near the manifester the vague feeling of being underground, as the manifester's feet seem to sink into the ground. A second glance at his feet reveals it was an optical illusion.

4-Part Combinations

While few powers have four display types, new options are presented below for powers that players might research that do have such displays. In addition, lenient GMs may allow the use of four-part display combinations even if a power does not have four displays.

Auditory, Material, Mental, and Olfactory

- The stench of rotting flesh and the screams of the dying can be heard by those near the manifester, giving a sense of dread. Tiny bone fragments litter the ground around the manifester's feet.
- The sound of children laughing is heard and the scent of bread with honey is smelled by those near the manifester, giving a feeling of childish joy, while tiny marbles appear on surfaces near the manifester, although they disappear before they can make movement difficult.

Auditory, Material, Mental, and Visual

- The scent of roses and the sound of rustling leaves fills the area, as petals cover the ground around the manifester, reminding those near the manifester of a calm spring day.
- A chittering sound can be heard by those within 30 feet of the manifester as hundreds of insects crawl over the feet and legs of the manifester, whose face morphs into a grinning skull, giving those nearby an uneasy feeling.

Auditory, Material, Olfactory, and Visual

- A scale of musical notes play as multi-colored and sparkling snowflakes fall to the ground around the manifester before disappearing. The notes grow deeper as the snowflakes get closer to the ground, giving those near the manifester the feeling of falling.
- The clang of a bell, as if calling to a meal, can be heard as a warm breeze carries the scent of fresh muffins into the area around the manifester. Crumbs appear on the ground near the manifester, as if he had just consumed a muffin.

Auditory, Mental, Olfactory, and Visual

- A feeling of dread comes over all within sight of the manifester, as a dark cloud appears around the manifester, giving off the screams of the damned and the scent of rot and decay.
- The smell of pine and the sound of rustling branches fills the area near the manifester, carrying with it the memory of being inside a vast, dark forest, as translucent green leaves swirl around the manifester's body.

Material, Mental, Olfactory, and Visual

- The scent of roses fills the area, as petals swirl around the manifester before falling to the ground, reminding those near the manifester of a calm spring day.
- A thin layer of dirt blankets the area around the manifester and the smell of freshly turned soil fills the area, giving those near the manifester the vague feeling of being underground, as the manifester's feet seem to sink into the ground. A second glance at his feet reveals it was an optical illusion.

5-Part Combinations

Although there are no known powers that have all five display types, two new displays are presented below for just such an instance. These displays should be reserved for truly signature powers, although that does not necessarily mean the highest level power possible. Perhaps such a display is possible by augmenting a power to a high amount.

Auditory, Material, Mental, Olfactory, and Visual

- A feeling of dread comes over all within sight of the manifester, as a vortex of dark matter appears, swirling around the manifester, giving off the screams of the damned and the scent of rot and decay.
- The clang of a bell, as if calling to a meal, can be heard as a warm breeze carries the scent of fresh muffins into the area around the manifester, causing the mouths of those nearby to water. Crumbs appear on the ground near the manifester, as if he had just consumed a muffin.

DISPLAY GROUPS

Some powers fit into a specific theme and might share their displays based upon that theme. Some themes include the different subdisciplines or power descriptors. Powers of these groups can use the same displays and some options for these groups are detailed below.

Subdisciplines

The different subdisciplines of powers often fall within a single theme. As such, it might fit your character concept if powers of that particular subdiscipline had their own displays. Presented below are new displays for each of the psionic subdisciplines.

Charm

Auditory: Nearly inaudible whisperings can be heard by all within 30 feet of the manifester. If listened to closely, they appear to be telling the listener just how wonderful a person the manifester is.

Material: Clear crystals resembling diamonds fall to the ground around the manifester, but disappear upon landing.

Mental: The manifester's presence seems reassuring to those in the nearby area

Olfactory: A pleasant scent, different for each individual within 15 feet of the manifester, can be smelled coming from the manifester.

Visual: The manifester's eyes seem to sparkle, teeth seem to gleam, and hair seems to ripple as if in the wind.

Compulsion

Auditory: Nearly inaudible whisperings can be heard by all within 30 feet of the manifester. If listened to closely, they appear to be coaxing the listener to heed the words of the manifester.

Material: Chain links form around the manifester's wrists and ankles, but disappear after a second. The links do not impede the manifester's movement.

Mental: Everyone around the manifester feels an urge to listen to him, that what he says or does has some important but hidden meaning.

Olfactory: Those within 5 feet of the manifester smell a sickly sweet odor for the round.

Visual: The manifester's face radiates with light, drawing the eyes of all within sight.

Creation

Auditory: The sound of a hammer striking an anvil, becoming louder and striking faster the higher the level of the power.

Material: A glowing hammer manifests in the hand of the manifester, or an anvil materializes nearby, glowing as if hot.

Mental: The sense of accomplishment, of having finished something fills those around the manifester.

Olfactory: The smell of burning coals and burnt hair fills the area around the manifester.

Visual: The hands of the manifester glow either with dripping ectoplasm or as if they were made from molten steel given form.

Healing

Auditory: The sound of a wind chime playing in the wind fills the area. The higher the level, the more wind chimes seem to make up the chorus.

Material: Small drops of warm water fall on the target of the power, but do not cause the target to become wet.

Mental: Those around the manifester feel safe and at home, as if nothing in the world could hurt them right now.

Olfactory: The smell of rosemary and basil fills the area, as might the smell of freshly baked bread or flowers.

Visual: A soft white light spreads from the hands of the manifester to all targets of the power. Alternatively, small glowing motes of light form in the air around the manifester, and are then absorbed into the wounds of the target(s) of power.

Scrying

Auditory: Sounds in the area are briefly muted, as if being heard from a distance.

Material: Small shards of glass cover the area near the manifester, although they are too small to cause damage if touched or stepped on.

Mental: All creatures within 30 feet of the manifester feel as if they are being watched, although the feeling quickly passes.

Olfactory: The strong scent of incense can be smelled by those within 30 feet of the manifester.

Visual: Disembodied eyes float around the manifester's head for the duration of the power.

Shapechanging

Auditory: Popping and rustling noises, as of bones dislocating and being set back into the joint, can be heard by all within 30 feet of the manifester.

Material: The manifester skin flakes off and briefly blankets the ground nearby before disappearing, leaving no remains.

Mental: Creatures within 15 feet of the manifester feel as if something is crawling on their skin.

Olfactory: A musky scent permeates the area near the affected area or the manifester, at the manifester's discretion.

Visual: A grey haze envelopes the form of the manifester, disappearing once the power has taken effect.

Teleportation

Auditory: A loud 'whoosh' of wind can be heard near the origin and destination of the manifester.

Material: A shimmering substance, vaguely resembling ectoplasm, coats the ground near the manifester and quickly fades away. The substance is actually temporal energy in material form.

Mental: The feeling of falling, or the memory of a long trek, fill the mind of those near the manifester.

Olfactory: A foreign smell, unlike anything the person has ever smelled, fills the area around the manifester.

Visual: The manifester's form slowly fades from view, re-appearing gradually at the destination (or the original location, if his location hasn't changed).

Descriptors

Power descriptors indicate a certain style of power, even if of different disciplines. A clairsentience power and a telepathy power may both be fear effects, for example. These powers may have similar displays as a result of their descriptors. Presented below are new displays for some of the psionic power descriptors.

Acid

Auditory: A sizzling and popping sound can be heard, emanating from the manifester or the target of the power, at the manifester's discretion.

Material: A slightly viscous substance coats the area around the target or manifester, at the manifester's choice. The substance dissipates after one round.

Mental: All creatures within 20 feet of the manifester feel an itchy sensation on their flesh, although it quickly passes.

Olfactory: An acrid odor spreads out from the manifester's location, to a 20' radius, before dissipating the next round.

Visual: The floor or ground around the manifester appears to dissolve and smoke, although after a few seconds, the effect ends and the area is unharmed.

Cold

Auditory: The roaring sound of an arctic wind envelopes the area around the manifester.

Material: A slick of ice covers the area, or a fine powder of snow, but does not last long enough to make walking difficult.

Mental: Those nearby get the feeling of the frigid cold or the soft lull of hypothermia.

Olfactory: Smells seem muted, as if covered by a blanket of snow.

Visual: The manifester's breath frosts and his skin briefly turns a shade of faint blue.

Death

Auditory: A death rattle can be faintly heard, growing louder until near deafening, then abruptly fades.

Material: Maggots blanket the area around the manifester or the target, at the manifester's discretion, for only a second, but long enough for those nearby to witness their appearance.

Mental: The feeling of death approaching, or the comforting feel of a deep slumber, fills the minds of those nearby.

Olfactory: The stench of rotting flesh fills the nearby area.

Visual: The manifester's face turns to that of a skull for a split second.

Electricity

Auditory: The crackle and pop of sparks, combined shortly after with a crash of thunder

Material: Small flakes of a metallic substance cover the area around the manifester, before disappearing a few seconds later.

Mental: You get the feeling of being shocked from static electricity.

Olfactory: The smell of ozone permeates the area for the round.

Visual: Sparks jump across the manifester's skin for the duration of the manifestation.

Evil

Auditory: A sinister laugh can be heard by all within 30 feet of the manifester.

Material: Maggots blanket the area, including the flesh of individuals, near the manifester for a split second before disappearing.

Mental: A feeling of dread and unease briefly fills the minds of those near the manifester.

Olfactory: The smell of sulfur or mold fills the area near the manifester for a short time before quickly fading away.

Visual: The manifester's face turns to that of any demon or devil of the manifester's choice

Fear Effects

Auditory: Blood-curdling scream or the howling of wolves or even more disturbing creatures fill the area around the manifester.

Material: A sticky, red substance covers the area, resembling blood, but disappears after 1 round.

Mental: The feeling of being watched, followed, and stalked by some unnameable entity out of the deepest corners of the mind flows into those near the manifester.

Olfactory: The scent of rotting flesh and the sharp smell of poison wafts out from the manifester.

Visual: The manifester seems to writhe with internal tentacles just under his skin.

Fire

Auditory: The crackle of flames can be faintly heard, growing rapidly louder into the roar of a bonfire, before fading into the wind.

Material: Sooty ash coats the nearby area and disappears the next round, leaving no residue.

Mental: Those within 15 feet of the manifester feel a hot sensation on the side of their bodies closest to the manifester.

Olfactory: The smell of char or burnt flesh permeates the area

Visual: Crackling flames surround the manifester or the affected area, at the manifester's discretion.

Force

Auditory: A faint buzzing sound can be heard by all near the manifester or the target of the effect, at the manifester's discretion.

Material: Small, hazy cubes appear dotting the ground near the manifester. Close inspection reveals that the cubes don't seem to be made of any real substance, instead composed of pure force in physical form.

Mental: A feeling of being pushed backwards comes over those within 15 feet of the manifester, although it is easily resisted.

Olfactory: The faint smell of ozone drifts into the area around the manifester for the round.

Visual: A transparent blue-white field encompasses the manifester's form for the duration of the power.

Good

Auditory: The sound of angelic voices singing can be heard by all within 15 feet of the manifester.

Material: Wisps of fog cover the ground around the manifester, making it appear as if he is walking on a cloud.

Mental: A peaceful feeling, and the desire to help others, briefly passes over those within 30 feet of the manifester.

Olfactory: The odor of freshly baked pastries fills the nostrils (or appropriate body part) of those within 15 feet of the manifester.

Visual: Angelic wings appear attached to the manifester's back for one round.

Language-Dependent

Auditory: Voices in dozens of different languages can be heard by anyone within earshot of the manifester.

Material: Sheets of paper with writing in varying dialects appear on the ground around the manifester, but disappear the next round.

Mental: All intelligent creatures near the manifester feel a fleeting desire to learn a new language.

Olfactory: The scent of paper can be smelled by those within the area around the manifester.

Visual: Faces appear behind the manifester's head, apparently in conversation with each other and oblivious to those nearby.

Light

Auditory: A blaring trumpet can be heard by those within 50 feet of the manifester.

Material: Luminescent particles blanket the area briefly, before disappearing

Mental: The feeling of realizing the answer to an unasked question enters the minds of those near the manifester.

Olfactory: The scent of smoke, as of a fire just put out, can be smelled by those near the manifester.

Visual: Twinkling motes of light surround the head of the manifester, either in a white hue or multicolored, at the manifester's choice.

Mind-Affecting

Auditory: Faint voices, muttering indecipherable words, can be heard by those within 10 feet of the manifester.

Material: A sticky, clear fluid covers the surfaces near the manifester. Those with ranks in Heal recognize it as the same fluid that leaks from head wounds.

Mental: Those near the manifester feel as if their name is being called, although they do not hear any sound.

Olfactory: For one round, odors in the area seem to smell incorrectly to those near the manifester. For example, a pine tree might smell like roast meat.

Visual: The manifester's eyes seem to glow bright purple, and a faint shimmer surrounds his head for the duration of the power.

Sonic

Auditory: A humming noise can be heard by those near the manifester, growing louder until the power's manifestation is completed.

Material: Shattered glass fragments cover surfaces near the manifester, although cause no harm if touched. The fragments disappear after one round.

Mental: Any creature within 5 feet of the manifester feels a pressure to their eardrums (or appropriate body part) for a few seconds; the pressure vanishes as rapidly as it came.

Olfactory: Scents seem to fade and grow in strength for all those near the manifester.

Visual: A rippling haze surrounds the manifester's form for the duration of the power.

Advanced Races

The starting point to creating your character is choosing your race, and then deciding if your character will conform to the standard racial view of that class or break with tradition. Working with racial archetypes can be achieved with a bit of roleplaying—whether developing a unique personality and style for every character or adopting one as clichéd as a surly dwarf fighter with a huge axe and a tankard of ale. The seven player character races in the Pathfinder RPG—dwarves, elves, gnomes, half-elves, half-orcs, halflings, and humans—are no more uniform than are humans in the real world. This chapter is meant to offer game rules and options for how to reflect that diversity of attitude, heritage, and experience and how it affects the way the races interact with the various adventuring careers presented in the Pathfinder RPG core rules.

Racial Attitudes

The following race discussions describe the general attitudes held by each psionic race toward the base classes in the *Pathfinder RPG Core Rulebook*, the four core psionic classes found in *Psionics Unleashed*, and the six new base classes introduced here in *Psionics Expanded*. Humans tend to fit easily into every class, while other races favor some occupations much more highly than others, with a handful of classes earning the contempt and suspicion of certain races. These expanded looks at racial attitudes can help give definition and depth to each race and spark ideas for how and why members of that race might be inclined to pursue one class rather than another, or what challenges they might face in adopting a career that goes against the grain of their society.

These attitudes should never be considered restrictions on what classes players may choose, regardless of their characters' race, nor are they a prescription that demands player characters think or act a certain way toward members of a class described as being highly favored (or highly disfavored) by members of their race. As always, players are the ones in charge of their own characters. These attitudes instead describe the common attitudes of typical NPC members of their race and the values and attitudes their characters may have been raised with. Characters can learn these typical attitudes

about their class with a DC 10 Knowledge (local) check (DC 5 for attitudes of their own race).

Racial Traits

Unlike psionic traits, detailed later, alternate racial traits replace one of the standard abilities of a race with a new trait that represents a segment of that race's population. This trait might be due to geographic location, the attitude of a specific population, or even the result of an accident.

You can exchange one or several of your character's normal racial traits, but of course you cannot exchange the same racial trait more than once. If a dromite exchanges the dromite psionics trait to become either a crafter or an excavator, it cannot exchange it twice to take both new traits. However, it could choose one of those as an alternate racial trait while also exchanging its chitin racial trait to gain hive solider.

As with any alternate or optional rule, you must first get the permission of your GM to exchange any of your character's normal racial traits for those in this chapter.

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 maenad's emotional turmoil or an elan's psionic creation.

In most cases, these benefits are gained on a level-by-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 maenad with bard as a favored class may choose to gain 1 additional bardic performance round per day each time she gains a level; choosing this benefit twice increases the additional rounds per day 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 (or power point, if a psionic race) 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.

Racial Archetypes

Each of the psionic races, including the new forgeborn and noral races, are given three archetypes in their racial section. Each race gets at least one archetype from one of the psionic classes, and at least one archetype from a non-psionic class. Typically, only members of the particular race can take the listed archetype, although the archetype does not always interact with or alter the racial traits of the race. Each of these archetypes typically has some sort of a thematic tie to the particular race, altering the class features to more closely match the racial abilities and background of the race. Alternatively, some of these archetypes represent the outliers of the race, those who buck tradition or the racial norms and strike out in their own way. The following is a list of all the racial archetypes found in this book. The class for each archetype is listed in parentheses.

Blue: Annihilator (aegis), dominator (telepath), mutator (alchemist).

Dromite: Empty caste (ninja), swarmer (tactician), vermin rider (cavalier)

Duergar: Lifemonger (vitalist), ravager (cryptic), sleeper's guardian (paladin).

Elan: Ascendant psion (psion), menteur (rogue), pattern wielder (cryptic).

Forgeborn: Forgesteed rider (cavalier), ironborn (fighter), unifier (tactician)

Half-Giant: Kinslayer (ranger), thunderjarl (psychic warrior), warhulk (aegis).

Maenad: Banshee (wilder), disciple of the raging sea (monk), maquoran reaver (rogue).

Noral: Pacifist (vitalist), peacekeeper (telepath), shadow hunter (inquisitor)

Ophiduan: Fleshbinder (egoist), scaled rider (psychic warrior), serpent lord (druid).

Xeph: Clan warden (inquisitor), mobile knife (marksman), xephyr (soulknife).

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.

Blue Adventurers

Those blues who choose to become adventurers tend to choose manifesters, whether that is a mind-reading telepath or a subtle cryptic, they favor those classes that gain manifesting ability. Regardless of their adventuring choice, blues are wary of the larger and more physically dominant races, and take efforts to guard against these dangers.

Aegis: It is not uncommon to find a blue aegis, for the defensive power gained from the astral suit is desirable to the physically deficient blues. These blues are respected among their own kind for their ability to guard themselves and others.

Barbarian: With the primitive goblinoid society that many blues grow up in, blue barbarians are common to find, although they rarely rise to positions of prominence. Still, blue barbarians are fierce opponents, despite their small stature.

Bard: The coercive nature of the bard is one that some blues find desirable, in addition to the acceptance an entertainer can gain even in the most distant lands. Blue bards are more frequently travelers and explorers, seeking new sights and experiences.

Cleric: Those blues who choose the path of clerics are often the spiritual leaders of their tribe, using the divine magic granted to them as a means to control the primitive goblin tribes in order to further the cause of the blues.

Cryptic: Perceptive by nature, blue cryptics are adept at seeing the patterns of the world and are often adept at going unseen. These blues are often scouts, assassins, or infiltrators, preferring subtlety and intrigue to a direct approach.

Dread: Blue dreads use the fear that they naturally feel for the world around them and turn it into a weapon to be wielded without mercy. Blues who turn to the tactics of the dread are often vicious and feared more than respected, which suits them just fine.

Druid: It is not unusual to find blues in tune with nature, for the primitive goblin societies that they subvert often hold at least a modest respect for the power of the forces of nature. Blue druids typically learn to better blend in and defend against predators, both wild and civilized, and are often at home in the wilds more than in civilized society.

Fighter: Because of their small size, blue fighters find themselves at a noticeable disadvantage in a fight against most other opponents. This does not stop some blues from choosing the study of martial combat, instead learning how to avoid attacks and put their natural agility to best use.

Marksman: Although they wield smaller weapons than the larger races, blue marksmen are skilled with ranged weapons and their natural psionic ability is a great blend with their accuracy. Few blue marksmen opt to use thrown weapons, instead preferring bows.

Monk: The discipline needed to be a monk is one that few blues learn in their tribal society. Those blues who do choose to become monks typically do so outside of their own tribes and villages and instead learn from other races, seeking the calm that eludes their primitive brethren.

Paladin: The causes of paladins rarely resonate with blues, although outcast blues have been known to embrace the lawful good attitude to become a divine champion. These blues, though odd to behold, often seek redemption for the brutal life they once led.

Psion: Blues have a natural inclination to study the ways of the psion, particularly that of the telepath. Their quick minds give them the intellect needed to master the mental arts, which they typically use either to fend off persecutors or subjugate the weaker willed.

Psychic Warrior: The blend of martial combat and mental training needed to become a psychic warrior is one that most blues do not choose. Those who do pick up the mantle of the psychic warrior often focus on ranged combat instead of melee.

Ranger: Those blues who are cast out from their society, or those in the most primitive societies, learn to hunt and scout in order to survive. Some of these blue rangers help their tribes, while others prefer the solitude their skills can grant them.

Rogue: Small, quick, and naturally skilled at avoiding detection, blue rogues are deadly adversaries and invaluable allies. Blues who choose to become rogues might do so for survival reasons, or simply find that such activities suit their natural inclinations.

Soulknife: Blue soulknives might appear comical to the larger races, but are nevertheless deadly with the blades of energy they can fashion. Typically favoring finesse and speed over brute force, blue soulknives leave enemies just as dead despite wielding smaller mind blades.

Sorcerer: Innate sorcery is rare among blues, as their natural psionic nature seems to be anathema to the bloodlines that give rise to sorcerers. Those rare blues who are sorcerers are therefore mistaken to be

some rare form of manifester by their own society, and viewed as more of a novelty by more civilized society.

Tactician: Blue tacticians are respected for their natural intellect and cunning. Having to fight for survival, blues almost innately start learning tactics and strategy, and blue tacticians often do so with exceptional skill and are prized by their peers for their ability to lead the tribe to victory.

Vitalist: Blue vitalists are well-respected within their tribes for their ability to heal the wounds primitive society tends to bring. These blues are often protected to ensure the tribe is able to fend off attacks from enemies and heal those injured hunting and raiding.

Wilder: While blues typically favor the intellectual path of psions, some find that the harsh life they live gives them the raw emotional power to wilders. Even these blues, however, try to learn more of their abilities and tend to be more educated than the average wilder.

Wizard: Arcane magic is rare in blue society, so blue wizards are mostly found in more civilized societies. These blues are quick studies in the mystical arts and tend to prefer charms and other manipulative tactics over raw power.

Alternate Racial Traits

The following racial traits replace existing blue racial traits. Consult your GM before selecting any of these new options.

Goblinoid Camouflage (Su): Some blues have learned to make subtle, but long-lasting, psionic changes to their body structure - the most notable being the change of skin color from their eponymous blue to a more common goblin color, typically green. They also get into the habit of eating regularly so as to avoid suspicion. By spending 1 power point as a swift action, a blue with this trait gains a +10 bonus on Disguise checks to appear as a normal goblin rather than a blue; this bonus lasts for 24 hours and is dismissible as a free action. This trait replaces the Repletion trait.

Kinslayer: Outcast blues must fight their own kind to survive. Blues with this trait gain a +1 racial bonus on attack rolls against goblinoids. This replaces the Repletion racial trait.

Leadership: Some blues naturally take on leadership roles, either directly controlling a tribe, or as an important advisor to a leader. A blue with this trait gains a +2 racial bonus to Diplomacy checks. This trait replaces the Keen Senses trait.

Mindbender: The rare blue is able to tap into the minds of others to impose its will. Blues with this trait gain a +1 racial bonus to the saving throw DCs of compulsion powers they manifest. This trait replaces the Stealthy trait.

Psionic Prodigy: It is not uncommon for blues to natively have the ability to manifest powers. Blues with this trait gain the Unlocked Talent* feat as a bonus feat. This trait replaces the Repletion and Stealthy traits.

Self Reliant: Blues outcast from their kin learn to survive on their own, but often lack in social graces. A blue with this trait gains a +3 racial bonus to Survival checks, but suffers a -1 penalty to all Diplomacy checks. This trait replaces the Pariah trait.

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.

Aegis: Add 1 to the hit points restored using astral repair.

Cryptic: Add +1 to Craft checks for a single Craft skill (alchemy, armor, etc.)

Marksman: Add 1 to the number of times per day the marksman can use the Wind Reader class feature.

Psion: Add +1/3 to the psion's saving throws versus mind-affecting effects.

Psychic Warrior: Add +1 to the psychic warrior's CMD when resisting a grapple or trip.

Ranger: Add +1/3 dodge bonus to Armor Class against the blue's favored enemies.

Rogue: Add +1/2 to Bluff checks to feint and to Stealth checks.

Tactician: Add +1/3 to the tactician's saving throws versus mind-affecting effects.

Racial Archetypes

The following racial archetypes are available to blues.

Annihilator (Aegis)

Blues love to be grandiose, and using the astral suit is no exception. Although small in forms, blues have discovered techniques to use their psionic power to become weapons of mass destruction that they have proudly dubbed annihilators.

Size Matters: While forming his astral suit into either astral armor or astral juggernaut forms, the annihilator becomes Medium sized, gaining a +2 bonus to his Strength, losing his size bonus to AC, attack rolls, and Stealth checks, losing his size penalty to CMB and CMD, and suffering a -2 penalty to his Dexterity. This effect stacks with other size increases such as that from *expansion*. This ability replaces astral repair.

Strength of Mind: Starting at 4th level, as a swift action the annihilator can spend 2 power points to gain a +2 bonus to his Strength and Constitution until the end of his next turn. This ability replaces augment suit.

Absorb Critical: At 12th level, when a critical hit is scored against the annihilator, he can dismiss his astral suit as an immediate action and turn the critical hit into a normal hit. Any applicable damage reduction from the astral suit is still applied to the attack. This ability can be used a number of times per day equal to 3 + the

annihilator's Intelligence modifier (minimum 1). This ability replaces cannibalize suit.

Dominator (Telepath)

Known for taking over entire tribes of their kin, blues have developed their own abilities that allow them to retain a measure of control and influence long after they relinquish direct mental control.

Lingering Presence (Su): Once a creature has failed a Will saving throw against a mind-affecting power, but not talent, manifested by the dominator, it takes a -2 penalty to future Will saving throws against telepathy powers manifested by the dominator for one day plus the duration of the power it failed the save against. In addition, the dominator can use the senses of a creature under the effect of lingering presence for a number of rounds per day equal to the dominator's class level as if using the sense link power. This ability replaces the bonus feat normally gained at first level.

Master's Whisper: When manifesting a telepathy power against a target under the effect of lingering presence, the dominator reduces the cost to manifest that power by 2 power points (to a minimum cost of 1 power point). The dominator calculates how many power points he can spend on the power before applying this reduced cost. This ability replaces telepathy.

Always There: At 10th level, the dominator has a developed a deeper connection to creatures whose mind he has touched. The dominator can sense the general direction to any creature under the effect of lingering presence, as well as a sense of its physical and mental states. This allows the dominator to know if the creature has been injured or is shaken or any higher level state of fear. This ability replaces the bonus feat normally gained at 10th level.

Mutator (Alchemist)

Blues are by nature a mutation, variants of the original goblin stock, and some seek to elevate that mutation to an extreme. Mutators create a highly volatile mutagen capable of transforming their forms and altering their size.

Volatile Mutagen: The mutator's mutagen is unusually volatile. The alchemical bonus to his selected physical ability score is instead 1d4+2 when he drinks the mutagen and the penalty to his corresponding mental ability score is 1d4+1. This increases to 1d6+3 via improved mutagen and 1d8+4 with greater mutagen, instead of the normal change to the alchemical bonus to physical ability score and penalty to mental ability score of those discoveries.

Combustible Mutagen: At 4th level, the mutator gains the combustible mutagen discovery, a unique discovery only available to him.

Combustible Mutagen: This discovery allows the mutator to fuel his mutagen with psionic power in order to become combustible. Anyone striking the mutator with a melee weapon while the mutator is under the effects of this discovery takes 1d6 points fire damage. Creatures making melee attacks from more than 5 ft. away with reach weapons do not suffer this damage. At 8th level and every four levels thereafter, this damage increases by an additional 1d6 points of fire damage. If the mutator dies from the attack, all creatures within 10 feet of the mutator take 1d6 of fire damage per 2 Hit Dice the mutator has as his body bursts in a fiery explosion.

Sizable Mutation: At 6th level, the mutator has learned to take an extract he has prepared and convert its energy into an effect to alter his size. By mixing a prepared extract into his mutagen, the mutator can add an *enlarge person* or *reduce person* effect to that mutagen, although the original effect of the extract is wasted. The effect lasts for the duration of the mutagen and has a caster level equal to the alchemist's level. However, once effect of the mutagen ends, the mutator takes 2 points of ability damage to Strength, Dexterity, and Constitution. This ability replaces swift poisoning.

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.

Dromite Adventurers

Dromite nature leads those most interested in individual freedom to take up the life of an adventurer, leading them to classes that give them options to express their individuality, such as the aegis or soulknife, shaping their implements on a whim. Some community-minded dromites will become adventurers to seek out new companions and explore new forms of social interaction and bonding, leading them toward the life of tacticians or vitalists.

Aegis: Already possessing a natural protective shell, dromites recognize the benefits that an astral suit can grant. Dromite aegii are defensive powerhouses and respected for their abilities as bodyguards and protectors.

Barbarian: Dromite barbarians often come from the more remote and primitive hives. They often leave their subterranean homes to help their revered leaders or to simply see the mysterious and exciting world above.

Bard: Dromite bards find their outgoing nature makes them easily accepted when performing music or telling a tale. Most dromite bards are fun-loving troubadours seeking new stories to some day bring back to their hive.

Cleric: Those dromites who have faith often find it in the deities of the subterranean races or deities focused on nature or crafting. The connection to a divine being

for a dromite can seem like an even greater hive-mind than what they have experienced in their regular culture.

Cryptic: As skilled crafters, most dromites understand better than most how small patterns merge to become larger patterns, and therefore it is not unusual for a dromite to become a cryptic. These dromites might be responsible for the defense of their hive, laying masterfully crafted traps in just the right spot, or they might be scouts seeking out new possible tunnels or simply adventure.

Dread: While the use of fear is one most dromites do not gravitate toward, those who do find that their monstrous appearance can be used to a high level of success. Dromite dreads typically choose skills that build off their appearance.

Druid: Dromite druids are typically bound to the underground environments they grow up in, and usually become wardens of the earth and subterranean tunnels.

Fighter: Dromite fighters blend their physical advantages and appearance with a drive to prove that they are just as dangerous on the battlefield as the larger races.

Marksman: Coming from primarily subterranean backgrounds, ranged combat is not something most dromites study. Those who choose to become marksmen find that their natural agility makes them better than average with ranged weapons.

Monk: Because dromites typically grow up in tunnels that limit freedom of movement, dromite monks typically have fighting styles that focus on quick, precise movements over the dramatic flair of some other races.

Paladin: Protecting those around them is a behavior many dromites feel, coming from a very community-oriented background. Dromite paladins are typically selfless individuals who strive for the good of the hive over even their own desires.

Psion: Dromite psions tend to favor the psychokinetic and telepathic disciplines, due to their natural proclivity toward mental communication and the harnessing of different forms of energy. Within dromite society, they are respected and admired for their study of the mental arts.

Psychic Warrior: Although dromite psychic warriors are not physically strong, their natural agility and innate psionic talent allow them to aptly blend martial combat with psionic power. These dromites might seek to test their combat prowess out in the wider world, where opportunity is around every corner.

Ranger: Tracking and a tie to the earth is something many dromites excel at doing.

Rogue: Dromite rogues might be rugged individualists seeking excitement outside the hive, or information gatherers for the hive. Their enhanced senses make them naturally adept as rogues.

Soulknife: Dromite soulknives are quite common within dromite society. These lithe, nimble wielders of mind blades often guard the tunnels of the hive from dangerous subterranean creatures or hostile outsiders.

Sorcerer: Like most of the psionic races, few dromites are born with the arcane bloodline that creates a sorcerer. Those who do are often viewed as unfortunate aberrations rather than respected wielders of arcane power, and often find themselves ostracized from their hive.

Tactician: Dromite tacticians take their communal nature to its logical conclusion, blending their racial abilities with the strategic techniques of the tactician. They are most often found as respected advisors on how to handle dangers and obstacles for the hive.

Vitalist: Similar to dromite tacticians, dromite vitalists combine the natural communal behaviors of the dromite hive, but typically do so to improve the overall health of the hive, rather than worry about the defense or battles. Dromite vitalists often have extensive collectives, overseeing the welfare of many.

Wilder: Dromite wilders often use the conflicting desire to be part of a communal hive-mind with the urge to be an individual to achieve brilliant surges of emotion. These dromites might shift between loyal defenders of the hive and roaming explorers over the course of their lives.

Wizard: The study of arcane arts is rare for dromites, but those who choose to become wizards often do so by venturing beyond the tunnels of their hive. These dromite wizards are adept at magic that deals with charms and have a tendency to enjoy dazzling crowds with their tricks and shows.

Alternate Racial Traits

The following racial traits replace existing dromite racial traits. Consult your GM before selecting any of these new options.

Atavistic Link (Su): Some dromites still have traces of their ancestral hive-mind link, making them more receptive to telepathic communication. Although a dromite with this trait cannot directly initiate telepathic contact via this trait (it still may normally via any other telepathic powers or abilities), it is easier for another to telepathically communicate with the dromite. Any use of a mind-affecting power by someone else which targets only the dromite costs 1 power point less for the manifester (to a minimum of 0). This reduction in cost applies even to hostile mind-affecting powers targeting the dromite. The dromite may also be added to a Collective without counting against the Collective's membership limit. This trait replaces the Dromite Psionics trait.

Crafter: Natural excavators, some dromites excel at turning the raw materials they remove from the earth into finished goods. Dromites with this trait gain a +2 racial bonus on any one Craft skill. This bonus improves to +4 if the dromite has at least 10 ranks in the Craft skill. This trait replaces the Dromite Psionics trait.

Excavator: As a caste-based society, some dromites are bred to remove the rubble and debris as tunnels are dug. Dromites with this trait treat their Strength as 4

higher for the purposes of carrying capacity and gain the Slow and Steady speed (as the dwarf racial ability). This trait replaces the Dromite Psionics trait.

Gendered: Some dromites have a gender, allowing them to become a Hive Queen or Consort. Dromites with this racial trait gain a +3 bonus to Diplomacy checks on dromites. This trait replaces the Dromite Psionics trait.

Hive Mind: Dromite hive living can result in a mental link among the members. A dromite with this trait gains *mindlink* as a psi-like ability usable at will. This trait replaces the Dromite Psionics and Scent traits.

Hive Soldier: There are many predators within the bowels of the earth. A dromite with this trait has chitin with sharpened edges instead of being hardened, granting two claw attacks. These are primary natural attacks that deal 1d3 points of slashing damage. This trait replaces the chitin trait.

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.

Aegis: Add +1/4 to the dromite's armor bonus from his astral suit.

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

Psion: Add +1 to the dromite's energy resistance from its chitin racial ability to a maximum +10, after which the dromite may choose a different energy type to gain the +1 energy resistance.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Vitalist: Add +1/2 to the maximum number of creatures allowed in the vitalist's collective

Wilder: Add +1/3 to the wilder's saving throws against effects with a type matching the wilder's energy resistance gained from the chitin racial trait.

Racial Archetypes

The following racial archetypes are available to dromites.

Empty Caste (Ninja)

Every dromite is born into one of the castes, determining some of their abilities, and to some degree what possibilities are available to them. Yet, the Queen has the ability to manipulate her offspring, giving birth to dromites with no caste, born to serve none but the Queen herself. Called the "empty caste" amongst those who have heard of them, they are the true weapons of the Queen. Bound to a life of honor and loyalty towards their hive, they strike like invisible daggers into the hearts of those that would hurt the hive.

Special: An empty caste must take its first character level as an empty caste.

All and None: Instead of choosing a single energy to gain resistance against and dictate the *energy ray* racial psi-like ability, the empty caste uses its active energy type. If the empty caste does not have an *energy ray* racial psi-like ability or racial energy resistance, this ability provides no benefit. Regardless, the empty caste's chitin changes color to match its current active energy type, red for fire, blue for cold, white for sonic, and green for electricity.

Charged Weapon: An empty caste of 2nd level can expend a use of its racial *energy ray* psi-like ability to charge a single melee or thrown weapon for 1 minute. During that time, the charged weapon deals +1d6 damage of the empty caste's currently active energy type. This ability replaces the ninja trick normally gained at 2nd level, but counts as having a ninja trick for prerequisites.

***Ki* Pool:** In addition to the other abilities of using *ki*, the empty caste can spend a ki point as a swift action to regain one daily use of its racial energy ray psi-like ability.

Cloud Mind: At 8th level, the empty caste gains the cloud mind ninja trick even though it does not meet the prerequisites. This ability replaces the ninja trick normally gained at 8th level.

Cloud Mind (Ps): As a standard action, the ninja can expend a *ki* point to manifest *cloud mind* as a psi-like ability with a manifester level equal to her ninja level. The ninja must be at least 10th level to select this ninja trick.

Code of Conduct

An empty caste must be of lawful alignment and loses all class features except proficiencies if it ever willingly commits an act that threatens its hive or queen.

Additionally, an empty caste's code requires that it respect its hive and queen, defend them, help them when in need and do whatever is necessary to secure the safety of the hive and queen.

Associates: While the empty caste may adventure with allies, it avoids working with characters that are a threat to its hive and queen or with anyone who consistently offends its moral code.

Swarmer (Tactician)

The swarmer specializes on a classic behavior used by insects defending their home and hearth - swarming an enemy.

Unavoidable Swarm (Su): As a swift action, the swarmer can activate a swarm mentality in its collective, and until the end of the swarmer's next turn, any time a member of its collective is flanking a target, that collective member gains a bonus on his attack rolls against that target equal to 1 + the number of collective members flanking the creature instead of the standard +2 bonus for flanking. The swarmer can use this ability a number of times per day equal to 3 + the swarmer's Intelligence modifier. This ability replaces coordinated strike.

Strategy: At 4th level, the swarmer's strategy gained is the following unique strategy only available to it.

Swarm Sync: The swarmer can choose any two members of its collective within one size category of each other. Those two creatures can share the same space for a number of rounds equal to the swarmer's Charisma modifier.

Swarm Flanking (Su): At 8th level, any members of the swarmer's collective who are sharing the same space from the swarm sync strategy are always considered to be flanking enemies they threaten. This ability replaces echo effect.

Death of a Thousand Cuts (Su): At 10th level, members of the swarmer's collective gain a bonus to damage rolls against their targets equal to the number of collective members flanking that target. For example, if the swarmer and three of its collective members are all flanking one creature, each collective member gains a +4 bonus on damage rolls against that target. This ability replaces the strategy normally gained at 10th level.

Vermin Rider (Cavalier)

Raised in a hive, the vermin rider has a natural connection to insects and spiders, a connection that becomes even more intense as rider and mount are joined together with a bond similar to that which ones bound the Hives. Vermin riders often patrol the outskirts of the hive, both above ground and underground, defending their home and hearth.

Mount: The vermin rider can only choose a Giant Wasp, Giant Scorpion or Giant Mantis for his mount.

Bound Vermin (Su): The vermin rider and his mount are under the permanent effects of mindlink. While bound to each other, the mount gains the same energy resistances as those of the vermin rider from his dromite's chitin. This ability replaces tactician.

Energized Mount (Su): At 9th level, the vermin rider can expend his psionic focus as a swift action to allow his mount to deal an additional +1d6 points of energy damage with its natural attacks until the end of the vermin rider's next turn. The energy type is that of the energy type for the vermin rider's chitin. This ability replaces greater tactician.

Eternal Bond (Su): At 17th level, a vermin rider's life becomes linked to his mount's. As long as the mount is alive, the vermin rider is protected from harm. Damage in excess of that which would reduce the vermin rider to fewer than 0 hit points is instead transferred to the mount. This damage is transferred 1 point at a time, meaning that as soon as the mount is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the vermin rider. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *baleful polymorph*, *flesh to stone*, or *imprisonment*, or other effect that do not cause actual damage.

Duergar

Considered by most to be mentally warped or insane, the psionic breed of duergar are a misunderstood lot. According to them, their actions are done to protect the world from a sinister presence deep within the earth. This has led to some within the race developing odd sleeping habits or unusual behaviors.

While most duergar become psychic warriors, fighters, or rogues, some develop their manifesting ability to a greater extent.

Duergar Adventurers

Duergar who choose to become adventurers, like their dwarven cousins, tend to be martial characters with some psionic ability, primarily psychic warriors and dreads. Regardless of their choice, duergar often have a warped view of the world compared to other races and are ready to defend what they view is the right choice.

Aegis: Naturally tough, duergar aegii embrace that inborn trait in their studies. These duergar make for valuable, if misunderstood, bodyguards.

Barbarian: The unusual mental state of most duergar makes tapping into rage easy for many of them. Duergar barbarians are resilient and even harder to understand, which makes others fear them that much more.

Bard: Duergar bards captivate crowds with their odd and dark tales of horrors of the depths. Many of these duergar hope that by educating the masses, it can help achieve their goal to keep these horrors slumbering.

Cleric: Unlike their dwarven kin, duergar are not well-known for their powerful and influential clerics, but there are nevertheless duergar who turn to faith in the divine. These duergar typically worship deities associated with hard work and the underground.

Cryptic: In their twisted minds, duergar cryptics unlock the patterns of the world around them in ways that even other cryptics do not always understand. With this unique perspective, these duergar might be misunderstood, but are respected because they expertly manipulate the patterns of the world around them.

Dread: Duergar dreads find that their unique thought processes work well to cause and build fear in others. Their blend of odd behavior and skills makes them particularly effective in using the power of fear to their advantage.

Druid: Most other races do not realize that duergar are protective of the world, seeking to prevent the apocalypse only they can see coming. Duergar druids often prefer living in underground environments and the company of subterranean creatures.

Fighter: Duergar fighters are adept at martial combat and prized among their society for their ability to combat the sinister creatures who live within the bowels of the earth.

Marksman: Because most duergar spend their lives below ground, ranged combat is something few choose to study. Those are few who do often opt for thrown weapons, since they can typically also be used for close-quarter combat, or are the unusual duergar who choose a life aboveground rather than one below.

Monk: Duergar monks, while rare, have an unorthodox discipline, but possess a purpose and discipline that can translate well in the study of the martial arts.

Paladin: Few duergar choose the lawful good path of a paladin, for they view the survival of the world as a whole as more important than the protection of the weak or poor. Those few duergar paladins that do exist are often viewed as misguided by others of their kind.

Psion: Although most duergar prefer the study of combat, those who do choose to become psions tend to favor powers that augment the physical body, typically becoming egoists. They are often advisors and respected for their insight.

Psychic Warrior: Duergar psychic warriors blend the strengths of their race into a deadly combination that is not to be underestimated on the battlefield. Most of these duergar favor melee weapons and close-quarters fighting.

Ranger: The subterranean duergar who study tracks and hunting down prey often turn to the path of the ranger. Their determination in hunting down their enemies is renowned almost as much as that of their dwarven kin.

Rogue: Duergar rogues often choose the study of traps, especially to avoid those places by other underground residents, and the art of surprising from the shadows. Few worry themselves with petty theft or intrigue, although some choose the life of a smuggler, relying on their knowledge of which tunnels are safe and which are dangerous, in order to procure illicit goods.

Soulknife: While most duergar prefer a real weapon in their hand, those who choose to study the mind blade often form their weapon into the shape of a hammer of an axe, showing their ties to the earth and forge. These duergar are often the elite warriors of the community or sometimes are seekers of adventure and excitement.

Sorcerer: The bloodlines that give rise to sorcerers are rare among duergar, perhaps rarer than even their dwarven kin. Those who do come from these bloodlines are cautiously watched to ensure they are not dangerous.

Tactician: Duergar tacticians are often underestimated, yet their unconventional tactics are often effective in achieving results. These duergar might be in charge of protecting a duergar community or seeking to combat some threat that only duergar understand.

Vitalist: While most duergar are not known for their skill at healing, those who do choose the path of the vitalist often choose the study of stealing the life force of others for the benefit of themselves and their allies, rather than simply healing. These duergar are deadly and excel as interrogators.

Wilder: Duergar wilder often channel the fear and paranoia they feel into the energy needed to fuel their wild surges. These wilders are usually unpredictable and prone to violent outbursts almost on par with barbarians.

Wizard: The study of the arcane arts is one few duergar choose, and those who do are often viewed as outsiders among others of their kind. Those duergar who choose to become wizards often leave their homes in order to do so.

Alternate Racial Traits

The following racial traits replace existing duergar racial traits. Consult your GM before selecting any of these new options.

Ancestral Voice: Duergars have a connection to their ancestors through the crystals they harvest deep beneath the earth. In some, their ancestors are able to speak to them directly. A duergar with this trait gains a +4 racial bonus to Intimidate and a +2 bonus to a Knowledge skill. This trait replaces the Stability trait.

Echoes of the Abyss: Some duergar are more deeply touched by their experiences underground than their fellows. A duergar with this trait is treated as an aberration rather than a humanoid whenever it would be beneficial (for example, harmful spells which target only humanoids such as Charm Person or Hold Person will automatically fail unless the duergar

specifically chooses otherwise; rangers will not be able to use Favored Enemy against him unless they have both humanoids (dwarves) and aberrations as favored enemies, in which case the duergar suffers the lesser bonus of the two). This trait replaces the Hardy trait.

Method to the Madness: While you might appear to be mad, there is a mental order to your actions. You gain a +2 racial bonus to Will saves and gain *call to mind* as a psi-like ability usable once per day with a manifester level equal to your character level. This trait replaces the Hardy trait.

Reborn Ancestor: While most duergar are influenced by the spirits of their ancestors, some are the spirits of their ancestors reborn. The insights and experience of their previous life allows a duergar with this trait to re-roll any d20 roll made once per day. This trait replaces the Hardy trait.

Waking Dreamer: You have adapted to always humming to keep That Which Sleeps Beneath from waking. You do not need to sleep at all and can meditate, fully awake and aware, for 4 hours to gain all the benefits of sleep, including regaining power points. This trait replaces the Duergar Psionics trait.

Whispers of Insanity: Some duergar hum insane lullabies mentally, rather than vocally, in a subconscious attempt to keep That Which Sleeps Beneath asleep, while they themselves suffer from insomnia. Duergar with this trait gain a +2 bonus on Perception and Stealth checks, and the DC to make Perception checks while sleeping is only +5 (rather than +10). This trait replaces the Duergar Psionics trait.

Favored Class Options

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

Aegis: Increase the astral suit's damage reduction by +1/4.

Cryptic: Treat the duergar's level as 1 higher for the purposes of altered defense.

Dread: Add +1/2 to the duergar's daily uses of terrors.

Fighter: Add +1/3 to attack rolls to confirm critical hits.

Psychic Warrior: Gain 1/3 additional daily usage of the duergar's daily expansion psi-like ability.

Rogue: Add a +1/2 bonus on Bluff checks to feint and Intimidate checks.

Psion: Add a +1 bonus to one Craft skill of the psion's choice.

Tactician: Add a +1/2 bonus on concentration checks when manifesting tactician powers.

Vitalist: Treat the vitalist's level as +1/2 higher when using the transfer wounds ability.

Racial Archetypes

The following racial archetypes are available to duergar.

Lifemonger (Vitalist)

The duergar of the clans touched by madness tend to have an odd view of what role a vitalist plays, often seeing themselves as the one who knows better than anyone else where protection or healing is needed, as well as viewing health and vitality as a commodity to be distributed for the good of the group, rather than something belonging exclusively to one member. These duergar are highly effective at what they do, but many question if the ends justify the means.

Powers Known: The lifemonger adds *slumber* to his class power list.

The Greater Good (Su): The lifemonger can touch a member of his collective as a melee touch attack that does not provoke attacks of opportunity. If the touch is successful, the lifemonger deals 1d6 points of nonlethal damage to the creature touched, and heals himself for an equal number of hit points. This healing cannot be

redirected to the creature touched.

At 4th level and every 3 levels thereafter, the nonlethal damage dealt and healing gained increase by 1d6. A vitalist may use this ability a number of times per day equal to 3 + his Wisdom modifier. This ability replaces transfer wounds.

Fortifying Energy (Su): At 2nd level, the lifemonger gains a number of temporary hit points equal to his class level when using the greater good ability. These temporary hit points last for one minute. This ability replaces the vitalist method bonus to transfer wounds.

Lull the Sleeper (Su): Beginning at 8th level, the lifemonger can spend a swift action and expend his psionic focus to perform a quick ritual designed to keep the sleeper from waking up, but which also improves the performance of anyone in the collective who joins in the ritual. The lifemonger and any member of the collective who spends a swift action on their own turn gain a +1 insight bonus to attack rolls until the beginning of their next turn. This insight bonus increases by +1 every four vitalist levels thereafter. This ability replaces swift aid.

I Know Best (Su): Upon reaching 9th level, a lifemonger can force sleeping creatures and members of his collective, even unwilling members of his collective, to perform actions he deems best. The lifemonger gains *mind control* as a power known. Once every ten minutes, he can expend his psionic focus to manifest it without paying a power point cost, but may only target creatures that are sleeping. Whether the creature makes the save or not, it wakes up.

In addition, the lifemonger can manifest *mind control* normally over his collective regardless of range, although it still allows the target creature a saving throw to resist the effect.

This ability replaces the Expanded Knowledge feat normally gained at 9th level.

Touched by Madness (Su): A lifemonger of 14th level can share the knowledge of the sleeper with others, temporarily warping their minds. Once every ten minutes, when the lifemonger uses steal health, he can choose to forego dealing damage and instead cause the affected creature to permanently lose its grip on reality, taking no other action but babbling incoherently. A successful Will saving throw (DC 10 + half the vitalist's level + the vitalist's Wisdom modifier) negates the effect, and a creature affected by this ability can be cured through the use of powerful healing such as *greater restoration* or *heal*. This ability replaces steal life.

Ravager (Cryptic)

Most cryptics see the patterns that hold the world together, but the ravager see's only sick minds that need to be purified and burnt from the world pattern. What they often do not know, is that their minds are as broken and burnt as what they inflict upon the world, and their willingness to share that makes touching their minds a horrific experience.

Ravage the Mind (Su): As long as the ravager is maintaining psionic focus, he gains a +1 bonus to saves against mind-affecting effects. If the ravager succeeds on the saving throw, he can as an immediate action cause the source of the effect to take 1 point of Wisdom damage. This is a mind-affecting effect. At 5th level and every four levels thereafter, the bonus to saving throws against mind-affecting effects increases by 1, to a maximum of +5 at 17th level. This ability replaces altered defense.

Mind Ripper: When using his disrupt pattern ability, the ravager always deals standard damage against creatures that have an Intelligence score, but half damage against creatures immune to mind-affecting effects. If the creature is mindless, it instead takes minimized damage.

Sense the Weakened Mind (Ex): At 2nd level, the mind ripper gains a +2 competence bonus to Sense Motive checks. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. This ability replaces hidden pattern.

Tear the Ravaged Mind (Su): At 4th level, the ravager can expend his psionic focus when using his ravage the mind ability to deal 1d6 points of Wisdom damage instead of 1 point of Wisdom damage. This ability replaces rapid defense.

Horrid Mind (Su): At 14th level, any time the ravager is an unwilling target of a mind-affecting effect that is not harmless, the creature who targeted the ravager takes 1 point of Wisdom damage. If the ravager succeeds on any applicable Will save allowed by the effect, the creature instead takes 1d6 points of Wisdom damage. If the ravager expends his psionic focus and made the applicable Will save for the effect, the damage increases to 2d6 points of Wisdom damage. This ability cannot be used in conjunction with ravage the mind. This ability replaces enduring defense.

Sleeper's Guardian (Paladin)

All duergar follow their inner guidance towards how to save the world from the horror that is the Sleeper, yet none are as empowered by this inner calling as the sleeper's guardians. Using their dedication, they will go to any lengths necessary to keep the world safe, and the Sleeper deep in his slumber.

Aura of Order (Ex): The power of a sleeper's guardian's aura of lawful (see the *detect law* spell) is equal to his paladin level. This ability replaces aura of good.

Smite Chaos (Su): Once per day, a duergar can call out to the powers of order to aid her in her struggle against chaos. As a swift action, the duergar chooses one target within sight to smite. If this target is chaotic, the duergar adds her Wisdom bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite chaos is an outsider with the chaotic subtype, a chaotic-aligned dragon, or an aberration, the bonus to damage

on the first successful attack increases to 2 points of damage per level the duergar possesses. Regardless of the target, smite chaos attacks automatically bypass any DR the creature might possess.

In addition, while smite chaos is in effect, the duergar gains a deflection bonus equal to her Wisdom modifier (if any) to her AC against attacks made by the target of the smite. If the duergar targets a creature that is not chaotic, the smite is wasted with no effect.

The smite chaos effect remains until the target of the smite is dead or the next time the duergar rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the duergar may smite chaos one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

This ability replaces smite evil.

Disrupting Lullaby (Su): A sleeper's guardian of 2nd level has learned to use the lullabies and humming that are rituals to keep That Which Sleeps Beneath slumbering into a disrupting dirge against their opponents. All enemies within 10 ft. of the sleeper's guardian able to hear the humming suffer a -1 penalty to attack and damage rolls. At 8th level, the aura increases to 30 ft. and the penalty increases to -2. At 14th level, the penalty increases to -3, and at 20th level it increases to -4.

This ability does not work in areas affected by effects such as *silence* and can be used for a number of rounds per day equal to the paladin's class level. These rounds do not need to be consecutive.

This ability replaces divine grace.

Divine Bond: The sleeper's guardian must choose a weapon for his divine bond and cannot select a steed. In addition, the sleeper's guardian gains the ability to form a mind blade, as a soulknife of the same level, although it is always in the form of a battleaxe (1d8/x3, slashing damage) unless the sleeper's guardian has levels in soulknife. He does not gain any blade skills from this ability, nor any other abilities of the soulknife, including enhanced mind blade. If the sleeper's guardian has levels in soulknife or takes levels in soulknife, add half of his paladin levels to his soulknife levels to determine the enhancement bonus and maximum enhancement bonus of the mind blade.

Manifesting: Beginning at 4th level, a sleeper's guardian gains the ability to manifest a small number of psionic powers, which are drawn from the gifted blade power list.

A sleeper's guardian chooses his powers from the gifted blade power list. At 4th level, a sleeper's guardian knows one gifted blade power of your choice. He learns new powers as indicated on **Table: The Gifted Blade** as a gifted blade one level lower. A sleeper's guardian can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a sleeper's guardian can manifest per day is limited only by his daily power points.

A sleeper's guardian never needs to prepare powers ahead of time; he draws them from his mind when needed. When a sleeper's guardian recovers his daily power points after resting, he may choose to rotate one or more powers he knows for new ones. These powers must always be chosen from the gifted blade power list, and the maximum number of powers the sleeper's guardian may know at any one time in this fashion is listed on **Table: The Gifted Blade**. If a sleeper's guardian learns a power through other means, such as the Expanded Knowledge feat or psychic chirurgery, this power is known in addition to his normal powers. He may never exchange it for another power from the gifted blade list when he chooses his powers known, and it doesn't count against his limit of powers known at any one time.

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

Through 3rd level, a sleeper's guardian has no manifester level. At 4th level and higher, his manifester level is equal to his paladin level – 3.

A sleeper's guardian gains the ability to learn 1st-level powers at 4th level. Every three levels thereafter (7th, 10th, and 13th), a sleeper's guardian gains the ability to master more complex powers, up to 4th level powers at level 13.

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

A sleeper's guardian's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on **Table: The Gifted Blade**. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a sleeper's guardian has power points from a different class, those points are pooled together and usable to manifest powers from either class.

This ability replaces spellcasting.

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 hide in plain sight.

Elan Adventurers

Elans who choose to become adventurers tend to become manifesters, tapping into the psionic energy that infuses their body. Elans prefer intrigue to direct conflict, seeking to keep their nature a secret from the other races who are largely unaware of their existence.

Aegis: Some elans favor the use of psionics to create items to be used, so it is no surprise that many choose the path of the aegis. These elans often choose to use their skills to blend in or slip away to avoid detection.

Barbarian: Elan barbarians, though rare, are often the result of a poorly-selected candidate tormented by memories of their past lives, which fuels their rage.

Bard: Elans as a general rule want to blend in to the other cultures, keeping their own race secret. Elan bards do this by making their own nature appear to be nothing more than another part of their performance.

Cleric: Elans rarely turn to faith, having seen the power that mortals can bring in their very existence. Those who do are mostly drawn to deities who represent knowledge and transformation.

Cryptic: Elan cryptics typically focus their skills around traps and avoiding detection. These elans are often tasked with protecting the few ways into and out of elan communities.

Dread: Elan dreads often embrace their unnatural side to cause fear in their enemies and to deter those who would try to seek out their society.

Druid: The ties to nature most druids hold are rarely found among elans. Those rare elans who do are often viewed as eccentrics by other elans.

Fighter: Elan fighters are rare, given the mundane nature of the fighter. Those who do exist often blend that skill with some form of psionic training.

Marksman: Elan marksmen are often tasked with guarding the entrances to elan cities or in hunting down interlopers.

Monk: The discipline needed to become a monk is not uncommon in elan society. Elan monks are often seekers of better knowledge of self.

Paladin: The desire to protect their society is strong in most elans, so it is not unusual for elan paladins to rise up, although they typically draw inspiration from the power of order and good instead of a deity.

Psion: Elan psions are respected for their talent in the psionic arts and tend to favor the study of the powers that aid in the ritual that creates more elans. These might be explorers of the world seeking new techniques.

Psychic Warrior: The combination of martial skill and psionic might is frequently found within elan society and among their most respected military leaders.

Ranger: While elans do not have to hunt for food, they often have to hunt for enemies, and elan rangers are often the chosen candidates to do just that.

Rogue: Elan rogues focus their skills on subtlety and intrigue, rather than turning to thievery. These elans are most typically responsible for extracting new candidates for entry into the race.

Soulknife: Elan soulknives typically view their mind blades as extensions of the transformation. Some become infiltrators, while others are guardians of their cities.

Sorcerer: Elan sorcerers are almost unheard of and those few that do exist are often shunned and viewed as failures who did not fully evolve into elans and typically leave elan society to seek acceptance elsewhere.

Tactician: Elan tacticians are respected for their ability to join others together into a single unit and for their ability to send information over distances.

Vitalist: Elan vitalists often learn the techniques of healing instead of protection or hurting, focusing on mending the body with psionic energy.

Wilder: Most elans would prefer the focused study of psionics over the us of raw emotions, but those who do are respected for their skill with those emotions.

Wizard: Although elans have a natural tendency to study the psionic arts, some choose the mysteries of the arcane. Elan wizards typically favor spells dealing with transformation, since it mirrors their own birth.

Alternate Racial Traits

The following racial traits replace existing elan racial traits. Consult your GM before selecting these options.

Failed Transformation: It is incredibly rare, but sometimes, the transformation into an elan does not complete as expected. Elans with this trait gain the following benefit based upon their original race and lose the repletion, resilience, and resistance traits.

Blue: The elan gains the Darkvision and Small traits of the blue, but retains the Normal speed of the elan.

Dromite: The elan gains the Chitin trait of the dromite.

Duergar: The elan gains the Darkvision and Slow and Steady traits of the duergar.

Dwarf: The elan gains the Darkvision and Slow and Steady traits of the dwarf.

Elf: The elan gains the Low-Light Vision and Elven Immunities traits of the elf.

Gnomes: The elan gains the Low-Light Vision and Keen Senses traits of the gnome.

Half-Elf: The elan gains the Adaptability and Low-Light Vision traits of the half-elf.

Half-Giant: The elan gains the Fire Acclimated and Low-Light Vision traits of the half-giant.

Half-Orc: The elan gains the Darkvision and Ferocity traits of the half-orc.

Halfling: The elan gains the Halfling Luck and Keen Senses traits of the halfling.

Human: The elan gains the Skilled trait of the human.

Maenad: The elan gains the Sonic Affinity and Outburst traits of the maenad.

Ophiduan: The elan gains the Scaled Hide and Poison Resistant traits of the ophiduan.

Xeph: The elan gains the Darkvision and Burst traits of the xeph, but may only use Burst once per day.

In addition, the elan suffers a -2 penalty to Charisma-based skills and checks against elans.

Haughty: As psionically-endowed beings, some elans consider themselves better than non-elans. This arrogance grants them a toughened will. An elan with this trait gains a +2 racial bonus to saves against mind-affecting effects, but suffers a -2 penalty to Charisma-based skill checks when dealing with non-elans. This trait replaces the Aberrant Nature and Resistance traits.

Reconstruction (Su): Some elans are more adept at psionically rebuilding bodies than preserving them. These elans may spend 1 or more pp as a swift action

to gain Fast Healing 2 for a number of rounds equal to the number of pp spent; this can be used even when unconscious. The elan also gains a +1 bonus to its manifester level when manifesting powers of the Healing subdiscipline. This replaces resistance and resilience.

Smooth Talker: Elans seek to hide their nature from others. Some may have been created for the purpose of hiding their nature and achieving positions of power or trust. Elans with this trait gain a +2 racial bonus to Charisma-based skill checks against non-mindless creatures. This trait replaces the aberrant nature and repletion traits.

Strong Blooded: Some elans have a small portion of their original racial characteristics survive the transformation process. Elans with this racial trait gain the following benefit based upon their original race and lose the resilience trait.

Blue: The elan can spend one power point as a swift action to gain a +2 bonus on Stealth checks for one round.

Dromite: The elan can spend one power point as a swift action to gain energy resistance 5 against his active energy type for one round.

Duergar: The elan can spend one power point as a swift action to gain a +2 bonus to his CMD when resisting a bull rush or trip attempt while standing on the ground.

Dwarf: The elan can spend one power point as a swift action to gain the Stonecunning trait for one minute.

Elf: The elan can spend one power point as a swift action to gain low-light vision for one minute.

Gnomes: The elan can spend one power point as a swift action to a +2 bonus against illusions for one minute.

Half-Elf: The elan can spend one power point as a swift action to gain a +2 bonus on Perception checks for one round.

Half-Giant: The elan can spend one power point as a swift action to be treated as having the Powerful Build trait for one round.

Half-Orc: The elan can spend one power point as a swift action to gain a +2 racial bonus to Intimidate checks made in the same round.

Halfling: The elan can spend one power point as a swift action to gain a +2 racial bonus on Acrobatics checks made for one round.

Human: The elan can spend one power point as a swift action to gain a +1 bonus on any one skill check made in the same round.

Maenad: The elan can spend one power point as a swift action to gain a +2 bonus to Strength and suffering a -2 penalty to Intelligence and Wisdom for one round.

Ophiduan: The elan can spend one power point as a swift action to gain a +1 natural armor bonus to his armor class for one round.

Xeph: The elan can spend one power point as a swift action to increase his base speed by 10 feet for one round.

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.

Alchemist: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the alchemist selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add +1/2 to Intimidate checks.

Psion: Add a +1/2 bonus on concentration checks when manifesting psion powers.

Rogue: Add a +1 bonus on Disguise checks to appear as a human (or their original race if they have the Failed Transformation or Strong Blooded trait), and a +1/2 bonus on Stealth checks.

Soulknife: Add a +1/2 circumstance bonus on critical hit confirmation rolls with the mind blade. This bonus does not stack with Critical Focus.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Wizard: Gain a +1/3 bonus to saving throws against spells of the transmutation school.

Racial Archetypes

The following racial archetypes are available to elans.

Ascendant Psion (Psion)

The transformation to become an elan is a complex secret process that has been meticulously guarded by the members of the elan race. Yet some elans have discovered that this process can be continued, where the physical body composed of psionic energy can be transformed into one of pure energy. These ascendant psions learn how to use the power of their mind to interact with the world without the need for physical form.

Skills: An ascendant psion adds Disguise and Perception to his list of class skills. This replaces the bonus class skills gained from choosing a discipline.

Talents: An ascendant psion gains *far hand*, *missive*, and *telekinetic punch* as talents. This ability replaces the discipline normally chosen at 1st level.

Ascendant Powers: When choosing his powers known, an ascendant psion adds the powers from the list below to his class power list. Selecting one of these powers as a power known still count against the ascendant psion's number of powers known.

1st – *Mind link*
2nd – *Read thoughts*
3rd – *Ectoplasmic form, escape detection*
4th – *Control body, mind control*
5th – *Mind probe*

6th – *Mind switch*
7th – *Ethereal form*
8th – *Psychokinetic sphere*
9th – *Tornado blast*

This ability replaces the power list normally gained when selecting a discipline.

Hide Mind (Su): At 2nd level, the ascendant psion cannot be identified as psionic by divination spells, clairsentience powers, or similar abilities unless the caster level or manifester level of the effect is 4 higher than the ascendant psion's manifester level. This ability replaces the discipline ability normally gained at 2nd level.

Assume Likeness (Su): An ascendant psion of 8th level can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. The ascendant psion's abilities do not change, but he appears to be that creature, relying on his Bluff and Disguise skills to deflect suspicion. Alternatively, the ascendant psion can simply alter his appearance to not look like himself. In either scenario, an ascendant psion gets an additional +10 circumstance bonus on Disguise checks when using this ability. This ability replaces the discipline ability normally gained at 8th level.

Telekinetic Force (Ps): An ascendant psion of 14th level can use *telekinetic force* as a psi-like ability once per day with a manifester level equal to his class level. Every two ascendant psion levels thereafter, the ascendant psion gains an additional daily use. The save DC is Charisma-based. This ability replaces the discipline ability normally gained at 14th level.

Ascension: Upon achieving 20th level, the ascendant psion has learned to shunt his physical body entirely, becoming a creature of pure energy. The ascendant psion becomes an unbodied, although he does not gain the manifesting ability of the unbodied and instead maintains his own manifesting ability gained from levels in psion. The ascendant psion's creature type changes to monstrous humanoid, and he gains the incorporeal subtype, including the deflection bonus to AC equal to his Charisma modifier (minimum +1). In addition, the ascendant psion can use his *telekinetic force* psi-like ability at will and is no longer limited to daily uses. This ability replaces the discipline ability normally gained at 20th level.

Menteur (Rogue)

Going undetected by the other races and moving unnoticed through their societies is a trick that is diligently studied by many elan rogues. These menteurs learn to use their psionic power to alter their appearance, abscond to a safe location, and talk their way out of most any situation.

Silver Tongued: A menteur adds 1/2 her level to Bluff skill checks made against an opponent's Sense Motive skill. This ability replaces trapfinding.

Undistinguished Features (Su): Beginning at 3rd level, by spending one power point as a full round action, the menteur can slightly alter her physical features to appear more common and less memorable. This ability grants the menteur a +4 circumstance bonus to Disguise checks to appear as someone other than herself for one hour, although the menteur cannot attempt to appear as another specific individual. In addition, any individual who saw the menteur while under this effect must make a Will save (DC 10 + 1/2 the menteur's class level + the menteur's Charisma modifier) to recall seeing the menteur. This ability replaces trapsense.

Safe Exit (Su): A 6th level menteur has learned to focus on a physical location and, using her internal psionic energy, return to that location. Setting the location is a full-round action that provokes attacks of opportunity and the menteur must be physically standing in the specified location.

After the location has been set and as long as the menteur is within 400 feet of the location, the menteur can teleport to it as a standard action that does not provoke attacks of opportunity. The menteur can bring along one additional creature of the same size or smaller as herself that she is physically touching, although if the creature or creatures touched are unwilling, a Will save (DC 10 + 1/2 the mentuer's class level + the menteur's Charisma modifier) leaves that creature behind. At 10th level and every four menteur levels thereafter, the menteur can bring along one additional creature, although all creatures must be in physical contact.

Although the location can be changed at any time as a full-round action that provokes attacks of opportunity, using this ability to teleport can only be done once per day.

This ability replaces the rogue talent normally gained at 6th level.

Menteur Rogue Talents

A menteur can select the below rogue talent if she meets the prerequisites. Other rogues may select it with GM permission.

Change Shape (Su): By expending her psionic focus, a menteur can assume the appearance of a specific humanoid as per *minor metamorphosis*, but does not gain any abilities from either the Enhancement Menu or Abilities Menu. This ability does not alter gear. The uncomfortable transformation takes 5 rounds to complete, during which the menteur is staggered. If the menteur studies her victim for at least 3 rounds, she receives a bonus to impersonate that individual of 1/2 her menteur level on Bluff checks, a bonus on Disguise checks equal to 5 + her menteur level, and a +1 bonus on Use Magic Device rolls to emulate the humanoid's race. A menteur remains in an assumed form even while unconscious, but reverts to her natural form should she die. Ending this transformation can be done as a free action, but similarly takes 5 rounds to complete, during which time the menteur is staggered. A menteur cannot be under the effect of this talent and undistinguished features at the same time. A menteur must be 3rd level to select this talent.

Pattern Wielder (Cryptic)

Many elan cryptics view the process of creating an elan out of another race as simply another example of bending the patterns of reality to suit their needs. Some of these elans recognize that the patterns from tattoos can similarly be used to alter the physical world and even the effects of psionic power, and form a more powerful bond with their tattoos, blending the psionic energy of their very being with that locked inside of the tattoo. This blending allows them to alter the nature of weapons, other creatures, and even psionic power itself.

Patterned Weapon (Su): At 2nd level, the pattern wielder is able to strengthen her weapon by imbuing it with the energy from her tattoos. As a move action, the pattern wielder can transfer the tattoo of one of her powers known onto or off of one manufactured weapon she is wielding. While on the weapon, the pattern wielder adds her Intelligence modifier (if any) to damage rolls made with that weapon. However, while the tattoo is on the weapon, the pattern wielder may not manifest the power represented by the tattoo. Should the weapon be destroyed, the tattoo returns to the cryptic's body unharmed. Tattoos of 0th level talents may not be used in this fashion. This ability replaces the insight gained at 2nd level.

Hurl Tattoo (Su): Starting at 4th level, the pattern wielder gains the ability to throw her psionic tattoos, those created with *Scribe Scroll*, with a range increment of 10 ft as a ranged touch attack. If the ranged touch attack is successful, the creature struck is affected by the power in the tattoo as if the struck creature had used the tattoo itself. This ability replaces rapid defense.

Tap Tattoo: A pattern wielder of 8th level gains the ability to use psionic tattoos to alter her psionic powers. When manifesting a power, the pattern wielder can expend her psionic focus to tap a psionic tattoo she is wearing. Doing so locks out the tattoo so that it cannot be used for 24 hours after being tapped, but the power manifested is treated as if it was affected by either the Empower Power or Extend Power feat. This ability replaces the insight gained at 8th level.

Forgeborn

Crafted out of a combination of flesh and bone with metal and stone, the forgeborn have an inclination for the studies of war and the wielding of psionic power. With no two forgeborn crafted quite the same way, there are many variations of the race, both in appearance and in skills. Occasionally, a forgeborn is created with an inclination for art, while others seek to learn more about the body and ways to alter it.

Forgeborn Adventurers

Forgeborn tend towards roles that involve them in combat or warfare, either by becoming tacticians and strategists, or by turning to warfare in a more direct manner as fighters and warriors. Forgeborn are straightforward and determined, knowing that your destiny is something you make yourself, not something that is handed to you.

Aegis: Many forgeborn favor the aegis since it naturally enhances their natural predispositions, creating a truly unstoppable force in war. Many forgeborn manifest their astral armor as mechanical in design.

Barbarian: For many forgeborn, there is a pent up energy inside them, that they learn to unleash against their foes in a frenzy of death and destruction. Some say this is anger, others claim it is life itself.

Bard: Few forgeborn choose the path of the bard. They have no oral history and little appreciation for entertainment without true purpose. If they do, they are often drummers.

Cleric: The call of the gods is strangely enough one that many forgeborn appreciate, seeking a deeper understanding of the nature of souls.

Cryptic: The forgeborn themselves are manifestations of the concepts the cryptics build their power and understanding on. As such, many forgeborn follow the path of the cryptic, to unlock their own power.

Dread: Few forgeborn understand fear, they themselves being hard to rouse emotionally, using fear and its psychic residue as a source of power is even harder to grasp for them.

Druid: Forgeborn are created, not born, and for this reason alone they lack an innate connection to nature. Those who do follow the path of the druid, do so in search of rekindling that connection they are lacking.

Fighter: Fighting comes second nature to many forgeborn, their fearless nature making them dangerous. Many choose to focus on advanced maneuvers to better take down their enemies, and heavy armors.

Marksman: Many forgeborn take quite easily to marksmanship, especially thrown weapons since it allows them to leverage their strength. Combined with their awakened psionic power, this makes them dangerous opponents on the battlefield.

Monk: Forgeborn who turn towards a monastic part do it most often in search of a way to turn their entire bodies into weapons, learning to require less than others while still being a powerful warrior.

Paladin: Strong warriors and dedicated, the forgeborn lack the inner drive and will that makes them shining examples of paladinhood. Yet the idea of selfless sacrifice resonates, and some choose this path.

Psion: Forgeborn are often contemplative and this often awakens an inner potential within them. This potential often manifests itself in a strong power over psychometabolism, perhaps a penchance born from an unnatural body.

Psychic Warrior: The essence of the psychic warrior is melding mind and body, a perfect example in the eyes of the forgeborn, who often follow this path both philosophically and traditionally.

Ranger: A few forgeborn relish the connection and solitude that comes from hunting in the wild, and often

choose the companionship of an animal in their treks.

Rogue: Few forgeborn appreciate the underhandedness that comes with being a rogue, yet even so there are many who are forced upon such a road by circumstance.

Soulknife: Many forgeborn view the path of the soulknife as an extension of themselves - they forged their own paths in destiny and their minds forge their own weapons.

Sorcerer: Few forgeborn can rekindle the connection to a bloodline in the veins of their old bodies, and even if they manage to, the connection is hampered by their unnatural bodies.

Tactician: The forgeborn take to the tactician unlike almost any other profession, yet they are cold and calculating leaders, not examples to be followed into combat.

Vitalist: Most often becoming battle medics, the few vitalists that can be found amongst the forgeborn often have a caring and almost doting view on their brethren.

Wilder: Wilders thrive on emotion and emotions are distant for most forgeborn. The contemplative wilder though can often be a path for forgeborn mystics intent on the more primal nature of wilders.

Wizard: Focused and dedicated studies, with more time from an extended lifespan leads many forgeborn to plunge into wizardry, to unravel the mysteries of the world around them.

Alternate Racial Traits

The following racial traits replace existing forgeborn racial traits. Consult your GM before selecting these options.

Crystal Skin: Some forgeborn are made from shining crystal, which protects them against rays, but isn't as sturdy as other minerals. A forgeborn with this trait gains a +2 bonus to its AC against ray attacks. In addition, once per day it can deflect one ray as an immediate action. This replaces natural armor.

Memory Matrix: There are some forgeborn who are created with an intuitive knack for knowledge or industry. A forgeborn with this trait picks a single Craft, Knowledge, or Profession skill. The forgeborn gains a +2 bonus to this skill and it is always a class skill. This ability replaces fearless.

Oreheart: A forgeborn with this trait can be raised and resurrected, but can also be healed by repair effects such as *reconstruction* as if it were a construct. The forgeborn heals only half as much from healing effects (other than effects which work on constructs, such as fast healing and repair effects) and takes only half damage from negative energy effects. This ability replaces source crystal.

Quickened Steps: Although most forgeborn are steady in their gait, some are designed for speed. Forgeborn with this trait have a speed of 30 ft. This replaces slow and steady and fearless.

Second Skin: Not all forgeborn have a naturally tough exterior, but instead are extremely comfortable in armor. A forgeborn with this trait reduces any armor check penalty from armor worn by 1 (to a minimum of 0) and can sleep in medium or heavy metal armor without suffering ill effects from sleeping in armor. This replaces natural armor.

Strange Mind: The process of death and rebirth as a forgeborn can sometimes warp the mind of the new forgeborn. A forgeborn with this trait gains a +2 bonus to Will-saves and an additional +2 bonus against illusion spells or effects. This replaces natural armor.

Favored Class Options

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

Aegis: Add +1/4 to customization points.

Barbarian: Add 1 to the total number of rage rounds per day.

Cryptic: Add +1/4 to the damage reduction gained from altered defense.

Dread: Add +1/2 to Intimidate checks.

Fighter: Add +1 to CMD against disarm and sunder attempts.

Paladin: Add +1 to saves against negative energy effects.

Psychic Warrior: Add +1/2 to concentration checks when manifesting psychic warrior powers.

Rogue: Add +1/2 to Disable Device checks.

Soulknife: Add +1/2 to CMB when attempting a disarm or sunder.

Tactician: Add +1/2 to concentration checks when manifesting tactician powers.

Racial Archetypes

The following racial archetypes are available to forgeborn.

Forgesteed Rider (Cavalier)

The study of warfare among the forgeborn has lead to the rise of a group of half-flesh, half-construct warriors that ride on the backs of mounts of similar origins.

Forgesteed: The forgesteed rider's mount is a mount that, like the forgeborn, has been reconstructed using some combination of minerals, metals, or crystal, and it is always in the form of a horse. This forgeborn mount, like the forgeborn, does not eat, breathe, or sleep, and has the psionic subtype. Should the forgesteed rider's mount die, the rider must spend one week in the process of creating and bonding with a new forgeborn mount. This ability replaces mount.

Linked Steed: A forgesteed rider's mount has a deep connection to its rider, granting it the use of all psionic feats the forgesteed rider has learned even if it does not

meet the prerequisites. This ability replaces the order normally gained at 1st level.

Challenging Steed (Ex): The forgesteed rider's mount gains the same bonuses as the rider against the target of the challenge. In addition, the mount gains a +1 bonus to AC against attacks from the target for every 4 levels of cavalier the rider possesses. This ability replaces the bonus normally gained to challenge from the rider's order.

Boost Steed (Ex): Starting at 2nd level, as a standard action, the forgesteed rider can increase his mount's Strength and Constitution by 2 for a number of rounds equal to 1 + the rider's Intelligence modifier (minimum 1 round). Every six cavalier levels beyond 2nd, this bonus increases by 2 points and lasts one additional round. This ability replaces the order ability normally gained at 2nd level.

Bonus Feat: The forgesteed rider can also select psionic feats as his bonus feats at 6th, 12th, and 18th level instead of only combat feats.

Life Link (Su): At 8th level, while mounted or within 30 feet of each other, neither forgesteed rider nor forgeborn mount can be brought below 1 hit point as long as the other has more than 1 hit point. All hit point damage in excess of that last 1 hit point is instead applied to the mount, if the rider is at 1 hit point, or to the rider, if the mount is at 1 hit point. When both are at 1 hit point, this ability ceases to work. In addition, the mount and rider are always treated as if under the effects of *mindlink* to the other. This ability replaces the order ability normally gained at 8th level.

Call Steed (Su): As a move action, a forgesteed rider of at least 15th level can summon his steed to his side as long as the steed is on the same plane as the rider. The rider can use this ability up to 1+ his Intelligence modifier times per day. This ability replaces the order ability normally gained at 15th level.

Ironborn (Fighter)

Your partially-constructed body can merge with your armor, making it as much a part of you as your mineral skin. As you master combat and war, your body begins to further integrate your armor, allowing you to master it to a degree no other warrior ever could.

Armor Aptitude (Ex): Starting at 2nd level, an ironborn learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, an ironborn can also move at his normal speed while wearing medium armor. At 7th level, an ironborn can move at his normal speed while wearing heavy armor.

This ability replaces bravery and counts as armor training for the purposes of prerequisites.

Iron Fists (Ex): Beginning at 2nd level, the ironborn gains two slam attacks whenever he is wearing medium or heavy armor. These slam attacks deal 1d6 points of damage each and are considered primary natural attacks. This ability replaces the bonus feat normally gained at 2nd level.

Durable Plating (Ex): At 3rd level, as long as the ironborn is wearing medium or heavy armor, he gains DR 1/-. This damage reduction increases by 1 every four levels thereafter, to a maximum of DR 5/- at 19th level. The damage reduction gained from durable plating stacks with that gained from adamantine armor. This ability replaces armor training.

Always Armored (Ex): At 4th level, the ironborn can sleep in any armor without being fatigued. This ability replaces the bonus feat normally gained at 4th level.

Fusing of Man and Metal (Ex): At 8th level, as long as the ironborn is wearing medium or heavy armor, the armor bonus to AC is increased by 1. This bonus increases by 1 every four levels thereafter. This ability replaces the bonus feat normally gained at 8th level.

Shatterproof (Ex): At 19th level, any time the ironborn's armor is targeted by a sunder attempt or would otherwise take damage, the damage is instead transferred to the ironborn. Any applicable hardness of the armor is applied before determining what (if any) damage is transferred to the ironborn. This ability replaces armor mastery.

Unifier (Tactician)

Amongst the forgeborn, there are those that are reborn on the battlefields, rather than after combat has ended. These unusual forgeborn have an innate understanding and appreciation for the theater of war.

Collective: A unifier's collective bond with others is forged by taking parts of the unifier himself and modifying the form of the intended collective member. The unifier can only add a single creature to his collective at a time and doing so takes one minute and both the unifier and the target creature suffer 1 hit point of damage from the creation of the link. At the time of entering the collective, the unifier selects a single customization from the aegis customization list that costs 1 customization point and is available as a 1st level aegis. As a swift action, the unifier can spend 1 power point to activate that customization for that collective member. The customization lasts until the beginning of the unifier's next turn.

Command the Field (Su): As a standard action, the unifier can create a telekinetic field around himself or a target within 30 ft. of the unifier and makes the immediate vicinity around the target hard to navigate. The target's square and all adjacent squares are considered to be difficult terrain for a number of rounds equal to the unifier's Intelligence modifier (minimum 1). The unifier can dismiss this effect as a free action. This effect does not move with the target and the unifier is not affected by the difficult terrain of the effect. At 5th

level and every four levels thereafter, the unifier can choose to increase the radius of the effect by 5 feet from the target's square, to a maximum radius of 20 ft. This ability can be used a number of times per day equal to 3 + the unifier's Intelligence modifier. This ability replaces coordinated strike.

Strength From Within: The unifier understands that an effective battle plan requires not only tactics, but the endurance to carry out those tactics. The unifier uses his Constitution modifier instead of his Charisma modifier for his strategies.

Strength through Unity: At 10th level, the benefits of the unifier's coordinate ability apply to all members of his collective, instead of only one. This ability replaces the strategy normally gained at 10th level.

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.

Half-Giant Adventurers

Half-giants who choose to become adventurers tend to be either the more free-spirited of the tribes, seeking their own path instead of following a tribe elder, or the rare half-giant looking for a more structured social life. Half-giants prefer to work with their hands over spending long amounts of time in study. Although many of them are deep philosophers, they prefer to spend time on physical activities during their days, saving engaging discussions and critical thinking for the quieter times of the night.

Aegis: Massive in size, a half-giant aegis typically focuses on the strongest, heaviest astral suit he can fashion, becoming an almost indestructible warrior. Many of these half-giants become the core of a particular tribe's protective group, or those venturing away from their tribe might become well-respected bodyguards.

Barbarian: Tribes of half-giants who would rather live in a more anarchic society over one with rule of law can often give rise to half-giant barbarians. These half-giants will typically choose to spurn other cultures and respond violently to outsiders for fear of being enslaved.

Bard: It is not uncommon for half-giants to desire to get out and see the world, enjoying the freedom of travel and exploration that tends to accompany the bardic lifestyle. It is not unusual for these half-giants to track down tales of oppression to see if they can help liberate the subjugated underprivileged.

Cleric: Although serving anyone is rare among half-giants, those who do find faith often serve deities who promote independence and freedom. These half-giants are often the spiritual leaders of their communities.

Cryptic: Half-giant cryptics are rare, but those who do exist often speak of the patterns they see as the secret to understanding the world. These half-giants usually try to explain the patterns of reality to others, but their unique insights and understanding more often cause them to be viewed as mentally unstable rather than keen philosophers.

Dread: Because most half-giants have an inborn fear of oppression and slavery, some choose to use that fear as a weapon, rather than letting it hold them back. These half-giants are often more intuitive in determining what an individual's unique fears are and them adjusting their tactics to the specific fears of that enemy.

Druid: Half-giant druids know that although the desert can be a cruel place to live, there is still beauty and life within it. These half-giants typically find the indigenous desert flora and fauna to be miraculous examples of life surviving despite any obstacle.

Fighter: Taking advantage of their physical prowess allows half-giants to be excellent fighters. Many will use two-handed weapons or battlefield control tactics to keep enemies where the half-giant wants, protecting his allies.

Marksman: Although most half-giants prefer to wade into melee combat, some few do study the ranged combat arts. These half-giants typically choose thrown weapons to take advantage of their natural strength and size.

Monk: It is quite rare to find a half-giant who seeks the discipline and focus to be a monk, most preferring to adjust to the shifting circumstances of the seasons. Those half-giants who choose the meditative and martial arts are usually seeking to better understand themselves and therefore introspective and philosophical in demeanor.

Paladin: The cause of liberty and protecting the weak is one that resonates with many half-giants, so half-giant paladins are not uncommon, although some do struggle with upholding the law if it means putting people into prison. Half-giant paladins are respected for their passion in looking out for those who would be oppressed or persecuted.

Psion: Half-giants who turn to the deeper study of the mental arts typically favor the study of energy, particular how to make and manipulate fire and better tolerate the hot environments they call home. Others might study the psychoportive powers, learning new ways to get out of and avoid bonds.

Psychic Warrior: Naturally suited to be psychic warriors, many half-giants take up this lifestyle, using their physical prowess and their innate psionic potential to become deadly combatants. These half-giants might be the elite guardsmen of a half-giant tribe or a traveling explorer, honing his skills while enjoying the freedom of the world at large.

Ranger: Half-giant rangers most often have a preference for dry and arid lands, since it suits their nature, although the freedom that travel brings means that some half-giants will find more humid or temperate

lands to their liking. The enmity of a half-giant is said to be legendary, so half-giant rangers are often brutal in meting out vengeance on their favored enemies.

Rogue: Although stealth and going undetected do not come naturally to the massive half-giant race, those who do choose the life of the rogue more often are smugglers or thugs, rather than thieves or cutpurses. These half-giants might work toward transporting runaways or protecting against bandits, using the bandits own tactics against them.

Soulknife: Half-giant soulknives most often choose to use two-handed mind blades, putting their size and strength to its most effective use. These half-giants rarely worry about finesse or speed, instead using brute force to overpower and defeat enemies.

Sorcerer: The rare half-giant sorcerer is often from a fiery bloodline, giving them a deeper connection to the hot environments where they often reside. The ancient history of half-giants' ties to sorcerers makes others of their culture wary of those born with magic. Half-giant sorcerers often take pleasure in starting and witnessing fires, viewing fires as cleansing and purifying, rather than as a destructive element.

Tactician: It is exceptionally rare to find a half-giant tactician, as most view the mental network a tactician creates as a sort of mental slavery. The few half-giants who do become tacticians often do so for the protection of the tribe or their collective and strive to prove that the mental bond is not used to control, but only to help. Those half-giants who turn their collective bond into a form of control are brutally hunted down by the rest of their tribe for their violation of individual freedom.

Vitalist: Half-giant vitalists are more common than tacticians, as the healing nature of the vitalist allows more acceptance of the collective bond. These half-giants might be the tribal medic or a half-giant seeking to learn new techniques and healing methods outside of the fractured and constantly-shifting half-giant tribes.

Wilder: The fear of subjugation and the joy of freedom give many half-giants the emotional surges necessary to become wilders. These half-giants are often hot-headed in nature, which combined with their size, can make them dangerous to friend and foe alike. The more talented half-giant wilders have learned to leash their emotions in a fashion similar to maenads, and come off as cold and calculating, until they let loose a burst of the bottled emotions pent up inside.

Wizard: Half-giant wizards are exceedingly rare, as the nomadic and shifting lifestyle of the half-giant tribes makes for a poor environment for the rigorous and focused training needed to be a wizard. Those rare half-giants who do become wizards often travel outside of their tribes and into more structured societies to do so.

Alternate Racial Traits

The following racial traits replace existing half-giant racial traits. Consult your GM before selecting any of these new options.

Cold Acclimated: Although most half-giants reside in desert regions, some have grown toughened against colder extremes. Half-giants with this trait receive a +2 racial bonus on saving throws against all cold spells, powers and effects. This replaces the fire acclimated trait.

Flame of Freedom: Half-giants have an affinity for heat and fire. Half-giants with this trait gain a +1 racial bonus to their manifester level on powers with the Fire descriptor. This trait replaces the half-giant psionics trait.

Juggernaut: Physically imposing, some half-giants are especially gifted at manhandling opponents in combat. Half-giants with this trait gain a +1 racial bonus to their CMB on bull rush, overrun, and trip attempts. This trait replaces the half-giant psionics and survivor traits.

Liberty or Death: The history of the half-giants speaks of them once being an enslaved race. Some half-giants have a built-in defense against being subjugated against their will. Half-giants with this bonus gain a +2 racial bonus on

saving throws against mind-affecting effects. This trait replaces the fire acclimated trait.

Psionic Resonance: Although considered by the uninformed to be violent and primitive as a race, many half-giants have a natural affinity to handling psionic items. Half-giants with this trait gain a +2 racial bonus to Use Magic Device checks to activate an item or to use a power stone. This trait replaces the survivor trait.

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.

Aegis: Add +1 to the aegis's CMD when resisting a bull rush or grapple.

Barbarian: Add 1 to the half giant's total number of rage rounds per day.

Cryptic: Add +1 to the cryptic's CMD when resisting a grapple or trip.

Paladin: Add +1/2 to the paladin's smite evil damage rolls.

Psychic Warrior: Add +1/2 to the psychic warrior's manifester level when manifesting a path power.

Sorcerer: Add +1/2 to fire spell damage.

Soulknife: Add +1/2 to the soulknife's CMB when attempting a sunder or overrun.

Vitalist: Add +1/2 to the half-giant's Heal checks.

Wilder: The wilder gains 1 psionic talent.

Racial Archetypes

The following racial archetypes are available to half-giants.

Kinslayer (Ranger)

In their distant past, half-giants were made from human and giant stock. In the centuries since, they have become a culture unto themselves, yet some among them view their giant heritage as an affront to their civilized nature. These half-giants see their giant cousins as savages who must be eliminated for the greater good.

Favored Enemy: At 1st level, the kinslayer must choose humanoid (giant) as his favored enemy. His future favored enemies may be chosen as normal. In addition, when the kinslayer makes trip attempts against creatures of the humanoid (giant) subtype, he doubles his favored enemy bonus for the trip attempt and can make trip attempts regardless of the creature's size compared to his own.

Hunter's Companion: The kinslayer must choose an animal companion at 4th level from those normally available to a ranger. When the kinslayer and his animal companion are flanking the same enemy of the humanoid (giant) subtype, the bonus they gain for flanking is increased by 2. In addition, the kinslayer and his animal companion are able to communicate telepathically as long as the kinslayer is maintaining psionic focus, with a range of 100 ft + 10 ft. per ranger level. This communication does not make the animal companion any more intelligent, so this typically results in the kinslayer giving commands to the animal companion or simple questions and answers. This ability replaces hunters bond.

Psionics (Ps): Starting at 4th level, the kinslayer gains access to *expansion* as a psi-like ability usable once per day and an additional time per day every four kinslayer levels thereafter (2 at 8th, 3 at 12th, 4 at 16th, 5 at 20th). The kinslayer may choose to use this psi-like ability on his animal companion instead of on himself, treating the psi-like ability as having a range of touch.

At 8th level, the kinslayer gains *animal affinity* as a psi-like ability usable once per day and an additional time per day every four kinslayer levels thereafter (2 at 12th, 3 at 16th, 4 at 20th).

At 11th level, the kinslayer gains *mental barrier* as a psi-like ability usable once per day and an additional time per day every four kinslayer levels thereafter (2 at 15th, 3 at 19th).

At 14th level, the kinslayer gains *slip the bonds* as a psi-like ability usable once per day and an additional time per day 18th level.

All of these psi-like abilities gained are treated as having a manifester level equal to the kinslayer's class level -3 and are applicable for use with the share spells ability of the animal companion.

This ability replaces spellcasting.

Shared Favor (Ex): Once a kinslayer has reached 7th level, his animal companion is treated as having the kinslayer's favored enemy ability against humanoid (giant) creatures, with the same bonuses against that favored enemy as the kinslayer's. This ability replaces woodland stride.

Thunderjarl (Psychic Warrior)

None are as respected amongst the half-giants as is the thunderjarl, for it is said that he holds the thunder of the storm in his hand. Few can withstand his terrifying wrath, which summons the rumble and crack of thunder, striking down his enemies and laying them bare before him.

Psionic Weapon: At 1st level, the thunderjarl gains Psionic Weapon as a bonus feat. In addition, if the thunderjarl is wielding a weapon with two hands, the damage dealt when expending psionic focus for Psionic Weapon is increased by 1d6 points of damage. This replaces the warrior's path normally gained at 1st level.

Intimidate: A thunderjarl adds Intimidate to his list of a class skills.

Stomp: At 1st level, the thunderjarl gains the *stomp* power as a power known. When manifesting *stomp*, the thunderjarl can expend a daily use of his *stomp* psi-like ability to manifest the power augmented to his

full manifester level without paying any power point cost, although such a manifestation is not eligible to be affected by metapsionic feats or similar effects that would normally increase the cost of manifesting the power. In addition, when manifesting *stomp*, the thunderjarl can choose for the power to deal lethal instead of nonlethal damage and gains the additional augment options below. This functions in all other ways as manifesting a power normally.

Augment: In addition to the normal augment options, you can augment this power in the following ways.

If you spend 2 additional power points, allies in the affected area are not subject to the effects of this power.

If you spend 2 additional power points, the area affected becomes a 10 ft. burst centered on you.

This replaces the path power normally gained at 1st level when selecting a warrior's path, but counts as a path power for the purposes of the half-giant's alternate favored class bonus.

Large and In Charge (Su): Beginning at 3rd level, when the thunderjarl is maintaining psionic focus, he gains a +1 bonus to his CMD. When performing a combat maneuver, the thunderjarl can expend his psionic focus to gain this bonus to his CMB for that combat maneuver. At 7th level and every four thunderjarl levels thereafter, the bonus increases by 1. This ability replaces the expanded path ability normally gained at 3rd level.

Thundering Charge (Su): At 4th level, the thunderjarl can spend a daily use of his *stomp* psi-like ability when making a charge attack. The target of the charge must make a Reflex save (DC 10 + 1/2 thunderjarl level + Wisdom modifier) before the charge. If the target fails the Reflex save, the target is knocked prone. The thunderjarl must then charge the target regardless of the outcome of the *stomp* as long as the target is still eligible to be charged, otherwise, the thunderjarl's charge action is wasted. This ability replaces the path skill ability.

Greater Psionic Weapon: The thunderjarl gains Greater Psionic Weapon as a bonus feat at 6th level. In addition, if the thunderjarl is wielding a weapon with two hands, the bonus damage dealt when expending psionic focus for Psionic Weapon is increased by an additional 1d6 points of damage. This damage stacks with the bonus damage from the thunderjarl's 1st level ability. This replaces the martial power ability.

Thundering Smash (Su): Once a thunderjarl has reached 9th level, when he confirms a critical hit with a melee weapon, he can immediately manifest *stomp* as a swift action without paying any power points, automatically augmented up to his manifester level. If the thunderjarl has already used his swift action, this ability cannot be used. This ability replaces secondary path.

Opportunistic Stomp: At 12th level, the thunderjarl has learned to capitalize on the confusion his racial ability can cause. Anytime the thunderjarl manifests *stomp*, he can make one attack of opportunity against any creature affected by that manifestation that fails the saving throw, provided he is within reach of the affected creature. These attacks of opportunity do not count against the thunderjarl's normal limit of attacks of opportunity per round (normally 1) and he can make a total number of these attacks of opportunity per round up to his Wisdom modifier (minimum 1), but only for this ability. This ability replaces twisting paths.

Empowered Strike (Su): When making a melee attack as part of an attack action, a thunderjarl of at least 15th level can expend his psionic focus and empower his attack with the energy of his stomp ability. If the attack is successful, the thunderjarl can make a free bull rush, reposition, or trip combat maneuver against that opponent. This combat maneuver does not provoke attacks of opportunity. If the thunderjarl expends a daily use of his *stomp* psi-like ability while using this ability and chooses to make the free bull rush attempt, he does not need to follow the target as it is pushed back. This ability replaces pathweaving.

War Hulk (Aegis)

With their naturally imposing physique and strength, many half-giants accept the role of being a powerhouse that uses size and muscle to obliterate enemies, adding the defensive properties of the astral suit to further augment their inborn abilities.

Special: The aegis must have the powerful build racial trait to take the war hulk archetype.

Astral Suit: The war hulk can only form his astral suit into the astral juggernaut form. He is not able to select the astral skin or astral armor forms. His astral suit otherwise functions as normal.

Hulking Smash: While the war hulk is wearing his astral suit, he gains a slam attack as a primary natural attack that deals 1d8 points of damage. This ability replaces astral repair.

Reinforced Plating: A war hulk of 4th level's astral suit is more durable than that of the typical aegis, improving the damage reduction gained while the suit is active by 1. At 8th level and every four levels beyond that, the damage reduction increases by an additional 1. This ability replaces augment suit.

Toughness: A war hulk of 2nd level gains the Toughness feat. This ability replaces craftsman.

Immovable Mountain: A war hulk of 5th level has learned to use his astral suit to resist attempts to move him against his will. The war hulk gains a +1 bonus against bull rush, trip, drag, or reposition attempts while his astral suit is active. Every four war hulk levels thereafter, this bonus increases by 1. This ability replaces Master Craftsman.

Devastating Smash: A war hulk of 6th level increases the damage done with his slam attack to 2d8 points of damage. At 11th level and 16th level, this damage increases by an additional 1d8 of damage. This ability replaces the customizations point gained at 6th level.

Hulking Hurl: Beginning at 12th level, the war hulk gains the ranged attack customization as a bonus

customization, but can form a boulder from the ectoplasm instead of a small shard of crystal. When using the ranged attack customization as a standard action, the damage is twice the base damage of his slam attack, plus his Strength modifier, and deals bludgeoning instead of piercing damage. The boulder dissipates after the attack, regardless of if it struck the target, and maintains any size increase from effects like *expansion* once thrown. This ability replaces cannibalize suit.

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 performers.

Maenad Adventurers

The allure the sea holds for maenads means they are typically found in coastal societies. The way maenads choose to adapt to the world around them, either through mastering their emotions or letting their emotions master them, can cause them to be lonely for alienating others, or to crave excitement to fuel their emotional outbursts.

Prone to emotional outbursts, maenads are more tolerated than accepted by the other races. Those maenads who can learn to harness their emotional turmoil find that these social stigmas are not so deep-seated and can easily integrate with others.

Aegis: Maenad aegii often enjoy the fluid nature of the astral suit and its ability to mold to suit their current mental state. A maenad aegis is prized on a ship for his ability to perform repairs, even fix underwater damage, with speed, skill, and efficiency.

Barbarian: The wild emotional outbursts that maenads experience make them naturally suited to become barbarians. Their innate abilities combined with the power of rage make for dangerous combatants.

Bard: Maenad bards find that their nautical nature gives them the worldly experience needed to learn and craft stories to captivate crowds. They might be respected historians or entertaining performers, but they are welcome in nearly any berth.

Cleric: Maenads of faith often find themselves drawn to deities of the ocean or weather. They are often fickle in behavior, mirroring the nature of the sea and storms.

Cryptic: Maenad cryptics use the cold logic that helps them control their emotions to recognize the patterns of the world around them. They are often able to pick up things that others would miss.

Dread: Fear is common for the ocean-faring maenad race, for the sea holds both salvation and destruction in her embrace. The maenads who tap into this fear and become dreads are feared and respected, for their own control of their fear is something most maenads seek.

Druid: The maenad connection to the ocean is one that can easily lend itself to the life of a druid. The maenads often seek out aquatic companions and live in shallows rather than structures on dry land.

Fighter: Maenad fighters are common on the crew of a ship, where the threat of pirates and sea monsters warrants those able to handle a weapon. Whether a maenad is part of an admiral's fleet or on a pillaging frigate, they are welcomed to help protect against the dangers of life on the ocean.

Marksman: Maenad marksmen recognize that ranged weapons are not just effective, but necessary when traveling on the sea. They are prized for their ability to fend off attacks and raiders and often hold positions of respect on ships.

Monk: The emotional control needed for a maenad lends itself well to the discipline needed to become a monk. Maenad monks learn to use their emotions, rather than allowing their emotions to dictate their actions.

Paladin: Although rare, some maenads will occasionally feel compelled to fight for lawful good views and to protect the weak.

Psion: Maenad psions most often focus their studies on creation or the manipulation of energy. These maenads are prized by their society for their ability to protect against the unpredictability of the ocean they are drawn to.

Psychic Warrior: Innately psionic, some maenads enjoy combining that part of their nature with combat training, particularly using powers as a means of defense in order to avoid wearing armor while on deck.

Ranger: While maenads might need to control their emotions to avoid being a danger to themselves and those around them, they are also good at holding grudges, making maenad rangers particularly effectively. They often prefer coastal or aquatic environments, although some few enjoy the urban ports to which they travel.

Rogue: Maenad rogues are most typically found as cutthroats and smugglers. Being light on their feet is something picked up from life on a boat and gives these maenads skill at avoiding detection.

Soulknife: The thrill of martial combat is one that some maenads enjoy, and those who tap into their own psionic nature often pick the path of the soulknife. These maenads might be sellswords or a captain's bodyguard, pillaging pirates or dangerous assassins, but they almost universally enjoy the thrill of combat.

Sorcerer: Maenad sorcerers are often of a destined bloodline, which has a tendency to find acceptance within the superstitious race's culture. These maenads are often respected for their ability to defy the odds.

Tactician: A maenad tactician often is among those of his race with excellent control over the raging emotions within his psyche. These maenads are respected for their logic and their ability to determine the best course of action, even if it is not the most popular choice.

Vitalist: Maenad vitalists often choose to learn how to prevent damage, which keeps a ship running, rather than healing the wounded. These maenads might be the village's healer or a ship's medic, but are afforded a place of respect in the society.

Wilder: When others see a maenad, they assume him to be a wilder, since the two seem to be a natural pair. Indeed, the surge of emotions maenads naturally experience fuels a wild surge well, so many maenads choose embrace their emotional rollercoaster nature.

Wizard: Maenad wizards, while rare, often find that the control needed for emotional control works well in the study of the arcane arts. Although sometimes viewed warily by others in their society, they are respected for the control such study requires.

Alternate Racial Traits

The following racial traits replace existing maenad racial traits. Consult your GM before selecting any of these new options.

Born to Lead: As a seafaring race, some maenads seem to be bred to be a captain or admiral. Maenads with this trait gain a +2 racial bonus to Diplomacy and Knowledge (Nobility) checks. In addition, he gains proficiency with the rapier and whip, weapons used by the leaders of the maenad fleets. This trait replaces the Natural Sailor, Sonic Affinity, and Weapon Familiarity traits.

Crystal Resonance: Some maenads are able to arrange the crystals embedded in their skin to form resonating frameworks for their psionic circuits. A maenad with this trait gains a +1 racial bonus to the effective manifester level of any psionic tattoo he activates. He may also apply the bonus from Sonic Affinity to any psionic tattoo he uses which has the Sonic descriptor. This trait replaces the Maenad Psionics trait.

Crystallized Skin: There are the rare maenads who have skin where the crystalline flecks are more advanced than others of their race. A maenad with this trait gains a +1 natural armor bonus to his Armor Class. This trait replaces the Outburst trait.

Shore-Bound: While most maenads are natural sailors, some maenads are more at ease on solid ground. Maenads with this trait gain a +2 bonus to Acrobatics checks as long as he is standing on the ground. This ability replaces Natural Sailor.

Tempestuous Temper: Some maenads are less disciplined than their brethren, constantly losing control of their emotions and suffering frequent mood swings. Whenever a maenad with this trait maintains psionic focus (including via such means as Psicrystal Containment), he is treated as Lawful for the purposes of any spells, magic items, etc. that he may be using or that may affect him; whenever he does not have psionic focus, he is treated as Chaotic for such purposes. In addition, the maenad may expend psionic focus as a swift action to gain a +2 bonus to Strength, but suffer a -2 penalty to Intelligence and Wisdom, until the end of his turn. This replaces Outburst and Inner Rage.

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.

Barbarian: Add 1 to the maenad's total number of rage rounds per day.

Bard: Add 1 to the maenad's total number of bardic performance rounds per day.

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

Fighter: Add +1/3 to the maenad's saving throws against powers with the sonic descriptor.

Psychic Warrior: Add +1/2 to the maenad's manifester level when manifesting powers that grant a bonus to AC.

Soulknife: Add +1 to the soulknife's CMD against disarm or trip attempts.

Wilder: Add +1/4 round to the duration of the wilder's surging euphoria.

Racial Archetypes

The following racial archetypes are available to maenads.

Banshee (Wilder)

Where most maenads learn to internalize their raging emotions, there are those that master it another way, expressing it through a terrible wail that brings people to their knees and breaks the sturdiest wood. Banshees are dangerous individuals, capable of melding their racial abilities with the emotional tide of the wilder.

Surge Blast: The banshee's surge blast is an empowered scream that is focused and targeted at a single creature and deals sonic damage instead of force damage. When the banshee makes a successful attack with her surge blast, the target must make a successful Fortitude save (DC 10+ 1/2 the banshee's wilder level + the banshee's Charisma modifier) or be dazed for 1 round and deafened for one minute. Once affected by this effect, a target cannot be affected by the daze effect again for one minute. The banshee cannot use this ability if she cannot speak, such as being in an area under the effects of *silence*.

Sonic Insight: At 2nd level, any time the banshee takes either the Expanded Knowledge or Extra Power Known feat and chooses a power with the sonic descriptor, she can choose a second power with the sonic descriptor to learn at the same time. Powers like *energy ray* that can have the sonic descriptor count for this benefit, but if the second power chosen allows multiple energy types, such as *energy ray*, that power can only be manifested with the sonic option selected. The banshee gains the following augment option for any power with the sonic descriptor:

Augment: By spending 2 additional power points, the target of the power must make a Fortitude save or be dazed for 1 round. If the power does not normally allow a save, calculate the save DC based upon the level of the power.

This ability replaces elude attack.

Banshee's Wail: At 4th level, the banshee gains a +1 bonus on attack rolls made with sonic powers and a +1 bonus to the save DC of powers that she manifests with the sonic descriptor. These bonuses also apply to the banshee's surge blast. The bonus increases +2 at 12th level and +3 at 20th level. This ability replaces surging euphoria.

Disciple of the Raging Sea (Monk)

Every maenad learns to control their emotions, only allowing their inner rage to spill forth in controlled outbursts, but for the disciple of the raging sea, their intense meditations and discipline also allows them to unleash a terrifying rage when needed.

Unyielding Anger: When the disciple of the raging sea uses his racial outburst ability, the bonus to Strength is increased to +4. If the disciple of the raging sea expends his psionic focus when activating his racial outburst ability, this bonus is increased to +6 for the first round of the outburst. This ability replaces Stunning Fist.

Eye of the Storm: Starting at 2nd level, the disciple of the raging sea can choose to gain a rage power in place of one of his monk bonus feats. The disciple of the raging sea must meet any prerequisites of the rage power, and his barbarian level is considered to be his monk level for the purposes of which rage powers he can select. A disciple of the raging sea does not gain the ability to rage, instead, his rage powers activate when he is under the effects of his racial outburst ability. This state of emotional fervor is draining. After a disciple of the raging sea ends his racial outburst ability, he must wait one minute before beginning another outburst. He may spend 2 *ki* points as a swift action to gain a burst of energy and ignore this resting period.

Raging Ki: At 4th level, the disciple of the raging sea can spend *ki* to extend a use of his outburst racial ability as with power points, but one *ki* point is considered equal to two power points.

Reaving Raider (Rogue)

Some maenads choose the life of the pirate over that of more reputable work. These reavers are known for taking enemies hostage for ransom, boarding enemy vessels by using their racial ability to knock enemies away from the ship's edge, and doing it all while wearing heavier armor than one would expect of a pirate.

Weapon and Armor Proficiencies: The reaver gains medium armor proficiency.

Take Captive (Su): While maintaining psionic focus, the reaver can choose to deal nonlethal damage with weapons that otherwise deal lethal damage without incurring the -4 penalty on the attack rolls. In addition, when the reaver confirms a critical hit with an attack that deals nonlethal damage, he can expend his psionic focus to try to knock the enemy out, although a successful Fortitude save (DC 10 + 1/2 the reaver's class level (rounded down) + the reaver's Charisma modifier) negates this effect. This ability replaces trapfinding.

Clear the Rail (Su): Once a reaver has reached 3rd level, when he activates his racial outburst ability, he can choose to forego the benefit of the ability (although he still suffers all appropriate penalties) and direct the energy from the outburst into a sonic blast at a single enemy within a 30 ft. range. The reaver makes a ranged bull rush attempt at the target, using his Charisma modifier instead of his Strength modifier and using his character level in place of his base attack bonus. This ability does not provoke an attack of opportunity and the reaver does not move with the targeted enemy. This ability replaces trap sense.

Disrupting Scream (Su): A reaver of 8th level can activate his racial outburst ability and choose to forego the benefit of the ability (although he still suffers all appropriate penalties) to attempt to knock an adjacent enemy off guard as a swift action. The targeted enemy must make a successful Reflex save (DC 10 + 1/2 the reaver's class level (rounded down) + the reaver's Charisma modifier) or be treated as flat-footed for the reaver's next attack made on the reaver's turn. This ability replaces the rogue talent normally gained at 8th level.

Noral

Bonded with their erliss symbiote, norals have a natural inclination to study interactions with other races and to seek peaceful resolutions instead of armed conflict. Those who do take up arms often do so to hunt down war criminals, rather than for the thrill of battle. Those norals who do not follow the path of peace more often turn toward domination and subterfuge rather than through direct fighting.

Noral Adventurers

Norals are peacekeepers and diplomats and tend towards non-combat if they can, yet their strong psychic abilities also makes them very capable of both defending themselves and hunting down those they view as their enemies.

Aegis: Most norals who choose to follow the path of the aegis do so as bodyguards, helping keep others alive. Many diplomats view it as the highest honor to have an aegis shield their life.

Barbarian: The rage that defines a barbarian is rarely found amongst the norals, and the few who embrace it are usually outcasts from noral society for their reckless behavior and inability to master their emotions.

Bard: Performing rousing speeches and defeating your opponent in verbal dialogue are considered some of the highest forms of art, something which spawns many bards amongst the norals.

Cleric: Most often choosing to become clerics of peaceful gods, the norals as a people appreciate the higher mysteries of the world, aligning themselves with gods who favor knowledge and mystery too.

Cryptic: Few norals view the talents of the cryptics in much regard, looking for patterns and using them in destructive purposes. A few choose to search for patterns that unite rather than tear apart, becoming the noral cryptics.

Dread: Utilizing fear against others is a fantastic way to end conflicts without casualties, and many norals appreciate how fear can be a powerful dissuader from conflict.

Druid: Unity with nature is a great philosophical matter amongst the norals, headed by a large faction of druids whom seek to live in peace both with others and nature, to ensure their survival in the future.

Fighter: Noral fighters focus on heavy armor and defensive fighting, knowing that they can wear down their enemies. Many fighters favor the ability to take down enemies without having to kill them.

Marksman: Very few norals appreciate the complexity of ranged combat, by itself also viewed as a lesser complement of mental combats. The few noral marksmen however complement physique with strong minds.

Monk: A monastic view, dedicated to finding and understanding your inner self tends to be viewed with something of an extension of the noral society and thus many norals are drawn towards it.

Paladin: While many norals can appreciate the idea of the holy warrior, it is by nature an offensive role. Noral paladins prefer to focus on defending their communities from evil rather than crusading against it.

Psion: Many amongst the norals choose to become telepaths, taking up an already existing telepathic skill and expanding on it. Seers and shapers are also very popular, while the other disciplines are less well explored.

Psychic Warrior: Most norals who become warriors do so under monastic training, honing their bodies and minds not to fight, but as an exercise of perfection. Unfortunately, their skills are needed more than ever.

Ranger: Hunting to feed your comrades, companionship under a common goal. These are some of the most powerful reasons so many norals become rangers, using their psychic abilities to enhance their hunt.

Rogue: Sometimes it is necessary to handle things discreetly, something the norals are painfully aware of. Even while they do not approve of the morality, they understand the necessity, becoming unwilling rogues.

Soulknife: Viewed by many as a higher form of monasticism, learning to form and control the mind blade is seen as the ultimate expression of the mind over the physical world and many norals strive for this.

Sorcerer: Tainted bloodlines are very rare amongst the norals, most often purged by the erliss bonding. Those few who find themselves with arcane blood often become wanderers, feeling different from their kin.

Tactician: Second only to the vitalist, the tacticians are appreciated, yet their combative focus makes their telepathic communion less inviting and more driven by a rising need to protect the norals.

Vitalist: No role is as appreciated amongst the norals as the vitalist, healer of communities and keeper of the peace. Joining people into mental communion, they are viewed as central to the functioning of society.

Wilder: Submitting yourself to the raging emotions is often seen as a weakness, and thus many whom find themselves drawn by this are turned towards the path of the contemplative instead, mastering their emotions.

Wizard: Taking control over the physical world can sometimes be necessary to ensure peace and prosperity and amongst the noral the social world of the academies is viewed as an epitome of professionalism.

Alternate Racial Traits

The following racial traits replace existing noral racial traits. Consult your GM before selecting any of these new options.

Empathic Persuasion: Some norals are skilled at subtle psychic manipulation, despite their fellow norals' dislike of such. Once per day, the noral may manifest *empathic connection* as a psi-like ability (manifester level equal to 1/2 the noral's Hit Dice, minimum 1). This replaces noral psionics.

Feral Erliss: While a noral bonding with an erliss typically results in improved mental abilities, sometimes it results in the noral taking on more feral aspects. A noral with this trait gains two claw attacks that deal 1d4 points of damage and gains a +2 racial bonus on Survival checks. This replaces gift of tongues and symbiotic resistance.

Master of Deception: All norals are skilled at interacting with other races, but some are unusually skilled in subterfuge. A noral with this trait gains a +4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie. In addition, once per day, the noral can roll twice when making a Bluff or Diplomacy check and take the better roll. This replaces noral psionics.

Resilient Symbiote: The bonding process with an erliss can sometimes unlock a psionic ability to protect instead of attack. A noral with this trait gains the ability to use *vigor* as a psi-like ability once per day (manifester level equal to noral's character level.) This replaces noral psionics.

Symbiote Sensitivity: Some norals have an erliss that can grant the ability to detect nearby psionic activity. A noral with this trait gains *detect psionics* as a psi-like ability usable at will (manifester level is equal to the noral's character level). This replaces noral psionics.

Symbiotic Sentry: Some erliss take a more passive role in protecting the noral, warning their host when subject to psychic attack. When the noral fails a Save against a mind-affecting effect, he may immediately roll a second Save; if the second Save is successful, he is still affected by the effect, but he is at least aware of a psychic attack and his failure to block it, even if he

does not know the exact attack or its consequences (thus, he may take defensive precautions, such as manifesting dispel psionics on himself or casting protection from evil, if possible). Once per day, if the second Save is successful the noral may choose to use that result in place of the first roll. This replaces symbiotic resistance and symbiotic surge.

Favored Class Options

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

Bard: Add 1 to the total number of bardic performance rounds per day.

Cryptic: Add +1/2 to the damage of disrupt pattern.

Dread: Add +1/2 to daily use of terrors.

Druid: Add +1/2 to Handle Animal and wild empathy checks.

Paladin: Add +2.5' to the range of detect evil when focusing on a single target.

Psion: Add +1/2 to concentration checks when manifesting psion powers.

Ranger: Add +1/2 to Bluff, Perception, and Sense Motive checks against one of his favored enemy types.

Rogue: Add +1/3 to Bluff and Sense Motive checks.

Soulknife: Add +1/2 to psychic strike damage.

Tactician: Add +1/2 to the maximum number of creatures allowed in the collective.

Vitalist: Add +1/2 to the maximum number of creatures allowed in the collective.

Racial Archetypes

The following racial archetypes are available to norals.

Pacifist (Vitalist)

Nothing will turn a confrontation from a disagreement to an outright brawl like someone dying. Pacifists are focused on keeping people alive, softening blows to allow peacekeepers a chance to bring the combatants back to the negotiating table.

Vitalist Method: The pacifist must choose the guardian or intercessor method.

Touch of Pacifism (Su): Pacifists focus on keeping people alive, rather than hurting their enemies, even turning enemies' and allies' attacks into subduing strikes. At 3rd level, the pacifist can as a standard action make a touch attack against a creature. The attack deals a number of nonlethal hit points of damage equal to the pacifist's vitalist level + his Wisdom modifier + 3. In addition, the target creature's next attack that deals hit point damage instead deals nonlethal damage and the next attack against the target creature that deals hit point damage instead deals nonlethal damage. This effect lasts for a number of rounds equal to the pacifist's Wisdom modifier. This ability can only be used on creature's with a Constitution score. At 7th level, the pacifist can use this ability as a ranged touch attack with a range of 30 feet. This ability replaces steal health.

Let's Talk (Ex): At 5th level, a pacifist can as a standard action make a Diplomacy check against an enemy with an Intelligence of 1 or higher (DC 10 + 1/2 the target's hit dice + the target's Wisdom modifier) to convince the enemy to talk instead of fight. If the Diplomacy check was successful, the target's starting attitude is improved by one step.

Should the target choose to fight anyway and the Diplomacy check successfully improved the target's starting attitude, the target is shaken for a number of rounds equal to the pacifist's Wisdom modifier. This ability can be used a number of times per day equal to 3 + the pacifist's Wisdom modifier. This ability replaces request aid.

Lessen Wounds (Su): At 8th level, the pacifist can as an immediate action expend his psionic focus to convert an amount of lethal damage equal to double his class level from one member of his collective into nonlethal damage of an equal amount. This ability replaces swift aid.

Peacekeeper (Telepath)

For norals, standing neutral as other races and nations go to war has long been a viable strategy. But over time, war drains resources and affects even neutral parties, so more and more the norals turn to "peacekeeping", seeking to diffuse hostility and end conflicts.

Peace Through Force: At 2nd level, the peacekeeper gains the following augment options that can be used with any telepathy power.

By spending two additional power points, the target is also dazed for 1 round if they fail their save. If the power does not normally allow a saving throw, the target can make a Will save at the standard save DC for the power to negate this effect.

By spending six additional power points, the target is also stunned for 1 round if they fail their saving throw. If the power does not normally allow a saving throw, the target can make a Will save at the standard save DC for the power to negate this effect.

In addition, whenever the peacekeeper manifests any power that deals hit point damage, he can expend his psionic focus to have it deal nonlethal damage instead.

This ability also works for their racial mind thrust psi-like ability.

This ability replaces mental intrusion.

No Raised Hand (Su): At 8th level, as long as the peacekeeper maintains psionic focus, anyone wanting to attack the peacekeeper must make a successful Will save (DC 10 + 1/2 the peacekeeper's class level + the peacekeeper's Intelligence modifier) or it can't follow through with the attack, that part of its action is lost, and they take a -1 morale penalty to all saving throws against

powers manifested by the peacekeeper until the end of their next turn. A creature that succeeds on the saving throw is immune to this effect for 24 hours. Area effects are not subjected to this effect.

By expending his psionic focus as a move action, the peacekeeper can share this ability with all allies within 30 ft. for one round.

This is a mind-affecting effect.

This ability replaces telepathy.

Shadow Hunter (Inquisitor)

When wars erupt, they claim victim after victim, but sometimes the vilest of conflict's participants escape justice for their reprehensible actions against others. The noral shadow hunters work to track these criminals of war down and punish them for their offenses. Some shadow hunters even act proactively, disposing of potential criminals and threats before they have a chance to hurt anyone.

Hunter's Grace (Ps): Shadow hunters must be capable of working in tandem and then silently striking at their enemies. A shadow hunter can manifest mindlink as a psi-like ability a number of times per day equal to 3 + his Wisdom modifier.

At 8th level, the shadow hunter can manifest cloud mind as a psi-like ability once per day. Every 3 levels he gains an additional use of this ability.

This ability replaces domain.

Hunter's Sight (Ex): A shadow hunter must be capable of finding hidden enemies, honing his senses and training to piece together the smallest of clues. The shadow hunter gains a bonus on Perception checks equal to half his class level (minimum +1). This ability replaces monster lore.

Sense the Criminal (Ps): At 2nd level, the shadow hunter has learned to detect the minds of violent criminals. The shadow hunter gains the ability to manifest *sense minds* at will, with a manifester level equal to his class level, but the power only detects creatures who have committed a violent crime in the past week. The target must be aware that it committed a crime. This ability replaces detect alignment.

Mind Reaver: At 3rd level, the shadow hunter learns to strike down enemies from afar, using naught but his mind. The shadow hunter can expend a spell slot as a free action to gain additional daily uses of his *mind thrust* racial power with a manifester level equal to his class level. For each spell level expended, the shadow hunter gains one additional use of their racial ability. These additional daily uses last only until the shadow hunter recovers his spells for the day. This ability replaces solo tactics and teamwork feats.

Ophiduan

The serpentine race of the ophiduans strives to perfect their forms, both through training and through experimentation. Many prefer the role of the psychic warrior, where they can blend their physical prowess and mental ability to become deadly combatants, yet some choose to focus on developing the mind, while others focus on developing only the body.

Ophiduan Adventurers

Ophiduans who choose to become adventurers tend to be those who are either seeking to develop their psionic abilities and earn a higher station, or those with limited psionic potential, seeking acceptance in cultures that do not put such emphasis on psionics. Regardless of their reason for adventuring, ophiduans typically have a drive to prove their worth and earn respect.

Aegis: Shaping an astral suit is not uncommon within a society that seeks to alter the physical form. Whether serving as elite warriors or leading combat units, these ophiduans typically enjoy showing just how tough they can be.

Barbarian: There are few ophiduans who come from the sort of distant or primitive societies that give rise to barbarians. Those who do, however, are fearsome to behold, their monstrous appearance and untamed rage making them deadly in combat.

Bard: Ophiduan bards are typically rebels, ignoring the pressures to become more adept at psionics to instead learn to inspire others and become performers. These ophiduans typically have a flair for the dramatic, using their appearance as an asset when seeking to capture the attention of others or to demoralize foes.

Cleric: The few ophiduans who follow a higher power often follow those governing transformation or diligence. These ophiduans can find places of acceptance in their society, but they rarely gain positions of importance, and as such most often journey outside their race's culture.

Cryptic: Creating, modifying, and destroying the very pattern of existence is an activity that attracts many ophiduans to its call, from those seeking to understand their own place in the world, to those wanting to alter reality to suit their fancy.

Dread: Ophiduan dreads are monstrous to behold and use that appearance to their advantage. These ophiduans might be outcasts from society, using their natural talents to lash out against others, or well-trained interrogators, using the power of fear to elicit information.

Druid: Ophiduan druids are exceedingly rare and most often abhor the experimentation done by their brethren, viewing the natural form of the world as pure and finding beauty in it, therefore seeking to protect it from their fellow ophiduans.

Fighter: A life reserved primarily for the less talented of the race, ophiduan fighters are commonly found as low-rank guards or protecting shipments. The more ambitious of these will seek to learn to use their psionic abilities or may journey as outcasts of their society.

Marksman: Ophiduans who favor ranged combat prefer the blend of psionic mastery and martial skill needed to be marksmen. They are desired as guards and protectors for their accuracy and natural talent with psionics.

Monk: Self knowledge is respected within ophiduan culture, so it is not unusual for some of the race to become monks. These ophiduans are afforded equal respect in their society, their ki energy viewed as another type of psionic power, and therefore equally as important.

Paladin: Selfless actions and care for the less fortunate are rare traits to find within the race that believes that hard work is all that is needed to improve one's life. The unusual ophiduans who does become paladins are viewed as crackpots or heretics and typically must champion their cause outside of their race's culture.

Psion: Ophiduan psions are well-respected within their society, both for their command over the mental arts, as well as for their focus on knowledge. These ophiduans typically study body-altering powers, something the society views as the future of the race.

Psychic Warrior: Among ophiduans, the blend of martial prowess and psionic ability in a psychic warrior is the premier choice for those seeking the life of combat. These ophiduans favor powers that augment their body and natural attacks.

Ranger: Ophiduan rangers most often seek to explore the world and find new lands their race could annex, hoping that this knowledge can help them overcome the stigma that comes from choosing a life that does not focus on developing psionic power.

Rogue: The serpentine race has its own group of unsavory individuals who would rather take than earn. Whether cutpurses or bandits, ophiduan rogues are dangerous and have learned to use their natural advantages against unsuspecting marks.

Soulknife: Ophiduan soulknives are the most commonly found brawlers within the race, using their natural and psionic prowess to their advantage. They are equally respected for their ability to mentally create a weapon as well as to wield it.

Sorcerer: Because ophiduans have a long history of altering their own physiology to improve their form, it is not unusual for one to be born with innate magic. These ophiduans typically suffer from being viewed as throwbacks and inferior, rather than as potential sources of new information and techniques, so they tend to become hermits or seek more accepting cultures.

Tactician: Ophiduan tacticians are prized within their society, for their skills with leadership and coordination are prized by the expansionistic ophiduan culture. It is not uncommon for ophiduan tacticians to rise to positions of influence within their culture

Vitalist: Manipulating the body and wielding psionic energy as a source of healing tends to intrigue many ophiduans, so vitalists are not uncommon within the race, from those seeking to learn how to fix the body, to those interested in stealing the life force of others.

Wilder: Ophiduan wilders are tolerated by their race more than respected, for their embrace of emotions over logic is unusual among their kind and can be difficult for their more traditional ophiduans to understand.

Wizard: The study of arcane arts is one few ophiduans choose over harnessing their psionic potential, so ophiduan wizards are often rejected by their society as having no value. These ophiduans typically become recluses just outside the control of their race or seek acceptance in the arcane brotherhoods of other cultures.

Alternate Racial Traits

The following racial traits replace existing ophiduan racial traits. Consult your GM before selecting any of these new options.

Deformed: Part of the ophiduan history involved experimenting on their physical form to create a superior caste. Unfortunate bloodlines of ophiduans are instead twisted versions of the race, when the improvement caused an unexpected side-effect. Ophiduans with this trait have the Slow and Steady speed (as the dwarf racial ability) and gain a +2 natural armor bonus to AC, but suffer a -2 penalty on all Diplomacy checks. This racial trait replaces the Normal Speed and Scaled Hide traits.

Metabolist: Ophiduans are ever seeking to improve their form. Ophiduans with this racial trait are treated as one level higher when manifesting powers of the psychometabolism discipline with a range of personal. This racial trait replaces the serpent's bite and poison resistant racial traits.

Poisonous Flesh: While most ophiduans are resistant to poison, some are capable of excreting a poison from their skin. Ophiduans with this racial trait can use *prevenom* or *prevenom weapon* as a psi-like ability once per day with a manifester level equal to character level. This trait replaces the serpent's bite racial trait.

Scholar: All ophiduans seek to better themselves; some choose to do so by studying. Ophiduans with this racial trait gain a +2 bonus on any one Knowledge skill and this Knowledge skill is always considered a class skill. This racial trait replaces the serpent's bite racial trait.

Slippery Hide: Some ophiduans have more flexible scales than their brethren. Ophiduans with this racial trait gain a +2 racial bonus his CMD to against grapple attempts, to Escape Artist checks, and to escape a grapple. This racial trait replaces the scaly hide racial trait.

Favored Class Options

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

Aegis: Add +1/4 to the maximum dexterity bonus of the aegis's astral suit.

Dread: Add +1/2 to Intimidate checks.

Psion: Add +1/4 on manifester level checks to overcome power resistance.

Psychic Warrior: Add 1/2 round to the duration of

any psychometabolism powers the psychic warrior manifests with a range of Personal and a target of You with a normal duration of 1 round / level.

Soulknife: Add +1 to the soulknife's CMD when resisting a grapple or trip.

Tactician: The tactician's level is treated as 1 higher for the purposes of his strategy's benefits when using strategies against flat-footed opponents.

Racial Archetypes

The following racial archetypes are available to ophiduans.

Fleshbinder (Egoist)

For ophiduans, their bodies and bloodlines are but stepping stones to greater power. Their experiments have yielded many variations on their own strain, as well as changing the templates that make up other races. First and foremost among those who perform these experiments are the fleshbinders, their mastery over the physical form unparalleled. Rumors say that these fleshbinders have even learned to use their abilities upon the unborn, granting them psionic powers in utero.

Fleshbound Familiar (Su): The fleshbinder gains a familiar as a wizard of the same level, but the familiar gains the share powers ability of the psicrystal instead of the share spells ability of the familiar. In addition, when manifesting a psychometabolism power with a range of personal, the fleshbinder can expend his psionic focus and spend 2 additional power points to have that power also affect his familiar and not require the familiar to remain within 5 feet of him. This ability replaces the bonus feat normally gained at 1st level.

Mine is the Gift (Su): At 2nd level, whenever the fleshbinder manifests a psychometabolism power on another creature, including his familiar, he can expend his psionic focus to double the duration of the effect. In addition, his familiar can merge with him. When merged, the familiar cannot be targeted, is temporarily removed from any collective it may have been in, and gains fast healing 5. The healing gained by the familiar while using this ability cannot be shared via collective healing.

Through the Blood (Su): At 8th level, the fleshbinder can manifest any psychometabolism power with a range of Personal or greater and instead target a creature he touches, leaving that power dormant inside of the touched creature. The power remains dormant until the fleshbinder discharges it by expending his psionic focus as a free action. A creature can only have one such dormant power within it at any given time; manifesting another dormant power causes the existing dormant power to be wasted. Power resistance and saves, if any, still apply against the manifested power and the creature must still be on the same plane of existence as the fleshbinder when the effect is triggered. This ability replaces shared effect.

Fleshbound Allies (Su): At 14th level, the fleshbinder can bind the flesh of his allies to himself by laying his hand on the ally or allies to be bound as a standard action. Such a bond is taxing, giving the fleshbinder a permanent 1 point penalty to Constitution for each such bond for the duration of the bond. While the bond exists, each fleshbound ally gains the following abilities like the fleshbinder's familiar: share powers, speak with master, and the ability to merge with the fleshbinder. This ability replaces resilient body.

Scaled Rider (Psychic Warrior)

The scaled rider forges a strong psychic link with a karaan, the serpentine mounts bred by the ophiduan race, utilizing the common blood that is shared between ophiduans and all reptiles to bind a loyal steed to his side.

Class Skills: The scaled rider adds Survival as a class skill.

Reptile Mount: The scaled rider gains a karaan (see below) as an animal companion, as a druid of the same level, but the karaan gains the share powers ability of a psicrystal instead of the share spells ability of an animal companion. This ability replaces warrior's path.

Karaan

Starting Statistics: Size Large; Speed 50 ft.; AC +4 natural armor; Attack bite (1d4), 2 claws* (1d6); Ability Scores Str 18, Dex 13, Con 17, Int 2, Wis 12, Cha 6; Special Qualities combat trained (see the Handle Animal skill), low-light vision, scent. *This is a secondary natural attack.

Rider's Bond (Su): A scaled rider is always under the effects of mindlink with his mount. In addition, the scaled rider gains Mounted Combat as a bonus feat. This ability replaces the bonus feat normally gained at 1st level.

Warrior's Path: At 9th level, the scaled rider gains the warrior's path ability and can choose a warrior's path, gaining one path power and the class skill associated with that path. At 11th level, he gains access to the second path power and the path's trance and maneuver. This ability replaces secondary path.

Focused Mount (Su): At 12th level, the scaled rider's mount gains the Wild Talent feat as a bonus feat. In addition, the scaled rider and his mount are treated as maintaining psionic focus if either one is maintaining psionic focus. At 15th level, the scaled rider can expend his mount's psionic focus to power a psionic feat he possesses. Should the scaled rider have an additional focus available, such as from the Psicrystal Containment feat, he can use it in conjunction with this ability.

This ability replaces twisting paths and pathweaving.

Serpent Lord (Druid)

None are as close to serpents as the ophiduans. Their willingness to experiment and challenge themselves, combined with their serpentine nature, has created a type of warrior that embraces the inner serpent and brings it forth.

Nature Bond: A serpent lord must choose a serpent or snake as their animal companion. The DC of any poison attacks that the animal companion has increases by +2.

Wild Empathy (Ex): A serpent lord gains a +4 bonus when using wild empathy on serpents and the time it takes is reduced to one round.

Serpentine Transformation (Su): At 2nd level, a serpent lord may adopt an aspect of the snake while retaining his normal form. He gains one of the following bonuses:

Movement (climb speed 20 feet, swim speed 20 feet)

Senses (low-light vision, scent)

Scales (+2 natural armor bonus to AC)

Bite attack (bite [1d4], poison [*frequency* 1 round (6), *effect* 1 Con damage, *Cure* 1 save, Con-based DC] for a Medium druid, +2 to CMB on grapple checks).

In addition, if activating the bite attack ability, the serpent lord can expend a use of his racial serpent's bite ability to instead use the bite damage for the racial ability and increase the DC of any poison attacks gained from serpentine transformation by +2

While using serpentine transformation, the serpent lord may speak normally and can cast *speak with animals* (reptiles only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The serpent lord can use this ability for a number of minutes per day equal to his druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape. This effect can be dismissed as a free action.

Venom Resistance (Ex): At 4th level, the serpent lord gains a +4 bonus on saves against poisons. This ability replaces resist nature's lure.

Serpentine Summons (Su): At 5th level, a serpent lord may cast summon nature's ally as a standard action when summoning snakes, and the poison DC of any snakes summoned increases by +2. He can apply the young template to any snake to reduce the level of the summoning spell required by one. He can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

Wild Shape (Su): A serpent lord's wild shape ability is closely tied to serpents, and his druid level is treated as two higher if he takes on the form of a snake, while his druid level is treated as two lower if he takes on any form other than a snake. In addition, when activating this ability, the serpent lord can expend a daily use of his racial serpent's bite ability to either increase the damage dice of any bite attack gained from wild shape as if a creature one size category larger, or instead use the bite damage from his serpent's bite ability and increase the DC of any poison attacks by +2.

Poisonous Nature (Su): At 9th level, whenever the serpent lord has a bite attack, he can choose to have it apply the following poison any successful bite attack: [*frequency* 1 round (6), effect 1 Con damage, Cure 1 save, Con-based DC]. If he already has this poison, increase the damage to 1d3 Con damage and increase the DC by +2. This poison can be used on a number of attacks per day equal to 3 + the serpent lord's Wisdom modifier.

In addition, the serpent lord gains immunity to all poisons.

This ability replaces venom immunity.

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.

Xeph Adventurers

Xephs who choose to become adventurers often favor light weapons and armor to take advantage of their natural speed and agility. While typically good-natured and optimists, they can find themselves in trouble due to not considering the risks of their choices.

Aegis: Xephs who choose to learn the art of creating astral suits like to find ways to shock or startle others by changing the appearance on a whim, where most others

would have a static look. However, they are also known to have some of the aesthetically stunning astral suits and even master armorsmiths envy the beauty of a xeph aegis's suit.

Barbarian: Xeph barbarians often come from the more remote xeph communities. Their natural speed makes xeph barbarians dangerous and not to be underestimated.

Bard: Voyagers by their nature, xeph bards often enjoy picking up new stories, seeing remote lands, and the attention that their performances can bring. Xeph communities eagerly anticipate the return of xeph bards, for the amazing tales they inevitably tell.

Cleric: The rare xeph who turns to a life of faith often finds himself drawn to deities of travel and change over the other options. These xephs often find joy in sharing the teachings of their deity and in the awesome power such a being represents.

Cryptic: Xeph cryptics enjoy the beauty that is found in seeing and understanding the patterns of the world around them. They often focus their study on creating and unraveling patterns, more so than on working with traps.

Dread: The manipulation and use of fear is one that most xephs find distasteful, so xeph dreads tend to be rare. Those who do are frequently social outcasts or raised outside of normal xeph society.

Druid: Xeph druids find that their constant travel gives them respect for the forces of nature. Their natural speed allows them to travel through a variety of landscapes, where they see beauty in even the harshest of climates.

Fighter: Xeph fighters typically favor light weapons that can be used to make quick, deft strikes. Their speed is an asset that makes them well-suited to strike an opponent and then dart away unharmed.

Marksman: Possessing a sharp eye, xeph marksman often enjoy unleashing a volley of attacks rather than making a single shot. The more experienced xephs sometimes like to show off by doing this while on the move.

Monk: While most xephs are too flighty to learn the discipline needed to be a monk, those who do are a flurry of fists and feet. These xephs are often renowned for their ability to achieve bursts of speed considered by most to be impossible.

Paladin: Xephs typically appreciate the freedom of individuality too much to take up the cause of championing the rule of law. Those xephs who do become paladins are respected for their desire to protect the weak, but are often viewed as too rigid in their view of how strictly laws should be followed.

Psion: Xeph psions often choose the study of psychoportation, seeking to learn about time, space, and travel. They usually travel extensively, especially if such travel leads to other planes of existence.

Psychic Warrior: Xeph psychic warriors usually prefer to augment their already considerable natural speed to dart among enemies. They make excellent scouts, combining speed and augmented senses to find and avoid dangers.

Ranger: Hunting and tracking is something that comes almost naturally to the roaming xeph, so it is not unusual that xeph rangers are known for their ability to find virtually any creature. Their favored enemies are typically those who would raid or pillage the otherwise peaceful xeph settlements.

Rogue: Xeph rogues combine a quick wrist with a quick tongue, often leaving their marks unsure exactly what happened to their valuables. Usually good-spirited, few xephs choose the lifestyle of a cutthroat or brigand, but those who do often find their deeds humorous in a dark, twisted fashion.

Soulknife: Perhaps the most recognized race to wield the mind blade, xephs are deft and deadly with the signature weapon. While most xephs focus on accuracy over brute strength, their blades cut just as well.

Sorcerer: While xeph sorcerers are rare, those born into the bloodline are quick studies and naturally gifted in the sorcerous arts. Most such xeph seek to learn the mysteries of the future rather than how to hurl balls of fire or arcs of lightning.

Tactician: While most xephs would rather enjoy life and not worry about all the different possibilities of a battle, xeph tacticians are able to use their ability to think on their feet to respond to any scenario. These xephs are respected for their ability to adapt to quickly changing situations and still find winning strategies.

Vitalist: Xephs appreciate close-knit groups, so it is not unusual for a xeph to choose the life of a vitalist. Those who travel are usually fiercely loyal to the members of their collective.

Wilder: Xeph wilders, while rare, are typically prone to capricious outbursts of emotions, although this is rarely fueled by anger or the darker feelings. Such xephs are often extremely unpredictable in how they will react to any situation, their emotions typically running unchecked.

Wizard: Although xephs are quick-witted and rarely thought of as unintelligent, the focused study needed for the arcane arts rarely interests xephs. Those who do, however, find illusions as a great source of humor.

Alternate Racial Traits

The following racial traits replace existing xeph racial traits. Consult your GM before selecting any of these new options.

Bladeborn: Although most xephs are quick on their feet, some are lightning fast with their hands. A xeph with this racial trait gains the Quick Draw and Weapon Proficiency (Xephyr Knife) feats as bonus feats. This trait replaces the Burst trait.

Call Blade: Xephs are perhaps the race that most commonly chooses the path of the soulknife. Some xephs have an innate tie to summoning a weapon from thin air. A xeph with this racial trait gains the ability to

use *call weaponry* as a psi-like ability once per day with a manifester level equal to the xeph's character level. This trait replaces one daily use of the Burst trait and can be taken multiple times. Each time, it replaces one daily use of the Burst trait and increases the daily uses of the *call weaponry* psi-like ability by one.

Explorer: Many xephs prefer to travel the world rather than to settle down. Xephs with this racial trait receive a +2 bonus on Knowledge (geography) and Survival checks. When manifesting psychoportation powers that only effect willing creatures or have a range of personal, xephs treat their manifester level as +1 higher than normal. This racial trait replaces one daily use of the Burst trait and the Innate Resistance racial traits.

Quick Craftsman (Ex): Some xephs are swifter with their hands than their feet. A xeph with this trait reduces the time required for all item creation (whether via skill or feat) by half. This trait replaces two daily uses of the Burst trait.

Troubadour: Most xephs are charismatic and natural entertainers. Xephs with this racial trait gain a +1 racial bonus on Diplomacy and Perform checks and, if they fail a Diplomacy check to change a creature's attitude by less than 5, they can try to influence the creature a second time even if 24 hours have not passed. This trait replaces the Innate Resistance trait.

Windweaver: Fleet of foot and nimble, some xephs are more adept at avoiding physical dangers rather than psionic ones. A xeph with this racial trait gains a +1 dodge bonus to his armor class. This trait replaces the Innate Resistance trait.

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.

Barbarian: Add +1 to the xeph's base speed.

Bard: Add 1 to the xeph's total number of bardic performance rounds per day.

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

Monk: Add +1 to the xeph's base speed.

Psion: Add +1/2 to the xeph's saving throw against psychoportation powers or effects.

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

Soulknife: Add +1 to the xeph's base speed.

Tactician: Add +1/3 to the tactician's saving throws versus mind-affecting effects.

Vitalist: Add a +1/2 bonus on concentration checks when manifesting vitalist powers.

Racial Archetypes

The following racial archetypes are available to xephs.

Clan Warden (Inquisitor)

To most xeph, the clan and hearth are the most important aspects of life itself. The clan warden always works to keep them safe against all threats, keeping an ever watchful eye on the horizon, as well as visitors. Should danger arise, he is the first to act and the most decisive of the clans defenders.

Weapon and Armor Proficiencies: The clan warden does not gain the favored weapon of his deity (if any), and instead gains proficiency with the xephyr knife (see below) and rapier.

Domain: The clan warden's domain must be selected from the community, liberation, protection, travel, or war domains.

Judgment: When defending his home community, the clan warden treats his class level as three higher when determining the effect of his judgment. The clan warden chooses his home community by residing there for at least a month and may only have one home community at any time.

Warden's Gaze (Ex): Clan wardens are skilled at noticing threats and deception in their community. The clan warden gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in his home community. At 8th level and every five levels thereafter, the skill bonus and initiative bonus increases by +2. This ability replaces stern gaze.

On the Scene: Starting at 2nd level, a clan warden's natural speed and agility is bolstered while within his home community, granting him a +5 ft. morale bonus to his base speed. This ability does not function if the clan warden is wearing medium or heavy armor or when carrying a medium or heavy load. This ability replaces track.

Tactician (Ex): At 3rd level, a clan warden receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the clan warden can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the clan warden possesses. Allies do not need to meet the prerequisites of these bonus feats. The clan warden can use this ability once per day at 3rd level, plus one

XEPHYR KNIFE

This specialized dagger is used by xephs to protect themselves while traveling in more dangerous areas. Its hooked blade is capable of causing deadly wounds, and the weapon is slightly larger than a standard dagger.

A xephyr dagger functions as a normal dagger, except it is an exotic weapon, deals 1d6 damage if Medium-sized, and threatens a critical on 18-20. A xephyr knife costs 15 gp.

additional time per day at 5th level and for every 5 levels thereafter. This ability replaces solo tactics.

Protect the Community: At 6th level, the clan warden has learned to share his innate abilities to protect his allies. As a swift action, the clan warden can expend his psionic focus to grant a number of allies up to half his Wisdom modifier (minimum 1) the benefits of his racial burst ability. This consumes a daily use of the racial ability and the clan warden does not gain the benefit of the racial ability. This ability replaces the teamwork feat normally gained at 6th level.

Mobile Knife (Marksman)

Xephs have a natural affinity for movement and quick attacks, so it is no surprise that those who choose the path of the marksman prefer the use of small blades and mobile attacks over standing still for extended periods of time.

Mobile Combat (Ex): Starting at 2nd level, the mobile knife learns to rely on moving around the battlefield to find the perfect shot and to avoid attacks. He deals an extra 1d6 points of damage on any thrown attack with a dagger or xephyr knife he makes during any round in which he has moved at least 10 feet. This extra damage only applies on the mobile knife's turn. Every four levels thereafter, this bonus damage increases by 1d6, to a maximum of 5d6 at 18th level.

At 4th level, the mobile knife gains a +1 competence bonus to AC on his turn as long as he has moved at least 10 feet during his turn. This bonus only applies after the mobile knife has moved 10 feet and lasts until the beginning of his next turn. This bonus to AC increases by 1 every four levels thereafter.

This ability does not function if the mobile knife is wearing medium or heavy armor or when carrying a medium or heavy load.

This ability replaces evade arrows.

Additional Bursts: At 4th level and every four levels thereafter, the mobile knife gains an additional daily use of his burst racial ability. This ability replaces cover fire.

Shot on the Run: At 5th level, the mobile knife gains the Shot on the Run feat as a bonus feat, even if he does not meet the prerequisites. If the mobile knife already has the Shot on the Run feat, he instead can select a feat with Point-Blank Shot as a prerequisite, but he must meet all prerequisites of the feat to be selected. This replaces the bonus feat normally gained at 5th level.

Fury of a Single Blade (Su): At 8th level, when the mobile knife moves before making a single ranged attack with a thrown weapon, including using the Shot on the Run feat, he rolls as if he had made a full attack, although he only throws a single weapon. Roll each attack in the sequence and determine the number of attacks that successfully struck the target. If at least two of the attacks were successful, the attack deals double damage. Additional dice of damage from sources such as precision damage, weapon special abilities, or the like are not multiplied.

At 12th level, if at least three of the attacks were successful, the attack damage is multiplied by 5.

At 16th level, if at least four of the attacks were successful, the attack damage is multiplied by 7.

This ability replaces the style ability normally gained at 8th level.

Returning Knives (Su): Once a mobile knife has reached 8th level, when maintaining psionic focus, his thrown daggers and xephyr knives are treated as having the returning special ability. In addition, the mobile knife can expend his psionic focus when making a ranged attack with a dagger to use that same weapon for all attacks on his turn, rather than having to wait until his next turn for the dagger to return. This ability replaces the bonus feat gained at 8th level.

Xephyr (Soulknife)

Xeph soulknives have long been the standard bearer of the mind blade, using their natural speed and agility to make quick strikes and avoid attacks. The most skilled of these have learned to interweave their race's psionic abilities to further improve their fighting techniques.

Mind Knife: Xephyrs can not only shape their mind blades into light, one-handed, and two-handed forms, but also into the form of the xephyr knife. In addition, the xephyr gains Two-Weapon Fighting as a bonus feat at 1st level. This replaces the bonus feat normally gained at 1st level.

Defensive Burst: Any time a xephyr of at least 2nd level is under the effects of his *burst* psi-like ability, he gains a +1 dodge bonus to his AC. Every four levels thereafter, this dodge bonus increases by 1, to a maximum of +3 at 10th level. In addition, the xephyr gains an additional daily use of his *burst* psi-like ability. This ability replaces the blade skill normally gained at 2nd level.

Psychic Strike: The xephyr partly fuels his psychic strike from the kinetic energy of his own movement. In any round when the xephyr has not moved at least 10 ft., his psychic strike damage is reduced by one die of damage, while in any round when the xephyr has moved over 30 ft., his psychic strike damage is increased by one die of damage.

Reflex Burst (Su): Starting at 6th level, any time a xephyr is under the effects of his *burst* psi-like ability, he gains a +1 bonus to Reflex saves. Every four levels thereafter, this bonus increases by 1, to a maximum of +3 at 14th level. In addition, the xephyr gains an additional daily use of his *burst* psi-like ability. This ability replaces the blade skill normally gained at 6th level.

Precise Strike (Su): Once a xephyr has reached 8th level, any time he is under the effects of his *burst* psi-like ability, he gains a +1 bonus on attack rolls. This bonus does not stack with that gained from effects such as *haste* or *physical acceleration*. Every four levels thereafter, this bonus increases by 1, to a maximum of +3 at 16th level. In addition, the xephyr gains an additional daily

Gifted Blades

Should a soulknife with the gifted blade archetype take the xephyr archetype, the psychic strike modification instead applies to his manifester level in the following way:

In any round where the xephyr does not move at least 10 ft., his gifted blade manifester level is reduced by 1, while any round where he moves at least 30 ft., his manifester level is increased by 1

use of his *burst* psi-like ability. This ability replaces the blade skill normally gained at 8th level.

Burst Attack (Su): Any time a xephyr of at least 10th level makes successful melee attacks with both weapons against a single target (such as when making a full attack or with the twin strike blade skill), he can activate a daily use of his *burst* psi-like ability to make an additional attack as a free action against the target struck. Alternatively, if the xephyr is already under the effects of his *burst* ability, when making a full attack, he can make an additional attack with his mind blade as part of the full attack action. In either scenario, this extra attack is made using the xephyr's full base attack bonus, plus any modifiers appropriate to the situation. This extra attack does not stack with other effects that grant extra attacks, such as *haste*. This ability can only be used once per round. In addition, the xephyr gains an additional daily use of his *burst* psi-like ability. This ability replaces the blade skill normally gained at 10th level.

Core Races

Although most of the material presented in this chapter 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, as well as information detailing how those races might interact with the different psionic classes.

Dwarf

Dwarf Adventurers

Dwarves who choose to become adventurers tend to be martial characters, from the defensive aegis to battle-directing tacticians. Regardless of their chosen professions, dwarven adventurers are always ready for a fight.

Aegis: The sturdy dwarves often find the use of toughened astral suits suit their nature, making them a portable fortress, capable of protecting their allies and deliver punishment to those foolish enough to start a fight.

Cryptic: Dwarves have some of the finest craftsmen, so it is therefore not a surprise that some dwarves choose the life of a cryptic, understanding the patterns of an object and learning to read the patterns of the world around them.

Dread: Dwarven dreads often have to survive against deadly subterranean beasts, learning from the fear those beasts cause to similarly wield fear to terrify their own enemies.

Marksman: While combat is not a new thing for dwarves, ranged combat is more often the choice of those dwarves that choose a life above ground rather than below, where there is sufficient room to make the most out of ranged attacks. Those who do favor ranged combat below ground tend to favor thrown weapons, particularly light axes.

Psion: The contemplative life of the psion is one few dwarves choose over the traditional life of axe or craft. Those who do are often viewed as outsiders, although skilled craftsmen, particularly shapers, can gain much respect in dwarven society.

Psychic Warrior: Merging combat with mental focus, dwarven psychic warriors are skilled combatants and command respect among their kin. These dwarves often provide unique skills where a normal warrior might be more limited in abilities.

Soulknife: Most dwarves prefer to hold a real steel axe, forged by one of their master weaponsmiths, so dwarven soulknives are rare. Those who do exist might disguise the nature of their blade, or may be rebellious dwarves who flaunt the unique nature of their weapon.

Tactician: Dwarves are known to be wise, so dwarven tacticians are feared opponents and admired allies, using the race's long tradition of battle to adapt to the situation at hand.

Vitalist: Dwarven vitalists are often protective of their kinsmen or allies, seeking to use their skills to defend against dangers and fix those wounds that manage to get through. Such dwarves often try to steal the life of their enemies, seeking vengeance for the wounds they might view as personal failures.

Wilder: Among dwarven society, wilders are often viewed as unusual counterparts to berserkers, who choose to unleash their power through mental attacks instead of physical. Such might gain strange looks, but the results often earn a grudging respect anyway.

Favored Class Options

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

Dread: Add +1/2 to the dwarf's daily use of terrors.

Psychic Warrior: Add +1 to the psychic warrior's CMD when resisting a bull rush or trip.

Tactician: Add a +1/2 bonus on concentration checks when manifesting tactician powers.

Vitalist: Treat the vitalist's level as +1/2 higher when using the transfer wounds ability.

Elf

Elf Adventurers

Elves who choose to become adventurers usually follow a martial path, pursue mastery of arcane magic, or seek a career that blends the two. Elves prefer subtlety to outright conflict, but are eager to exhibit their superiority to other races, employing force if finesse and flair are insufficient for the task.

Aegis: Elves who choose to form an astral suit most often choose the sleek astral armor over the other options, gaining the protective benefits for combat while still maintaining their natural grace and deadly precision.

Cryptic: With incredibly long lives, elves have a tendency to notice patterns and trends in the world around them, so it is not unusual for elven cryptics to be unusually insightful and respected among their race.

Dread: Elf dreads are rare, typically only found among those elves who have been shunned by their race or those found underground. These elves earn a grudging respect, although they are rarely welcome in most elven circles.

Marksman: Archery is a skill many elves enjoy, so elven marksmen are not uncommon in their society. These elves might be hunters or guardians of the elven villages.

Psion: Although most elves favor arcane magic, some few choose to study the internal power of psionics. These elves might mask the nature of their study so as to better fit into their society, or, if of a rebellious nature, flaunt their bucking of tradition in flashy displays of psionic might.

Psychic Warrior: Elf psychic warriors use the martial traditions of the race with the inner understanding of psionics to become exemplary combatants to inspire others on the battlefield. These elves are typically respected for their combination of combat prowess and mental discipline.

Soulknife: The elven tradition of wielding swords views the passing of the blade through the generations as just as important as the wielding of it, so elven soulknives are rare. Those who do exist are often rejected by their society, which typically views the blade as an abomination

Tactician: With long histories of battle and the seemingly perpetual encroachment of other races, elven tacticians are prized among their society for their skills and value in any combat.

Vitalist: The incredibly long lives of elves makes them appreciate how fragile bodies can be, so elven vitalists, while rare, earn high regard for their ability to repair even the meanest of wound.

Wilder: Elf wilders are most often from the less civilized tribes of elves, where the decorum and expectations of elven society don't get in the way of letting loose with a surge of raw emotion.

Favored Class Options

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

Marksman: The marksman gains 1 psionic talent.

Psion: Choose one discipline talent gained at 1st level. Add 1/3 to the number of power points that power is treated as being augmented by. This is an exception to the rule that discipline talents cannot be augmented.

Soulknife: Add +1 to the elf's CMD when resisting a disarm or sunder attempt.

Vitalist: Gain +1/2 additional daily use of transfer wounds.

Gnome

Gnome Adventurers

Gnomes ply their intellect and force of personality to overcome challenges. Though generally good-humored and tolerant, gnomes can swiftly turn fierce if backed into a corner.

Aegis: Some gnomes enjoy the defensive nature of the aegis and showing on the battlefield that they are just as tough as the larger races. Their astral suits often have an intimidating appearance, and unfortunate is the enemy who underestimates the ferocity of the suit's wearer.

Cryptic: The gnome inclination to understand mechanical devices makes gnome cryptics a particularly inquisitive lot. They often enjoy creating new and unique traps to test out on enemies.

Dread: Gnome dreads generally seek to prove that even a small creature can cause pure terror in another. They usually try to develop new ways to show just how scary they can be.

Marksman: Those gnomes who prefer wilderness life might favor the ranged skill of a marksman, although their connection to the creatures of the wild means few hunt game for fun, instead using their abilities against predators and more dangerous creatures.

Psion: Gnome psions have a tendency to favor psychokinesis, finding a wide variety of ways to use such skills in a mischievous fashion.

Psychic Warrior: Those gnomes who choose the path of the psychic warrior often focus on speed and agility over raw physical power, using quickness to overcome their enemies.

Soulknife: Although smaller in stature, gnome soulknives are ready and willing to prove that their mind blades are still deadly and not to be taken lightly.

Tactician: Few gnomes enjoy the disciplined study of combat that comes with being a tactician. Those who do are marred by the brutality of combat and seeking a way to control it to prevent history from repeating itself.

Vitalist: Gnomes who suffer through the harsh reality of the world might study the art of the vitalist, seeking to help the wounded and band individuals together into a stronger group.

Wilder: Gnome wilders typically relish the thrill of new discoveries and lament a failed experiment, letting their emotions swing between extremes.

Favored Class Options

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

Aegis: Gain +1/2 to Damage Reduction / cold iron.

Psion: Choose one discipline talent gained at 1st level. Add 1/3 to the number of power points that power is treated as being augmented by. This is an exception to the rule that discipline talents cannot be augmented.

Tactician: The tactician gains 1 psionic talent.

Vitalist: Treat the gnome's vitalist level as +1/2 for the purposes of Vitalist's Touch.

HALF-ELF

Half-Elf Adventurers

Half-elf adventurers often specialize in social classes or choose to multiclass, dabbling in several career paths as they try to find the perfect blend to suit their multifaceted personalities.

Aegis: The protective nature of the aegis draws many half-elves who feel like outsiders without a community of their own. These half-elves often favor the lighter astral suit options, granting them protection without hampering their ability to travel and explore.

Cryptic: Trying to understand their place in the world allows many half-elves the insights needed to excel as cryptics, using the knowledge gained to better fit into social circles.

Dread: Frustrated or bitter half-elves might seek to use fear as a means of gaining the respect they crave, instead of seeking more traditional means of acceptance among societies that often view them as outsiders.

Marksman: Half-elves seeking a deeper connection to their elven heritage might take up the bow and find the teachings of the marksman to their liking. These half-elves often strive to show their skill with ranged attacks as a way to fit in with elves.

Psion: Half-elf psions are often found in human societies, where the use of psionics is more common than elven culture. It is not unusual for these half-elves to eventually rise to high rank within psionic organizations in human societies, using their long lives to develop their potential to a greater extent than their shorter-lived kin.

Psychic Warrior: The dual nature of the psychic warrior draws many half-elves to it, where they can see how two very different things can be merged, with the whole greater than the sum of its parts. These half-elves tend to favor flashy displays of prowess in battle.

Soulknife: The use of the mind blade is appealing to many half-elves who desire the simple brutality of combat over the complex and often frustrating social battles they otherwise face.

Tactician: Half-elf tacticians typically relish combat and directing the flow of battle, giving them a measure of control in a world that often gives them little respect due to the nature of their birth.

Vitalist: Many half-elves find the inclusive nature of the vitalist attractive, allowing them to bridge the gaps between cultures and commune with a variety of different races.

Wilder: The resentment that some half-elves hold toward their heritage can create powerful emotions that allow those half-elves to excel as wilders.

Favored Class Options

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

Aegis: Add +1/4 to the aegis's customization points.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting a path power.

Soulknife: Add +1 to the soulknife's CMD against disarm or overrun attempts.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Wilder: The wilder gains 1 psionic talent.

HALF-ORC

Half-Orc Adventurers

The physical prowess of half-orcs makes them well-suited for the martial classes, such as the armored aegis or the blade-wielding soulknife, and even those who study the more advanced psionic arts are rarely strangers to bloodshed.

Aegis: Often finding little acceptance among either human or orc society, some half-orcs study the skills of the aegis to better protect themselves from persecution and danger.

Cryptic: Half-orc cryptics strive to understand their place in the world and often diligently study patterns and trends, giving them insight into the different cultures that they feel a bond for, yet never quite fit into.

Dread: Outcast half-orcs might turn to using fear as a survival tactic, combining their appearance with psionic arts to strike back against those who rejected them.

Marksman: Half-orc marksmen are most typically loners who have to survive on their own and learn how to hunt and track simply for food.

Psion: Most half-orc psions study in human culture, seeking mental discipline that is so rare among orc society.

Psychic Warrior: Martial training is common among half-orcs, so it is not unusual for half-orcs to study the art of the psychic warrior if living in lands where psionics is more prevalent.

Soulknife: With combat training prevalent among orcs, many half-orcs learn to create a mind blade as a way to protect themselves and to try to gain respect for its striking appearance and omnipresent nature.

Tactician: While the study of combat is common in orc society, the use of tactics is often primitive, so half-orc tacticians can find a level of respect among their orcish brethren by learning to apply strategy and coordination to achieve stunning victories.

Vitalist: Ever seeking acceptance, some half-orcs try to use healing as a way to gain acceptance and respect from the other races, while others use the energy of the body as a weapon against those who they believe have wronged them.

Wilder: Half-orc wilders tend to tap into their more bestial nature to fuel their powers, and they are more likely to be found among orc society than among human, where disciplined study is more common.

Favored Class Options

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

Dread: Add +1/3 to weapon damage when channeling a terror through a weapon attack.

Psychic Warrior: Add 1 to the half-orc's power points per day.

Soulknife: Add +1/2 to the soulknife's psychic strike damage.

Wilder: The wilder gains 1 psionic talent.

HALFLING

Halfling Adventurers

Halflings who choose to become adventurers often favor light armor and weapons that play to their natural dexterity, emphasizing a variety of skills to be ready for any occasion. Though rarely looking for a fight, their insatiable curiosity often leads them to wander far and wide—and sometimes straight into danger.

Aegis: Halflings who choose to don an astral suit typically prefer the astral skin to avoid movement restriction and keep their natural flexibility, while still gaining protective abilities.

Cryptic: Halfling cryptics are among the most inquisitive of the race, seeking not only knowledge, but the underlying architecture of reality.

Dread: Although generally viewed as having positive attitudes, some halflings, especially those from more primitive tribes, know the power of fear and how to use it. These halflings make up for their smaller size with a ferocity not to be underestimated.

Marksman: A halflings more diminutive physical form can sometimes push them to learn the ranged combat arts. These halflings often prefer bows over thrown weapons, allowing them to fire while moving.

Psion: Halfling psions are often inquisitive about their own nature and the secrets of the mental arts, although many enjoy employing the powers of psychokinesis to give the larger races their comeuppance for discounting the diminutive halflings.

Psychic Warrior: While halfling psychic warriors may not have the imposing size of a half-giant, their light step makes them excellent at striking opponents unexpectedly.

Soulknife: With their tendency to get into places they don't belong, some halflings find the ability to always have a weapon handy to be an invaluable skill. These halflings also find that being able to appear unarmed makes them less likely to get stopped by wary guards.

Tactician: Halflings might be curious by nature, but few have the strategic mindset to be well-suited to the role of a tactician. Those who do are often more quiet and determined than others of their race.

Vitalist: The bond of community is strong among halflings, so it is not unusual for halflings to choose to study the arts of the vitalist, serving to bring others together by the strong bond they learn to use.

Wilder: Strong-willed halflings know that their emotions can be a powerful resource, and halfling wilders are not to be underestimated due to their slight size.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, halflings have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all halflings 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 on Disable Device checks.

Soulknife: Add +1 to the soulknife's CMD when resisting a grapple or trip.

Vitalist: The vitalist gains 1 psionic talent.

HUMAN

Human Adventurers

Human adventurers specialize in every career, their

talent and ambition driving them not just to succeed but to achieve greatness, founding legacies to endure long past their short lifespans.

Aegis: Those humans who adventure to unearth treasure or explore ancient ruins need protection from the sinister monsters and deadly traps that await, and some humans turn to the studies of the aegis to grant them protection in any situation.

Cryptic: Human cryptics yearn to reveal as many mysteries of the world as possible in the few decades they are allotted. They often actively seek out ancient tomes and study endlessly to find patterns they can create that will leave them a legacy. **Dread:** The human spirit is renowned for its ability to thrive in even the most terrifying adversity, and some among the race have learned to take those fears and turn them against the world that would otherwise best them.

Marksman: Many humans enjoy the hunt, so the life of a marksman is one that appeals to them. These humans often favor the power and flexibility that can be found with bows, although all variety of ranged weapons find use among humans.

Psion: Human psions often seek to better understand themselves and their own potential, and then to turn that into a way to understand the world around them.

Psychic Warrior: Some humans prefer to dabble between the study of the mental arts and martial combat, finding the art of the psychic warrior to allow them the best of both worlds.

Soulknife: The ability to alter a blade to suit the moment is one that many humans enjoy, allowing them to handle a variety of situations without needing to carry an arsenal.

Tactician: It is not uncommon for humans to find themselves in conflict with the other races, so tacticians frequently find themselves in positions of leadership in battles and skirmishes against enemy forces.

Vitalist: Lacking the hardiness of the dwarf, or the long life of the elan or elf, most humans recognize the need to heal wounds to get the most out of their short lives, making vitalists respected members of civilized human societies.

Wilder: Humans are frequently slaves to their own emotions, resulting in many of them using those emotions as a fuel for psionic power. These humans are often unpredictable and can be deadly.

Favored Class Options

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.

Aegis: Add +1/4 to the aegis's customization points.

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

Dread: The human gains +1/6 of a new terror.

Marksman: Add +1/3 to damage rolls made with ranged or thrown weapons when expending focus on Psionic Shot.

Psion: Add 1/2 power known from the psion power list. This power must be at least one level below the highest power level the psion can manifest.

Psychic Warrior: Add 1/3 power known from the psychic warrior power list. This power must be at least one level below the highest power level the psychic warrior can manifest.

Soulknife: The soulknife gains +1/6 of a new blade skill.

Tactician: Add +1/4 to the tactician's strategy daily uses.

Vitalist: Add 1/3 power known from the vitalist power list. This power must be at least one level below the highest power level the vitalist can manifest and may not be changed when the vitalist regains his daily power points.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Chapter VII

Prestige Classes

"Fabulous. Just what we wanted after a grueling day - now the fricking trees want to eat us?" Zizazat growled as the mathara tree attacked, his telekinetic shield barely holding it at bay.

"Where are the others?" Lina shouted as the tentacles lashed, a bolt of electricity firing from her hand at the carnivorous plant.

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. This chapter presents nineteen psionic prestige classes, specialists that add options and variety to a campaign. Taking a prestige class is optional and is always under the purview of the GM, so characters should not expect to always be able to choose one of the below prestige classes. Prestige classes may not always fit within any given campaign, and GMs may choose to not allow them or use them only for NPCs.

The prestige classes presented in this chapter include the following.

Adaptive Warrior: A warrior who uses the techniques of his enemies against them.

Body Snatcher: A master of the telepathic art of swapping minds with other beings.

Cerebremancer: A practitioner of both arcane magic and psionic power, wielding both efficiently.

Dark Tempest: A wielder of psionic power who has also learned the art of the mind blade.

Elocater: A master of altering gravity and space, performing seemingly impossible maneuvers.

Metaforge: A combination of soulknife and aegis, with the ability to blend the abilities of both.

Metamind: A manifester who sacrifices his expertise with higher level abilities to expand his reservoir of power.

Metamorph: A shapechanger who gains supernatural options and enhanced abilities while shapechanging.

Mystic Archer: A ranged combatant who has learned that sight can be deceptive and to trust his other senses.

Phrenic Slayer: A hunter of a type of psionic creature who gains abilities to aid in the chase.

Psicrystal Imprinter: A manifester who imbues psionic power into his psicrystal.

Psion Uncarnate: A manifester who has left the need for a physical body behind.

Psychic Fist: A monk who uses his innate psionic ability to augment his martial prowess.

Pyrokineticist: A wielder of flame, sending bolts of fire at enemies and using their body heat to heal.

Sighted Seeker: A detective and sleuth that uses insight and clairsentience to track his prey.

Soul Archer: A soulknife who has chosen to make ranged combat his focus.

Telekinetic Weaponmaster: A warrior who wields his weapons using the power of his mind.

Thrallherd: A manifester who puts out a psionic call for thralls and believers.

Warmind: A devastating warrior who learns many secret combat techniques.

Definition of Terms

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

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

Manifester Level: Generally equal to the number of class levels (see below) in a manifesting class. Some prestige classes add manifester levels to an existing class.

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.

Psicrystals and Prestige Classes

Previous editions of psionics had confusing rules when it came to progressing psicrystal abilities, especially when it came to prestige classes. As specified in the Psicrystal Affinity feat, **all** levels in psionic classes progress psicrystal abilities, including all of the prestige classes presented in this chapter.

Aegii, Soulknives, And Prestige Classes

Sometimes, an aegis or soulknife may qualify for a prestige class with "+1 level of existing manifesting class" as a class feature. This increased psionic training helps those who follow the path of the astral suit or mind blade as well as the path of the manifester. At each level where a manifester level would increase by one, treat the aegis or soulknife as if he had gained a class level for the purposes of damage reduction and customization points in the case of the aegis, or enhanced mind blade in the case of the soulknife. The character does not gain any other benefits from an increased level (bonus customizations, uses of reconfigure, blade skills, etc.).

It's less common, but sometimes a multiclass soulknife or aegis enters one of these prestige classes with a bit of manifesting talent. In high psionics games, for this special case, each indicated level of the prestige class advances both the aegis's damage reduction and customization points or the soulknife's enhanced mind blade, as above, and his existing manifester level by one level. In games that are not high psionics, choose one or the other to increase, but not both.

Wilders and Prestige Classes

Many of the prestige classes presented in this chapter improve a character's manifester level, but do not grant any benefit to a wilder's wild surge, leaving the wilder with little incentive to take a prestige class. For wilders, when a prestige class level grants the character additional power points per day as if they had gained a level in their manifesting class, treat the wilder's level as one higher when determining the effects of wild surge.

Adaptive Warrior

Most masters of melee combat hone a particular fighting style over their career, learning the intricacies of a particular set of tactics to use against their opponents. But there are a select few who have learned to study the tactics, maneuvers, and style of those around them, adjusting their combat style based upon the circumstances.

Psychic warriors and soulknives tend to be the most commonly found adaptive warriors, for their focus on combat is a natural lead in to that of the adaptive warrior.

Role: Adaptive warriors are most often found in the front lines of a battle, adjusting their fighting style to match the particular enemy of the moment.

Alignment: Adaptive warriors can be of any alignment.

Requirements

To qualify to become an adaptive warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Autohypnosis 5 ranks, Sense Motive 5 ranks.

Feats: Combat Expertise, Improved Feint

Psionics: Must have a power point reserve of at least 1 power point.

Class Skills

The adaptive warrior's class skills are Acrobatics (Dex), Autohypnosis (Wis), Bluff (Cha), Intimidate (Cha), Perception (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the adaptive warrior.

Weapon and Armor Proficiency: An adaptive warrior is proficient with all simple and martial weapons and all armor and shields (except tower shields).

Powers Known: At each level indicated, an adaptive warrior gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of adaptive warrior to the level of whatever 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 an adaptive warrior, he must decide to which class he adds the new level of adaptive warrior for the purpose of determining power points per day, powers known, and manifester level.

If the character did not belong to a manifesting class before taking this prestige class, he does not gain manifesting levels.

Examine Technique (Su): As long as an adaptive warrior maintains psionic focus, he is able to examine and remember the techniques of any creature within line of sight once per round as a move action. An adaptive warrior may examine up to his class level in enemies as long as all enemies are within line of sight. An adaptive warrior may choose to use this ability on allies in order to gain the benefits of his other class abilities. Once an adaptive warrior expends his psionic focus, he loses access to any techniques he examines until he uses this ability again.

At 6th level, an adaptive warrior can use this ability as a swift action.

Counter Fighting Style (Su): As long as the adaptive warrior has examined an enemy for at least one round using Examine Technique, he gains a competence bonus on attack and damage rolls made against that opponent equal to half his class level (minimum +1). This bonus lasts for one minute after using Examine Fighting stile, or until the adaptive warrior uses his Examine Technique ability on another target or has expended his psionic focus.

At 4th level, an adaptive warrior may expend

his psionic focus when attacking an enemy he has examined to automatically threaten a critical hit. He must still make a successful attack roll against that enemy, and still gains the competence bonus to attack and damage rolls on that attack. Subsequent attacks do not gain the competence bonus from this ability again until the adaptive warrior once again uses the Examine Technique ability.

Mimic Skill (Su): As long as an adaptive warrior of 2nd level or higher maintains psionic focus, he may mimic any skill that uses Strength, Dexterity, or Constitution as its ability score modifier that he has seen used within the past minute by a creature targeted by Examine Technique. The adaptive warrior must have seen the skill being used by someone trained in the skill. The adaptive warrior is treated as having a number of skill ranks in the skill equal to his class level.

Mimic Proficiency (Su): As long as an adaptive warrior of 3rd level or higher maintains psionic focus, he may wield any weapon as if he had proficiency with that weapon as long as he has used Examine Technique on someone with proficiency and wielding the weapon within the past minute.

Block Attack (Su): As long as an adaptive warrior of 5th level maintains psionic focus, he may, as an immediate action, attempt to block any attack, but not touch attack, made by an opponent he has used his Examine Technique ability on within the past minute. To successfully block the attack, the adaptive warrior makes an attack roll against the enemy's attack roll, adding his class level to the roll. If the adaptive warrior's attack roll is equal to or greater than the enemy's attack, the attack is blocked and the adaptive warrior takes no damage and suffers no effects from the attack.

This ability may not be used against opponents two or more size categories larger than the adaptive warrior.

Accelerated Combat (Su): An adaptive warrior of 6th level or higher may, by expending psionic focus, rapidly speed up any fighting style he has witnessed within the past minute. Once every ten minutes, when the adaptive warrior attacks an opponent that he has used Examine Technique on within the past minute, he may make two additional attacks at his highest attack bonus as part of a full attack action. In addition, he gains a +2 circumstance bonus to his Armor Class until the beginning of his next turn.

Extended Memory (Su): Once an adaptive warrior reaches 7th level, the length of time he can choose to remember a particular fighting style, skill, proficiency, or feat is increased to one hour. In addition, the adaptive warrior may as a swift action attempt to recall a single fighting style, skill, proficiency, or feat even after expending psionic focus by making a successful Autohypnosis roll (DC 15 + the number of rounds since witnessing the style, skill, proficiency, or feat). The adaptive warrior must currently have psionic focus to use this ability.

Extended Examination (Su): An adaptive warrior of 8th level or higher is able to examine creatures for longer periods of time to pick up more subtle aspects of a creature's fighting style or abilities. By examining a creature using Examine Technique as a full-round action, an adaptive warrior's competence bonus against that enemy for the following round increases to his class level when using his Counter Fighting Style and Block Attack abilities.

Mimic Feat (Su): As long as an adaptive warrior of 9th level or higher maintains psionic focus, he may mimic any Combat, Critical, or Psionic feat that he has seen used within the past minute by a creature targeted by Examine Technique. The feat must actually be a feat that is used as part of an action, such as Deep Impact, and not a passive ability, such as Psionic Body. The adaptive warrior must meet any prerequisites the feat may have to mimic it.

Combine Fighting Styles (Su): Upon achieving 10th level, an adaptive warrior is able to combine the different fighting styles he has examined in the past hour, creating an unpredictable, yet highly effective technique that baffles his opponents. As long as the adaptive warrior maintains psionic focus, has used his Examine Technique ability on at least two creatures in the past hour, and has not expended his psionic focus since using his Examine Technique, he can, as a swift action, treat his opponents as flat-footed when making attacks against them until the start of his next turn. This ability may be used a number of times per day equal to 4 + the adaptive warrior's Intelligence modifier.

Table 7-1: The Adaptive Warrior

HD: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+1	+1	+1	+0	Counter fighting style, examine technique	-
2nd	+2	+1	+1	+0	Mimic skill	+1 level of existing class
3rd	+3	+2	+2	+1	Mimic proficiency	+1 level of existing class
4th	+4	+2	+2	+1	Counter fighting style (critical)	+1 level of existing class
5th	+5	+3	+3	+1	Block attack	+1 level of existing class
6th	+6	+3	+3	+2	Accelerated combat, examine technique (swift)	-
7th	+7	+4	+4	+2	Extended memory	+1 level of existing class
8th	+8	+4	+4	+2	Extended examination	+1 level of existing class
9th	+9	+5	+5	+3	Mimic feat	+1 level of existing class
10th	+10	+5	+5	+3	Combine fighting styles	+1 level of existing class

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.

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 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 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

Table 7-2: The Body Snatcher

HD: d6

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, traumatic 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, *true mind switch*	

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 immediately switches places with her killer's and her old body dies. She suffers level loss as normal for losing her previous body after a *true mind switch*.

True Mind Switch: A 6th level body snatcher 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 and rapid transfer) to any manifestation of *true mind switch*, even one made at the moment of death through the use of death is only the beginning.

Cerebremancer

Cerebremancers tap into the power of the mind and the mystical arts. They are adepts at plumbing the mysteries of the arcane and of exploring the internal secrets of psionics. Most cerebremancers tend to be ambitious, wanting access to the power of magic and psionics, rather than what they consider to be the tedious aspect of focusing on only a single source of power.

To become a cerebremancer, a character must have training in both manifesting psionic powers and casting arcane spells. While the most common sort of cerebremancer is one who is a psion and a wizard, other combinations such as wilder and sorcerer are also possible. Psychic warriors rarely take up the path of the cerebremancer, as the focus on manifesting tends to take too much away from their focus on physical combat.

Role: Cerebremancers combine the flexibility of augmenting powers, with the versatility of arcane magic. While they slow down their access to more powerful effects, they gain incredible utility potential due to their access to spells and powers, allowing them to be a veritable walking toolbox as well as a deadly opponent from afar in combat.

Alignment: Any

Requirements

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

Skills: Knowledge (arcana) 3 ranks, Knowledge (psionics) 3 ranks.

Spells: Able to cast 2nd-level arcane spells.

Psionics: Able to manifest 2nd-level powers.

Class Skills

The cerebremancer's class skills (and the key ability for each skill) are Knowledge (arcana) (Int), Knowledge (psionics) (Int), Linguistics (Int), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the cerebremancer prestige class.

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

Spells per Day/Powers Known: When a new cerebremancer level is attained, the character gains new spells per day as if he had also attained a level in any one arcane spellcasting class he belonged to before he added the prestige class. He 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 either class would have gained (bonus metamagic, metapsionic, or item creation feats, and so on). This essentially means that he adds the level of cerebremancer to the level of whatever other arcane spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly.

If a character had more than one arcane spellcasting class or more than one manifesting class before he became a cerebremancer, he must decide to which class he adds each level of cerebremancer for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level.

Magical Manifesting (Su): A cerebremancer is capable of using his spells to increase the power level of powers he manifests. By expending a level one spell slot when he manifests a power, that power is treated as one level higher for purposes of its save DC and interacting with effects that deal with power level, such as *minor globe of invulnerability*.

At 3rd level and every two levels thereafter, the spell slot the cerebremancer can expend increases by one, and the power's effective level is increased by the level of the spell expended. He gains no other benefit of the spell being expended, and the power is not treated as if it was augmented. A power's level cannot exceed 9th level, but the cerebremancer may augment the power normally.

For example, at 7th level cerebremancer, a cerebremancer may expend a 4th level spell to treat a 1st level power as if it was actually a 5th level power, increasing its save DC by 4, or expend a 3rd level spell to treat a 3rd level power as if it was actually 6th level.

Mind Over Magic (Su): A cerebremancer learns how to meld the augmentation of psionic powers with the arcane nature of spells. Starting at 2nd level, when a cerebremancer casts a spell, he may spend two power points to increase the save DC by 1. At 6th level, the cerebremancer may spend four power points to increase the save DC by 2.

Table 7-3: The Cerebremancer

HD: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Powers Known
1st	+0	+0	+0	+1	Magical manifesting (1st)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
2nd	+1	+1	+1	+1	Mind over magic (+1)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
3rd	+1	+1	+1	+2	Magical manifesting (2nd)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
4th	+2	+1	+1	+2	-	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
5th	+2	+2	+2	+3	Magical manifesting (3rd)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
6th	+3	+2	+2	+3	Mind over magic (+2)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
7th	+3	+2	+2	+4	Magical manifesting (4th)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
8th	+4	+3	+3	+4	-	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
9th	+4	+3	+3	+5	Magical manifesting (5th)	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class
10th	+5	+3	+3	+5	Weave the sources	+1 level of existing arcane spellcasting class / +1 level of existing manifesting class

Weave the Sources (Su): Once a cerebremancer reaches 10th level, he can manifest a power and cast a spell using one action. Both the power and the spell must have the same manifesting and casting time. The cerebremancer can make any decisions concerning the power and spell independently. Any target affected by both the power and the spell takes a -2 penalty on saves made against each. The cerebremancer receives a +2 bonus on manifester and caster level checks made to overcome power and spell resistance with this power and spell. A cerebremancer may use this ability once per day.

Dark Tempest

Secretive to the extreme, the Dark Tempests are so called for their ancient warrior techniques, melding mastery over the inner self with the physical manifestation of the mind blade. Their techniques revolve around the fusion of their weapon and their mind into a deadly force capable of crushing an enemy's body and mind. Each of the tempests must find his own path through the darkness, to arrive on the other side filled with their personal discoveries. Legends claim that the tempests force a prospective candidate to meditate alone in utter darkness for a week, with but a bowl of water and a piece of bread. Those that survive the ordeal are welcomed, but only those that prepare for years manage it.

Alignment: Any.

Requirements

To qualify to become a dark tempest, a character must fulfill the following criteria:

Skills: Knowledge (psionics) 6 ranks.

Psionics: Ability to manifest 1st level powers, form mind blade class feature, and either enhanced mind blade +2 class feature or Mind Blade Knight* feat.

Class Skills

The dark tempest's class skills are Acrobatics (Dex), Autohypnosis (Wis), Bluff (Cha), Intimidate (Cha), Perception (Wis), Perform (dance) (Cha), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier

Class Features

All the following are class features of the dark tempest prestige class.

Manifesting: At every level, 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 either class would have gained (bonus metapsionic, or item creation feats, and so on). This essentially means that he adds the level of dark tempest 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 dark tempest, he must decide to which class he adds each level of dark tempest for purpose of determining power points per day, powers known, and manifester level.

Mind Blade: At every level, the dark tempest increases his soulknife level for the purposes of his enhanced mind blade class feature. This does not grant the dark tempest increased soulknife level for any other purposes (such as gaining bonus feats or blade skills).

Diverse Training: A dark tempest adds his level to any levels of soulknife he might have for the purpose of meeting the prerequisites and benefits of feats and blade skills (such as Mind Blade Knight*). He may also use any blade skills with a weapon he has summoned using *call weaponry* as if it were a mind blade. He also adds his level to any levels in a manifesting class for the purpose of meeting the prerequisites for feats.

Psychic Strike (Su): A dark tempest gains the ability to charge his mind blade, or a weapon he has summoned with *call weaponry*, with a psychic strike, as per the soulknife ability. This starts at 1d8 damage at 1st level and increases by +1d8 every three levels thereafter (2d8 at 4th level, etc.). If the dark tempest already possesses the ability to charge a psychic strike, he may add those dice to these when determining the damage dealt.

Expanded Power List: At 2nd level, the dark tempest adds the following powers to his class power list, if they are not already on his class power list. If the power is already on his class power list, the dark tempest can choose either level when selecting that power. If the dark tempest possesses more than one manifesting class, he must choose one class power list to add these powers to.

1st level powers — *deceleration, déjà vu, energy ray, entangling ectoplasm, feat leech, mind thrust, slumber, stomp*

2nd level powers — *cloud mind, ectoplasmic grapnel, ego whip, energy push, id insinuation, psionic lion's charge, recall agony, swarm of crystals*

3rd level powers — *crisis of breath, dispatch, Lanis's energy bolt, eradicate invisibility, expose weakness, hostile empathic transfer, psionic blast, telekinetic force*

4th level powers — *barrage, mindwipe, personality parasite, psychokinetic charge, schism, shatter mind blank, telekinetic maneuver, vanishing strike*

5th level powers — *adapt body, baleful teleport, catapsi, energy current, mind probe, psychic crush, shrapnel burst, summoning strike*

6th level powers — *breath of the black dragon, brutalize wounds, co-op concentration, decerebrate, defer fatality, disintegration, retrieve, temporal acceleration*

Power Strike (Su): At 3rd level, when the dark tempest expends his psychic strike upon confirming a successful hit, he may choose to forgo the usual psychic strike damage and instead use the energy to fuel one of his psionic powers. The power manifested must be a power he knows from the above Expanded Power List, and must be able to target areas or creatures other than the manifester. This is a swift action which counts as a Quickened power and does not provoke attacks of opportunity. The power is manifest as if the dark tempest had spent 2 pp per die of psychic strike damage, up to a limit of his manifester level, and automatically hits the struck target (Saves and power resistance may apply as normal). If the power would normally affect an area or multiple targets, it instead affects only the struck target and any other targets the dark tempest subsequently hits with a mind blade or called weapon that round (for example, manifesting *energy ray* would only affect a single target, but manifesting *stomp* would affect all targets hit during a full attack or bladewind attack). Any given target can only be affected by this ability once per round, even if the dark tempest strikes him multiple times or has multiple psychic strikes charged.

At 3rd level, the dark tempest may only use this ability to manifest 1st-level powers. This improves to include 2nd-level powers at level 6 and 3rd-level powers at level 9.

Blade Skill: At 5th and 8th level, the dark tempest gains a bonus blade skill from the following list: Absorbing blade, bladewind, deceptive blade, dual imbue, exploding critical, furious charge, improved furious charge, knife to the soul, mental power, powerful strikes, reaper's blade, reflective blade. The dark tempest must still meet all prerequisites for the selected blade skills.

Power Critical (Su): At 10th level, any time a dark tempest successfully confirms a critical hit, he can manifest a power as a swift action. The power must include the target of the attack as one of its targets or in its area of effect. Manifesting this power does not provoke an attack of opportunity. Alternately, he may instead expend his psychic strike and use power strike

Table 7-4: The Dark Tempest

HD: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting / Mind Blade
1st	+0	+1	+0	+0	Diverse training, psychic strike +1d8	+1 level of existing class
2nd	+1	+1	+1	+1	Expanded power list	+1 level of existing class
3rd	+2	+2	+1	+1	Power strike (1st level)	+1 level of existing class
4th	+3	+2	+1	+1	Psychic strike +2d8	+1 level of existing class
5th	+3	+3	+2	+2	Blade skill	+1 level of existing class
6th	+4	+3	+2	+2	Power strike (2nd level)	+1 level of existing class
7th	+5	+4	+2	+2	Psychic strike +3d8	+1 level of existing class
8th	+6	+4	+3	+3	Blade skill	+1 level of existing class
9th	+6	+5	+3	+3	Power strike (3rd level)	+1 level of existing class
10th	+7	+5	+3	+3	Power critical, psychic strike +4d8	+1 level of existing class

to manifest any power he knows from the expanded power list of a level up to the total number of psychic strike dice (for example, if he has a 5d8 psychic strike, he may manifest a 5th level power he knows from the list as if he had spent 10 pp, affecting struck targets as per power strike).

Elocater

Elocaters are renowned for their ability to make effective use of space and motion to pull off difficult or otherwise-impossible tactics in combat. They excel at closing in with less agile enemies, striking, and departing quickly to cover. Elocaters learn to manipulate the effects of gravity to reorient its effect for their own personal use, and often will use walls, ceilings, and other obstacles to maximum effect.

Psychic warriors tend to be the most common character class drawn to the elocater, as the freedom and maneuverability it gives on the battlefield is a prized ability, while nomads find the freedom of movement to be a powerful attraction. Some wilders and psions of other disciplines also find use out of the elocater class, although more rarely than psychic warriors or nomads.

Role: As masters of manipulating gravity and space, elocaters know where to position themselves to be effective. With their ability to defy gravity, elocaters can make excellent scouts, get to locations that might otherwise be impossible, and overcome physical impediments that a normal person might find impassable.

Alignment: Any

Requirements

To qualify to become an elocater, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Acrobatic 5 ranks.

Feats: Dodge, Mobility, Spring Attack.

Psionics: Able to manifest 1st-level powers.

Special: A character with the Nomad's Step ability does not need to meet the Spring Attack requirement.

Class Skills

The elocater's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Knowledge (psionics) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the elocater prestige class.

Weapon and Armor Proficiency: Elocaters are proficient with all simple and martial weapons and with light armor.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of elocater to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

Aerial Acrobatics (Su): The elocater adds her ranks in Acrobatics as a bonus to any Fly checks, and her ranks in Fly as a bonus to any Acrobatics checks, due to her ability to control her personal gravity. She also treats all Acrobatics checks to jump as if she had a running start.

Personal Gravity (Su): As long as the elocater is within 1 foot of a sufficiently stable solid or liquid surface,

she can change her personal gravity with a thought (free action). As a result, she may move on walls, ceilings, etc. as if they were level floors, including being able to run, jump, and take 5-foot steps.

Personal gravity is constantly active, even when unconscious, unless the elocater deliberately suppresses it (a free action), is heavily encumbered, or is slain. If the elocater is carrying a medium load or wearing heavy or medium armor while using personal gravity, her speed is reduced to 10 feet per round.

Scorn Earth (Su): At 1st level, an elocater's feet lift from the ground. From now on, she can float a foot above the ground, but still move and act as if she were standing on solid ground. At distances greater than 1 foot from any sufficiently stable surface, her speed diminishes to 10 feet per round, but she can move in any direction (including straight up or down). Melee and ranged attacks suffer increasing penalties as if she were the subject of the *defy gravity* power.

Scorn earth is constantly active, even when unconscious, unless the elocater deliberately suppresses it (a free action), is heavily encumbered, or is slain. If the elocater is carrying a medium load or wearing heavy or medium armor while using scorn earth, her speed reduces to 10 feet per round.

Terminal Velocity (Su): As long as either personal gravity or scorn earth is active, if the elocater would be in a position to fall (for example, stepping over a pit), she instead hovers at her current position, as if standing on solid ground. As a move action, she can safely float or jump down 30 feet (she can float down an additional 30 feet per additional move action spent in this way).

Freerunning (Ex): Beginning at 2nd level, an elocater's land speed increases by 10 feet. This is treated as a circumstance bonus (it does not stack with terrain-based circumstance bonuses, such as the circumstance bonus from using *skate* on a decline). This bonus increases to 20 feet at 5th level and to 30 feet at 8th level.

Spatial Awareness (Ex): Beginning at 2nd level, an elocater's hyperawareness of spatial relations lets her use the battlefield to her advantage. When she attacks with a bonus from higher ground or is flanking the attacked enemy with an ally, the first attack she makes against that enemy each round gains a +2 insight bonus to her attack roll and damage roll (if the attack hits). Furthermore, due to her ability to reorient herself, enemies no longer gain a bonus when attacking her from higher ground. At 5th level the insight bonus increases to +4, and at 8th level the insight bonus increases to +6.

Dimension Step (Su): An elocater of 3rd level or higher can slip psionically between spaces as if using the *fold space* power, once per day. The elocater cannot bring any other creatures with her. Her manifester level for this effect is equal to her elocater level. At 6th level, the elocater gains a second daily usage, and at 9th level, she can use this ability three times per day.

Flanker (Ex): An elocater of 4th level or higher can flank enemies from seemingly impossible angles. She can designate any square adjacent to her as the square from which flanking with an ally is determined (including the square where she stands, as normal). She can designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Dimension Swap (Su): An elocater of 6th level can use her dimension step ability to swap locations with one willing creature within 60 feet to which the elocater has line of sight. The use of this ability counts as one daily use of her dimension step ability.

Transporter (Ex): At 6th level, an elocater learns both *psychoport* and *planar travel*. These powers are in addition to any powers the elocater normally learns by advancing a level.

The elocater treats these powers as if they were 3rd-level powers on her class list. This means, among other things, that manifesting these powers costs 5 power points. (If the character does not have a high enough manifester level to manifest 3rd-level powers the

Table 7-5: The Elocater

HD: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+1	+1	Aerial acrobatics, personal gravity, scorn earth, terminal velocity	—
2nd	+1	+1	+1	+1	Freerunning, spatial awareness +2	+1 level of existing class
3rd	+2	+1	+2	+2	Dimension step (1/day)	+1 level of existing class
4th	+3	+1	+2	+2	Flanker	+1 level of existing class
5th	+3	+2	+3	+3	Spatial awareness +4	—
6th	+4	+2	+3	+3	Dimension step (2/day), dimension swap, transporter	+1 level of existing class
7th	+5	+2	+4	+4	Capricious step	+1 level of existing class
8th	+6	+3	+4	+4	Spatial awareness +6	+1 level of existing class
9th	+6	+3	+5	+5	Dimension spring attack, dimension step (3/day)	—
10th	+7	+3	+5	+5	Accelerated action	+1 level of existing class

character cannot manifest these powers until she has attained the required manifester level.)

Capricious Step (Ex): At 7th level, an elocater can take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step immediately after taking the first, or wait until the end of her other actions for the round. In all other ways, the rules for taking a 5-foot step apply.

Dimension Spring Attack (Su): An elocater of 9th level or higher can use her dimension step ability in conjunction with her Spring Attack feat. This ability can be used only against opponents within 60 feet to which the elocater has line of sight. She can dimension step up to the target, use Spring Attack, and then use dimension step to return to her starting point. (When she uses this ability, the total distance she can travel before and after the attack is not limited by her speed.) The use of this ability counts as one use of her dimension step.

If the elocater does not have the Spring Attack feat, she may not use this ability.

Accelerated Action (Su): When she attains 10th level, an elocater can accelerate herself and thereby take more actions than normal. An elocater can accelerate herself for a total of 5 rounds per day. She can choose to parcel out her accelerated actions in 1-round increments. (This effect is not cumulative with similar effects that provide additional actions, such as *schism* or a *haste* spell—and in fact an elocater can't take an accelerated action if affected by these or similar effects.)

If she makes a full attack while accelerated, an elocater can make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. If the elocater uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet. The elocater can use her accelerated action to manifest a power, as long as she has not already manifested a power in the current round and the one she wants to manifest has a manifesting time of 1 standard action or shorter. While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

METAFORGE

Forming and creating items from thin air is a skill honed by many who practice the psionic arts. Some, like the soulknife, form a weapon out of psionic energy. Others, like the aegis, form armor out of ectoplasm. A rare breed of psionic individual is capable of combining the abilities of the two, using the different techniques in a complementary fashion, where the whole is greater than the sum of its parts.

Role: Combining the abilities of two frontline combatants, a metaforge is most at home in the thick of battle, using his astral suit to ward off attacks, while he decimates enemies with his mind blade.

Alignment: Any.

Requirements

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

Skills: Craft (any) 3 ranks.

Psionics: Enhanced Mind Blade class feature, Invigorating Suit class feature

Class Skills

The metaforge's class skills are Autohypnosis, Climb, Fly, Intimidate, and Knowledge (psionics).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the metaforge prestige class.

Weapon and Armor Proficiency: Metaforges gain no

Table 7-6: The Metaforge

HD: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mind Blade / Astral Suit
1st	+1	+0	+0	+1	Crystallized mind blade (+1)	+1 level of existing class
2nd	+2	+1	+1	+1	Transfer enhancement (+1)	+1 level of existing class
3rd	+3	+1	+1	+2	Dual summon	+1 level of existing class
4th	+4	+1	+1	+2	Transfer enhancement (+2)	+1 level of existing class
5th	+5	+2	+2	+3	Crystallized mind blade (+2)	+1 level of existing class
6th	+6	+2	+2	+3	Transfer enhancement (+3)	+1 level of existing class
7th	+7	+2	+2	+4	-	+1 level of existing class
8th	+8	+3	+3	+4	Transfer enhancement (+4)	+1 level of existing class
9th	+9	+3	+3	+5	Crystallized mind blade (+3)	+1 level of existing class
10th	+10	+3	+3	+5	Swift transfer, transfer enhancement (+5)	+1 level of existing class

proficiency with any weapon or armor.

Astral Suit: At each level, treat the metaforge as if he had gained a level of aegis for the purposes of damage reduction and customization points. The metaforge does not gain any other benefits from an increased level (bonus customizations, daily uses of reconfigure, power points, etc.). This does, however, allow the metaforge to qualify for customizations dependant on his aegis level, such as the Reach customization.

Mind Blade: At each level, treat the metaforge as if he had gained a level of soulknife for the purposes of Enhanced Mind Blade. The metaforge does not gain any other benefits from an increased level (blade skills, etc.).

Crystallized Mind Blade (Su): A metaforge is able to combine the ectoplasm he uses to form his astral suit and the psionic energy he uses to shape his mind blade into a crystallized form of his mind blade. Creating a crystallized mind blade works the same as forming a mind blade, and the weapon functions in all ways mechanically as the metaforge's mind blade, except as follows. The weapon's hardness and hit points are increased by 1 for each level the metaforge has. In addition, the weapon can be charged with 1 power point, increasing its enhancement bonus by 1.

At 5th level, the weapon can instead be charged with 2 power points, increasing its enhancement bonus by 2.

At 9th level, the weapon can instead be charged with 3 power points, increasing its enhancement bonus by 3.

Transfer Enhancement (Su): Starting at 2nd level, a metaforge can spend one minute in concentration to reduce his mind blade's enhancement bonus or weapon special abilities by 1 (or a +1 equivalent ability) and gain an armor special ability of equal value added to the astral suit. This transfer lasts until the metaforge spends another minute to either revert his mind blade to its full power or to alter the armor special ability granted to his astral suit.

A metaforge may only have one such transfer in effect at any given time and may not reduce his mind blade to a +0 enhancement bonus. Every two levels thereafter, the enhancement bonus that the metaforge can transfer is increased by 1, to a maximum of +5 at 10th level.

Dual Summon (Su): Upon achieving 3rd level, the metaforge has learned to bring about his weapon and armor at the same time. While maintaining his psionic focus, the metaforge can form both mind blade and astral suit at the same time. The action needed to do this is whichever action takes the longer between the two abilities.

For example, for a soulknife with the Quick Draw feat and using Astral Juggernaut form, using this ability requires a full-round action, as that is how long it takes to form an astral suit in Astral Juggernaut form. For Astral Skin form, it would instead take a swift action.

The metaforge may alternatively expend his psionic focus to summon both his mind blade and his astral suit. The action needed to do this is whichever action takes the shorter between the two abilities.

Swift Transfer (Su): At 10th level the metaforge can use his transfer enhancement ability as a standard action, rather than requiring one minute in concentration.

METAMIND

Most who walk the path of the manifester seek to unlock progressively stronger powers and deeper secrets. Some, however, prefer to develop their internal reservoir of power rather than focusing on the scope of the effects they can manage. These metaminds learn to turn their bodies and minds into wells of psionic power, drawing more and more power when others would be exhausted.

While metaminds still progress in their psionic abilities, their development in manifesting is stunted, but they make up for this by increasing their power point pool, even turning their psicrystal into a psionic battery.

Role: As a storehouse of psionic energy, metaminds are all about manifesting power after power, having the extra resources to continue manifesting when another would have run dry.

Table 7-7: The Metamind

HD: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known and Maximum Power Level	Power Points per Day
1st	+0	+0	+0	+1	Cognizance psicrystal 5, sequestration 2	—	+1 level of existing class
2nd	+1	+1	+1	+1	Psionic talent, sequestration 3	+1 level of existing class	+1 level of existing class
3rd	+1	+1	+1	+2	Cognizance psicrystal 7, sequestration 4	+1 level of existing class	+1 level of existing class
4th	+2	+1	+1	+2	Efficient recharge (1/day), sequestration 5	+1 level of existing class	+1 level of existing class
5th	+2	+2	+2	+3	Cognizance psicrystal 9, psionic talent, sequestration 6	—	+1 level of existing class
6th	+3	+2	+2	+3	Sequestration 7	+1 level of existing class	+1 level of existing class
7th	+3	+2	+2	+4	Cognizance psicrystal 11, sequestration 8	+1 level of existing class	+1 level of existing class
8th	+4	+3	+3	+4	Efficient recharge (2/day), psionic talent, sequestration 9	+1 level of existing class	+1 level of existing class
9th	+4	+3	+3	+5	Cognizance psicrystal 13, sequestration 10	—	+1 level of existing class
10th	+5	+3	+3	+5	Font of power, sequestration 11	+1 level of existing class	+1 level of existing class

Alignment: Any.

Requirements

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

Skills: Knowledge (psionics) 5 ranks, Spellcraft 2 ranks.

Feat: Psicrystal Affinity*.

Psionics: Manifester level 4th.

Class Skills

The metamind's class skills are Autohypnosis (Wis), Knowledge (psionics), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the metamind prestige class.

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

Powers Known and Maximum Power Level: At every level indicated, a metamind gains access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines powers known, manifester level, and maximum power level accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining powers known, maximum power level, and manifester level.

Power Points per Day: The metamind adds his class

level to whatever manifesting class he belonged to before he added the prestige class for the purposes of determining power points per day. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines power points per day accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining power points per day.

Cognizance Psicrystal (Ex): A metamind masters the trick of storing excess power points in a psicrystal. The psicrystal is now treated as a *cognizance crystal* capable of storing 5 power points, in addition to its psicrystal abilities. At every odd-numbered level, a metamind becomes able to store an additional 2 power points in his psicrystal, to a maximum of 13 points at 9th level.

Sequestration (Ex): The metamind learns how to sequester his psionic knowledge to gain additional psionic power. At first level, the metamind may sequester two powers. When a power is sequestered, the character loses the use of it. However, the character immediately gains an additional number of power points equal to the power point cost of the sequestered power. For instance, a 1st level power sequestered grants 1 additional power point, while a 2nd level power grants 3 power points, and so on. Any power may be sequestered, even discipline powers of the character's select discipline list. When the metamind meditates to gain his power points, all sequestered powers are freed, allowing the metamind to choose new powers. The metamind may choose to sequester his powers at any time as a standard action, immediately gaining the appropriate number of power points, but the power becomes unusable until he meditates to gain his power points after sufficient rest.

As the metamind gains levels, the number of powers he can sequester increases. These new powers are then unavailable for use while they are sequestered.

Psionic Talent: Metaminds focus their studies in maximizing their psionic power. At 2nd level and every three levels thereafter, the metamind gains Psionic Talent as a bonus feat.

Efficient Recharge (Su): Beginning at 4th level, a metamind learns how to tap into the psionic nature of his own psicrystal to more efficiently recharge the power points stored within his cognizance psicrystal. Once per day, he may recharge the cognizance psicrystal, but only pays half the power point cost (rounded up). He may use this ability an additional time per day at 8th level.

Font of Power (Ps): A 10th-level metamind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to 1 minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point reserve. He finds the power points he needs welling up within his own body. While this ability is activated, the metamind's psionic power protects his body, granting him DR 10/- for the duration of the effect, and powers he manifests while under the effect of *font of power* cannot be interrupted.

If a metamind using this ability enters a *metaconcert*, his power point reserve is accessed normally for the purpose of his contributing to the pool.

Metamorph

While egoists and psychic warriors are both capable of changing their shape, both do so in a limited fashion. There are still a wide variety of forms that most of them cannot take.

A select few, however, have chosen to devote their studies into altering their bodies in new and unique ways, gaining special and powerful abilities that their less focused counterparts could only dream of. These are the metamorphs, and they are often found in altered forms, rather than in their natural state.

Role: As masters of altering their forms, metamorphs are often excellent at handling unexpected circumstances and have decent combat ability. They are capable of changing their form to match whatever scenario might present itself.

Alignment: Any

Requirements

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

Skills: Autohypnosis 5 ranks, Knowledge (Psionics) 5 ranks

Feats: Improved Metamorphosis*

Psionics: Ability to manifest *metamorphosis*.

Class Skills

The metamorph's class skills (and the key ability for each skill) are Autohypnosis, Climb, Fly, Knowledge (nature), Knowledge (psionics) (Int), Spellcraft (Int), and Swim.

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the metamorph prestige class.

Weapon and Armor Proficiency: Metamorphs gain no proficiency with any weapon 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 metamorph 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 metamorph, he must decide to which class he adds the level of metamorph for purpose of determining power points per day, powers known, and manifester level.

Natural Shifter: Although metamorphs sacrifice their manifesting progression to gain increased capability of changing their form, their manifesting ability when manifesting the *metamorphosis* powers is unaffected. When manifesting the *metamorphosis* powers, the metamorph's manifester level is increased by 1.

Once a metamorph reaches level 6, his manifester level is instead increased by 2. This manifester level bonus stacks with effects like wild surge or Overchannel.

Supernatural Shift (Su): One thing that sets metamorphs apart from their traditional manifester brethren is their ability to assume supernatural abilities of creatures when they utilize one of the *metamorphosis* powers. The metamorph gains the following menu options when manifesting the *metamorphosis* powers.

Abilities Menu A

- You gain darkvision out to 60 ft.
- You gain the ability to breathe underwater.

Abilities Menu B

- Your natural attacks cause 2 points of ability damage to either Strength or Dexterity (chosen at time of manifesting). A successful Fortitude save (DC 10 + 1/2 class level + primary ability modifier) negates this damage.
- You gain a fear aura. All creatures within a 30-foot radius that see you must make a Will save (DC 10 + 1/2 class level + primary ability modifier) or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by your aura again for 24 hours. This is a paralysis and a mind-affecting fear affect.

Abilities Menu C

- You gain a breath attack of your active energy type. This attack is a 30 ft. cone that deals 6d8 points of damage of your active damage type. A successful Reflex save (DC 10 + 1/2 class level + primary ability modifier) halves the damage.
- You gain immunity against your active energy type.
- Your natural attacks cause paralysis unless the target creature makes a successful Fortitude save (DC 10 + 1/2 class level + primary ability

Table 7-8: Metamorph

HD: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1	+0	+1	+0	+0	Natural shifter, supernatural shift	-
2	+1	+1	+1	+1	Free shift (1/day)	+1 level of existing class
3	+2	+2	+1	+1	Alter metamorphosis (move)	+1 level of existing class
4	+3	+2	+1	+1	Free shift (2/day)	+1 level of existing class
5	+3	+3	+2	+2	Quick shift	+1 level of existing class
6	+4	+3	+2	+2	Alter metamorphosis (swift), free shift (3/day), *major metamorphosis*	-
7	+5	+4	+2	+2	Extended shift	+1 level of existing class
8	+6	+4	+3	+3	Free shift (4/day)	+1 level of existing class
9	+6	+5	+3	+3	Alter metamorphosis (complete), shift type	+1 level of existing class
10	+7	+5	+3	+3	Free shift (5/day), permanent shift	+1 level of existing class

modifier). A target need only make one save per round, even if you hit with multiple natural attacks. The paralysis lasts 1d4 rounds.

Free Shift: Beginning at 2nd level, once per day, a metamorph can manifest *metamorphosis*, augmented up to his manifester level, without having to pay the power point cost. Every two levels thereafter, a metamorph can use this ability one additional time per day. The metamorph may not augment this power in any other way.

Alter Metamorphosis: Once a metamorph has reached 3rd level, he may spend a move action to modify one of his menu choices for any active *metamorphosis* power affecting him.

At 6th level, the metamorph can alter one of his menu choices as a swift action instead of as a move action.

At 9th level, the metamorph can alter all menu choices as a move action.

Quick Shift: A 5th level metamorph gains the Swift Shapeshifter feat as a bonus feat. If he already has the Swift Shapeshifter feat, he instead gains Master of All Forms as a bonus feat. If he already has both feats, he gains no benefit.

Major Metamorphosis: At 6th level, metamorphs add *major metamorphosis* to their list of powers known as a 6th level power. This power does not count against their limit of powers known, but may not be changed by effects such as *psychic reformation*. If a metamorph already knows *major metamorphosis*, she may instead choose any psychometabolism power of up to 5th level.

Extended Shift: Any time a metamorph of 7th level or higher manifests a *metamorphosis* power, he may expend his psionic focus to double the duration.

Shift Type: When a metamorph of 9th level or higher manifests a *metamorphosis* power, he can become one of the following types, with the associated traits: aberration, construct, elemental (cold, electricity, fire, or sonic only), dragon, fey, humanoid (any subtype), magical beast, monstrous humanoid, plant. This does not grant him any special attacks or special qualities, it simply grants the traits for that type. A metamorph may change this type through the use of Alter Metamorphosis as if it was a menu choice.

Permanent Shift: Upon reaching 10th level, a metamorph is able to permanently change his form. When manifesting one of the *metamorphosis* powers, the power's duration becomes "Permanent (D)".

Mystic Archer

The techniques of the mystic archer are thought to have been discovered by a skilled marksman rendered blind. Regardless of where the techniques originally came from, the mystic archer is a master of expanding his senses and sensing the presence of creatures, using his psionic ability to pinpoint their location and deliver devastating ranged attacks.

Role: Mystic archers are ranged combatants who shine when fighting against creatures who attempt to obscure their location through vision-impairing methods.

Alignment: Any

Requirements

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

Base Attack Bonus: +6

Feats: Intuitive Shot*, Point-Blank Shot, Psionic Shot

Skills: Perception 6 ranks

Special: Must have the psionic subtype

Class Skills

The mystic archer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Knowledge (psionics) (Int), Perception (Wis), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the mystic archer prestige class.

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

***Inevitable Strike (Ps)*:** A mystic archer gains *inevitable strike** as a psi-like ability that can be used once per day with a manifester level equal to his character level.

At every odd level thereafter, the mystic archer gains an additional daily use of *inevitable strike*.

Blindsense (Su): Once a mystic archer has achieved 2nd level, as long as he maintains psionic focus, he has blindsense out to a range of 30 ft.

Ranged Sneak Attack (Ex): If a mystic archer of 2nd level can catch an opponent when he is unable to defend himself effectively from his ranged attack, he can strike a vital spot for extra damage. Unlike a normal sneak attack, this ability may only be used on ranged attacks.

The mystic archer's ranged attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the mystic archer flanks his target. This extra damage is 1d6 at 2nd level, and increases to 2d6 at 5th level. Should the mystic archer score a critical hit with a sneak attack, this extra damage is not multiplied. This ability may only be used if the target is within 30 feet.

With a weapon that deals nonlethal damage, a mystic archer can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal

damage in a ranged sneak attack, not even with the usual –4 penalty.

The mystic archer must be able to detect the target well enough to pick out a vital spot and must be able to reach such a spot. A mystic archer cannot ranged sneak attack while striking a creature with concealment.

If a mystic archer gets a sneak attack bonus from another source, the bonuses on damage stack.

Heightened Senses (Ex): A mystic archer learns to enhance his senses, improving the distance at which he can use his different abilities. Starting at 3rd level and every level after that, the mystic archer adds 5 ft. to the range of his blindsense and ranged sneak attack abilities.

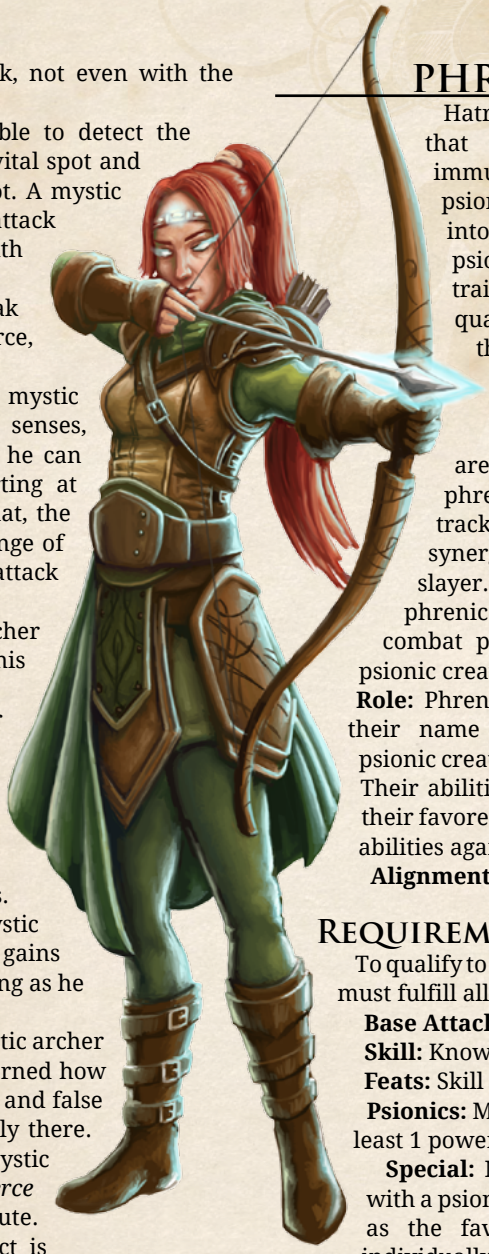
At 4th level, the mystic archer adds this increased range to his tremorsense ability.

At 6th level, the mystic archer adds this increased range to the his blindsight ability.

Tremorsense (Su): A mystic archer of at least 4th level gains tremorsense to a range of 30 ft as long as he maintains psionic focus.

Blindsight (Su): Once a mystic archer has reached 6th level, he gains blindsight to a range of 30 ft. as long as he maintains psionic focus.

Unhindered Vision (Ps): A mystic archer that has reached 7th level has learned how to look beyond glamers, illusions, and false visions to see only what is actually there. Once every ten minutes, the mystic archer can gain the benefits of *pierce the veils* for a duration of one minute. The manifester level of the effect is equal to the mystic archer's character level.



Phrenic Slayer

Hatred and enmity are not emotions that those with psionic power are immune to experiencing. And for some psionic creatures, this enmity develops into a focus to kill a particular type of psionic creature. These phrenic slayers train rigorously to find and kill their quarry, learning techniques to protect themselves against their enemy, even learning to turn their enemies' attacks back upon them.

Psionic races with levels in ranger are most commonly drawn to the phrenic slayer prestige class, as their tracking and combat abilities have synergy with the nature of the phrenic slayer. Manifesters may also become phrenic slayers, seeking to improve their combat prowess while hunting down their psionic creature of choice.

Role: Phrenic slayers excel at doing just what their name implies, killing, particularly the psionic creature type that has earned their focus. Their abilities allow them to go toe-to-toe with their favored enemy, often using their attacker's abilities against them.

Alignment: Any.

Requirements

To qualify to become a phrenic slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Knowledge (psionics) 1 rank.

Feats: Skill Focus (Survival).

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have had a hostile encounter with a psionic creature of the type to be selected as the favored enemy (see below), either individually or as part of a group composed of fewer than seven members.

A character with the Track class feature does not need to have the Skill Focus (Survival) feat to become a phrenic slayer.

Table 7-9: The Mystic Archer

HD: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+1	*Inevitable strike* (1/day)
2	+2	+1	+1	+1	Blindsense, ranged sneak attack +1d6
3	+3	+1	+2	+2	Heightened senses +5 ft., *inevitable strike* (2/day)
4	+4	+1	+2	+2	Heightened senses +5 ft., tremorsense
5	+5	+2	+3	+3	Heightened senses +5 ft., *inevitable strike* (3/day), ranged sneak attack +2d6
6	+6	+2	+3	+3	Blindsight, heightened senses +5 ft.,
7	+7	+2	+4	+4	Heightened senses +5 ft., *inevitable strike* (4/day), *unhindered vision*

Class Skills

The phrenic slayer's class skills (and the key ability for each skill) are Bluff (Cha), Knowledge (psionics) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the phrenic slayer prestige class.

Weapon and Armor Proficiency: Phrenic slayers are proficient with all simple and martial weapons and with all types of armor.

Powers Known: At each level indicated, a phrenic slayer gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of phrenic slayer to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

Phrenic Slayer Favored Enemies

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (other subtype)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

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

If the character did not belong to a manifesting class before taking this prestige class, she does not gain manifesting levels.

Favored Enemy (Ex): When she enters the class, a phrenic slayer formally declares a psionic creature type from the phrenic slayer favored enemies table as the enemy she detests above all others. Due to her extensive study of her foes and training in the proper techniques for combating them, she gains a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks when using these skills against her favored enemy.

Likewise, she gets a +2 bonus on attack rolls and weapon damage rolls against creatures of this kind.

These bonuses for favored enemies only work if the creature has the psionic subtype.

At 4th level the bonuses increase to +4, at 7th level to +6, and at 10th level to +8.

Enemy Sense (Su): A phrenic slayer can sense the presence of her favored enemy within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location.

Brain Nausea (Su): A phrenic slayer of 2nd level or higher has developed an innate backlash effect when her favored enemy targets her with mind-affecting effects. Any time the phrenic slayer makes a successful save against a mind-affecting effect from her favored enemy and has psionic focus, the favored enemy must make a successful Will save (DC 10 + ½ slayer level + Wisdom modifier) or be sickened for a number of rounds equal to the phrenic slayer's Wisdom modifier. At 6th level, the source is instead nauseated on a failed save. At 10th level, the source is stunned

Table 7-10: The Phrenic Slayer

HD: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+1	+0	+0	+1	Favored enemy +2, enemy sense	—
2nd	+2	+1	+1	+1	Brain nausea (sickened)	+1 level of existing class
3rd	+3	+1	+1	+2	Lucid buffer (+2)	+1 level of existing class
4th	+4	+1	+1	+2	Favored enemy +4	+1 level of existing class
5th	+5	+2	+2	+3	Power resistance	+1 level of existing class
6th	+6	+2	+2	+3	Brain nausea (nauseated), cerebral blind	+1 level of existing class
7th	+7	+2	+2	+4	Favored enemy +6	+1 level of existing class
8th	+8	+3	+3	+4	Breach power resistance, lucid buffer (+4)	+1 level of existing class
9th	+9	+3	+3	+5	Cerebral immunity	+1 level of existing class
10th	+10	+3	+3	+5	Brain nausea (stunned), favored enemy +8, rebound attack	+1 level of existing class

for one round on a failed save.

Lucid Buffer (Ex): At 3rd level, a phrenic slayer becomes especially skilled at resisting mental attacks. She gains a +2 competence bonus on saving throws against all compulsions and mind-affecting effects. This ability is active even if the phrenic slayer is unconscious, stunned, or otherwise helpless. This bonus increases to +4 at 8th level.

Power Resistance (Su): Upon achieving 5th level, a phrenic slayer's mind has learned how to protect not only against mind-affecting effects, but against varied forms of psionic attacks from her favored enemy. The phrenic slayer gains power resistance equal to 13 + her class level against effects from her favored enemy.

Cerebral Blind (Su): After reaching 6th level, a phrenic slayer is protected from all devices, powers, and spells that reveal location. This ability protects against information gathering by clairsentience powers or effects that reveal location.

The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to gain information about the phrenic slayer's location (however, *metafaculty* can pierce this protective barrier). In the case of *remote viewing* or *scrying* that scans an area a phrenic slayer is in, the effect works, but the phrenic slayer simply isn't detected. *Remote viewing* or *scrying* attempts that are targeted specifically at a phrenic slayer do not work. This ability is active as long as the phrenic slayer is psionically focused.

Breach Power Resistance (Su): A phrenic slayer of 8th level or higher can enhance her weapon with psionic might. Each successful melee attack (or ranged attack if the target is within 30 feet) she makes with her weapon against her favored enemy temporarily reduces its power resistance (if any) by 1. This penalty stacks. Unless the creature is slain, its lost power resistance returns all at once 12 hours later. This ability is active as long as the phrenic slayer is psionically focused. If the target has no power resistance, this ability does not function.

Cerebral Immunity (Su): On reaching 9th level, a phrenic slayer gains protection from all devices, powers, and spells that influence the mind. This ability grants her a +10 resistance bonus against almost all mind-affecting powers and effects (though the phrenic slayer can selectively allow powers or spells to affect her). The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to mentally influence a phrenic slayer. This ability is active as long as the phrenic slayer is psionically focused.

Rebound Attack (Su): At 10th level, if a phrenic slayer is targeted by her favored enemy by an effect that is subject to power resistance, as an immediate action, she may expend her psionic focus to rebound the effect on the source as if using *reddopsi*. This effect may not be used on touch range effects (including ranged touch attacks), effects that target an area, or effects such as *dispel psionics*. She may use this ability a number of times per day equal to 3 plus her Wisdom modifier.

Psicrystal Imprinter

The psicrystal imprinter has learned to harness crystals, power stones, and his psicrystal better than a normal psion is able. By using gems to store psionic powers and power points, the psicrystal imprinter learns to store powers in his psicrystal similar to how a power stone works, only without flushing the power. In time, these advancements transform the psicrystal into more than a mere shard of its master's personality, and most psicrystal imprinters look on their gems as a parent would a child.

Role: With abilities focusing primarily around manifesting psionic powers and harnessing the energy of his crystals, the psicrystal imprinter is not intended to be a front-line fighter. His talents revolve around flexibility in utilizing his psionic powers and providing support from a safe distance.

Alignment: Any

Requirements

To qualify to become a psicrystal imprinter, a character must fulfill the following criteria.

Skills: Knowledge (psionics) 1 ranks, Spellcraft 5 ranks

Feats: Craft Cognizance Crystal, Scribe Scroll

Class Skills

The psicrystal imprinter's class skills are Knowledge (psionics) and Spellcraft.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the psicrystal imprinter.

Weapons and Armor Proficiency: Psicrystal imprinters gain no weapon or armor proficiencies.

Manifesting: At every level indicated on the table, the psicrystal imprinter gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of psicrystal imprinter to the level of whatever 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 psicrystal imprinter, he must decide to which class he adds the new level of psicrystal imprinter for the purpose of determining power points per day, powers known, and manifester level.

Psicrystal Bond (Ex): If the psicrystal imprinter does not have a psicrystal, he gains Psicrystal Affinity as a bonus feat. If he already has Psicrystal Affinity, he instead gains the Improved Psicrystal feat as a bonus feat.

Psicrystal Receptacle (Ex): Starting at 1st level, the psicrystal imprinter can store powers in his or her psicrystal, similar to storing powers in a power stone (but see below). The psicrystal imprinter can store up to his class level + his key ability modifier in power levels. For example, Lieden is a 5th level psion / 3rd level psicrystal imprinter with an Intelligence score of 22. He can therefore store up to 9 levels of powers, such as 2 3rd level powers, 1 2nd level power and 1st level power, or 9 1st level powers.

* Storing a power: Storing a power in a psicrystal costs the standard monetary cost of creating a power stone of the appropriate level. The psicrystal imprinter can store any power he knows or otherwise has access to (through power stones or other psionic characters, for instance, although drawing from a power stone flushes the power from the stone). Storing a power takes half the normal time to create a power stone (4 hours for every 1000 GP value of a comparable power stone instead of 8 hours). For example, Lieden has a power stone of *defy gravity*, and wants to store it in his psicrystal. By making a DC 17 Spellcraft check, Lieden successfully addresses the stone to access the power locked within. After a second DC 17 Spellcraft check, Lieden is able to understand the power, and with a final DC 17 Spellcraft check, he is able to use the power inside. He then pays 75 gp and spends one hour in work (the normal cost and half the time of creating a 2nd level power stone), and has successfully stored *defy gravity* in his psicrystal. Storing a power requires use of the Scribe Scroll feat. If the psicrystal imprinter loses access to this feat for any reason, he can no longer store any powers in his psicrystal until he regains use of the feat.

* Utilizing a stored power: Manifesting a power stored in the psicrystal is treated exactly as if manifesting a known power, except that the psicrystal imprinter must be in contact with his psicrystal, and the power costs an additional 2 pp to manifest. The total cost for this manifestation, as normal, cannot exceed the psicrystal imprinter's manifester level. Unlike a normal power stone, manifesting the powers stored in a psicrystal does not flush the power.

* Changing stored powers: If the psicrystal imprinter so chooses, he can manifest any power stored in the psicrystal in the same fashion as a power stone and without spending any power points; the power's manifester level is treated as the minimum to manifest the power when manifested in this fashion. Doing this flushes that power from the psicrystal and frees the

levels it occupied for a new power to be stored. If the psicrystal imprinter chooses, he can harmlessly flush out powers stored without actually manifesting the power.

Skilled Crafter (Ex): Once a psicrystal imprinter has achieved 2nd level, he has unlocked techniques to help him in his crafting. He gains a bonus equal to half his class level (rounded down) on Spellcraft checks when crafting items using the Craft Cognizance Crystal or Scribe Scroll feats. In addition, if he spends more than four hours in a day crafting power stones, he can craft a number of additional power stones per day equal to half his class level (rounded down) as long as each of them are worth 250 gp or less. This is an exception to the rule that only one psionic item may be crafted per day.

Psicrystal Resonance (Su): Beginning at 3rd level, the psicrystal imprinter is able to channel known powers through his psicrystal, provided it is within 5 feet of him. By doing this, the psicrystal's inherent psionic power enhances the power in different ways. The psicrystal imprinter increases the manifesting time of any power he manifests directly this way to a full-round action if it took a standard action or less or adds a full-round action to the manifesting time of any power with a manifesting time of a full-round action or longer (much as a sorcerer extends casting time when adding metamagic feats to a spell); he may not use this ability on powers manifested from his psicrystal. The psicrystal imprinter unlocks resonating abilities as he advances in class levels. He may choose only one effect when manifesting any single power, but may choose a different effect on the next manifestation.

* 3rd Level: The power is treated as if the psicrystal imprinter had spent one more power point augmenting it than he actually did. The additional point from this ability may raise the cost of the power above the psicrystal imprinter's manifester level.

* 5th Level: The power is treated as if affected by the Empower Power feat. This ability does not cost additional power points, nor does it require expending psionic focus.

* 7th Level: The power is treated as if affected by the Extend Power feat. This ability does not cost additional power points, nor does it require expending psionic focus.

* 9th Level: The power is treated as if affected by the Twin Power feat. This ability does not cost additional power points, nor does it require expending psionic focus, but the manifesting time is increased by one full-round action.

Improved Psicrystal: At 4th level and every 3 levels thereafter, the psicrystal imprinter gains the Improved Psicrystal feat as a bonus feat.

Efficient Receptacle (Ex): At 5th level, the additional power point cost to manifest a power from the psicrystal imprinter's psicrystal (see psicrystal receptacle, above) decreases from +2 to +1. At 10th level it decreases to 0.

Essence Crystal (Su): Once per week, a 9th level psicrystal imprinter can attune his crystal to his psyche – a process that takes 1 hour. Should the psicrystal imprinter later perish, his mind and soul (as they existed when he last attuned his crystal) immediately transfer to his psicrystal instead of passing on. Treat this in all regards as the *astral seed* power, substituting the psicrystal imprinter's psicrystal for the storage crystal, except as noted here. All powers stored in the psicrystal remain untouched and can still be accessed as if the psicrystal imprinter were in contact with his psicrystal.

Crystalline Infusion (Ex): At 10th level, the psicrystal imprinter's psicrystal has become so advanced that its lattice-like structure closely resembles the complexity of the psicrystal imprinter's brain. The psicrystal gains the ability to store power points for its master as if it were a cognizance crystal (with a maximum capacity equal to its Intelligence score).

Furthermore, so long as it has at least one power point stored within it, the psicrystal gains the psionic subtype and may attempt to psionically focus itself. If the psicrystal imprinter is touching his psicrystal, he may expend this focus instead of his own on any effect relating to manifesting a power from his psicrystal. This focus is independent from that provided by abilities such as the Psicrystal Containment feat.

Finally, the psicrystal gains any one psionic feat that it meets the prerequisites for as a bonus feat. If the feat requires the user to maintain or expend psionic focus, the psicrystal uses its own ability to focus (from its master's crystalline infusion) for that feat. A psicrystal may not gain a feat that grants it followers, minions, or any other creatures under its control.

Table 7-11: The Psicrystal Imprinter

HD: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+1	Psicrystal bond, psicrystal receptacle	-
2nd	+1	+1	+1	+1	Skilled crafter (+1)	+1 level of existing class
3rd	+1	+1	+1	+2	Psicrystal resonance (augment)	+1 level of existing class
4th	+2	+1	+1	+2	Improved Psicrystal, skilled crafter +2	+1 level of existing class
5th	+2	+2	+2	+3	Efficient receptacle, psicrystal resonance (empower)	+1 level of existing class
6th	+3	+2	+2	+3	Skilled crafter (+3)	+1 level of existing class
7th	+3	+2	+2	+4	Improved Psicrystal, psicrystal resonance (extend)	+1 level of existing class
8th	+4	+3	+3	+4	Skilled crafter (+4)	+1 level of existing class
9th	+4	+3	+3	+5	Essence crystal, psicrystal resonance (twin)	+1 level of existing class
10th	+5	+3	+3	+5	Crystalline infusion, efficient receptacle, Improved Psicrystal, skilled crafter (+5)	+1 level of existing class

Psion Uncarnate

It isn't known if the uncarnate process is what created the race of Unbodied, or if the Unbodied inspired the process of uncarnation. Either way, these two are linked in many ways, as the goal of the psion uncarnate is to leave the fetters of the physical corporeal body behind, transforming into a being of pure energy. Over time, the psion uncarnate releases his hold on the physical realm, becoming permanently incorporeal and thus free from the burdens and weaknesses of the physical form. To some, it is the quest for life eternal that leads to this path; for others, it is the wish to be truly free - free from society, constraints created by the physical body, and even the physical worlds themselves.

Pure manifesters are the most likely to be drawn to become a psion uncarnate, due to the mastery of psionics needed. Psychic warriors, focusing on using both the body and mind, are very unlikely to walk the path to become a psion uncarnate.

Role: Psion uncarnates have a tendency to be loners, spending much of their time seeking to become incorporeal creatures. However, if they do choose to be around other creatures, they excel at getting to places that would otherwise be impossible to reach, by passing through barriers and avoiding detection.

Alignment: Any.

Requirements

To qualify to become a psion uncarnate, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 5 ranks, Spellcraft 5 ranks.

Feat: Psionic Body.

Psionics: Able to manifest 3rd-level powers.

Special: Must have had some instruction by another psion uncarnate or one of the Unbodied (see Chapter 8: Psionic Monsters).

Class Skills

The psion uncarnate's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Disguise (Cha), Knowledge (planes) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the psion uncarnate prestige class.

Weapon and Armor Proficiency: Psion uncarnates gain no proficiency with any weapon or armor.

Powers Known: At every level indicated, a psion uncarnate gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of psion uncarnate to the level of whatever manifesting class the character has, 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 psion uncarnate, he must decide to which class he adds the new level of psion uncarnate for the purpose of determining power points per day, powers known, and manifester level.

Shed Body (Su): Starting at 1st level, a psion uncarnate can become incorporeal (or "uncarnate") as a move action. Each day the character can remain uncarnate for up to 10 rounds and for each level after the first, he can remain uncarnate for 1 additional round. However, unlike other incorporeal creatures, a psion uncarnate does not gain a deflection bonus to Armor Class from his Charisma modifier. During this time, the character's body fades into an immaterial form that retains the character's basic likeness. While uncarnate, the character gains a fly speed equal to his land speed (perfect maneuverability). Losing his physical form allows the character to more easily access his mental abilities, and he gains a +1 bonus on all save DCs for powers he manifests while uncarnate. A psion uncarnate can become corporeal again as a move action and he is free to divide his available rounds per day in any way he chooses.

Matter-bound (Ex): When becoming uncarnate, the psion uncarnate can choose to either subsume his equipment into his incorporeal form, in which case they become inert (but see Assume Equipment below), or he can choose to have them remain functional but material. While the equipment is material, he can use it normally, deriving benefits from items that enhance his capabilities.

Often, a psion uncarnate appears almost like a ghost wearing items of the material world. This doesn't make his equipment more susceptible to attack (the normal rules for attended objects apply), but it does make it impossible for the character to enter or pass through solid objects while wearing solid equipment. If he drops his material equipment or subsumes it as a swift action, he can pass through solid objects at will again.

Incorporeal Touch (Su): Beginning at 2nd level, a psion uncarnate can make a melee touch attack that deals 1d6 points of damage if it hits. The character's Strength modifier is not applied to this attack, but it is effective against incorporeal creatures (and against corporeal creatures while the psion uncarnate is incorporeal) The character's hand and arm seem to become slightly translucent when he makes these attacks. While material, the psion uncarnate can use this ability up to three times per day, and while uncarnate, a psion uncarnate can make melee touch attacks at will that do not count against his uses of this ability. For every 2 levels, he gains an additional use of this ability while material. For every three levels higher than 2nd the psion uncarnate attains, the damage on these attacks increases by 1d6 points.

Uncarnate Armor (Su): At 2nd level, a psion uncarnate wearing armor (or using *inertial armor* or a similar effect) gets his armor bonus to AC even when he becomes incorporeal, along with any special abilities the armor may convey, such as *fortification* and the benefits against critical hits. This ability works even if the armor being worn becomes incorporeal and subsumed, as per Shed Body.

Assume Equipment (Su): Beginning at 3rd level, a psion uncarnate can designate a number of pieces of his worn equipment (including weapons, but excluding armor which is always active anyway, as per the Uncarnate Armor ability) equal to his class level to retain their function when he uses his shed body ability. This has no effect on the equipment's function, but now when the psion uncarnate is incorporeal, he can enter or pass through solid objects while wearing nothing other than the designated equipment. Once designated, the equipment automatically changes to incorporeal when the character sheds his body, and it returns to corporeality when the character does. The character can change his designations as he desires as a free action.

Assume Likeness (Su): At 4th level and higher, while incorporeal, a psion uncarnate can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. The character's abilities do not change, but he appears to be the creature that he assumes the likeness of, allowing him the ability to effectively disguise himself and bluff those who might wonder at his true nature. When he does this, he does not seem ghostlike, but rather quite material. Each physical interaction with a creature requires a successful Bluff check (opposed by the creature's Sense Motive check) to convince the creature of the psion uncarnate's new appearance. The psion uncarnate must not do anything to give away his true (incorporeal) nature in order for the bluff to be successful; for instance, if he accepts an item from another creature only to have it fall through his immaterial hands, the Bluff check automatically fails. However, a Bluff check would be allowed if the psion uncarnate uses his telekinetic force ability (see below) to hold the received item.

When using his assume likeness ability, a psion uncarnate has an additional +10 circumstance bonus on Disguise checks. If he can read an opponent's mind, he gets a further +4 circumstance bonus on Bluff and Disguise checks.

Parting the Veil (Su): At 5th level, the psion uncarnate can expend a use of his incorporeal touch ability to give

Table 7-12: The Psion Uncarnate

HD: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+1	Matter-bound, shed body	—
2nd	+1	+1	+1	+1	Incorporeal touch (1d6, 3/day), uncarnate armor	+1 level of existing class
3rd	+1	+1	+1	+2	Assume equipment	+1 level of existing class
4th	+2	+1	+1	+2	Assume likeness, incorporeal touch (4/day)	—
5th	+2	+2	+2	+3	Incorporeal touch (2d6), parting the veil	+1 level of existing class
6th	+3	+2	+2	+3	Hide mind, incorporeal touch (5/day)	+1 level of existing class
7th	+3	+2	+2	+4	Psionic Talent, telekinetic force	—
8th	+4	+3	+3	+4	Incorporeal touch (3d6, 6/day), rend the veil	+1 level of existing class
9th	+4	+3	+3	+5	Uncarnate bridge	+1 level of existing class
10th	+5	+3	+3	+5	Incorporeal touch (7/day), uncarnate	—

a weapon or armor he touches the ghost touch property for 5 minutes.

Hide Mind (Su): As the psion uncarnate continues to evolve towards a higher state of being, he gains the ability to hide his true nature from others. From 6th level, nothing can identify the psion uncarnate as being psionic, regardless of whether it is spells or powers.

Psionic Talent: A psion uncarnate of 7th level gains the Psionic Talent feat as a bonus feat.

Telekinetic Force (Su): Beginning at 7th level, while incorporeal, a psion uncarnate can use *telekinetic force* as a standard action that does not provoke attacks of opportunity. The save DC is equal to 10 + class level + the psion uncarnate's key ability modifier (either Int, Wis, or Cha). The character's manifester level is the manifester level of the effect.

Even while corporeal, a psion uncarnate can use this ability, but only three times per day (uses while he is uncarnate do not count against this use limit).

Rend the Veil (Su): At 8th level, a psion uncarnate is almost at the peak of his ascension and can rend the veil that separates the material from the incorporeal. While incorporeal, the psion uncarnate can expend his psionic focus while making a melee touch attack against another incorporeal creature. If the attack hits, the target becomes material for up to 1 minute. While corporeal, the psion uncarnate can expend a use of his Incorporeal Touch ability to make a similar melee touch attack, that if it hits, makes the target incorporeal for up to 1 minute. Both uses affect both the creature and any equipment it is using. The psion uncarnate can end either use of this effect as a swift action.

Uncarnate Bridge (Su): At 9th level, the psion uncarnate can use the minds of others as a springboard for transportation. While incorporeal, he can enter the body of a living creature and instantly teleport to any other living creature within line of sight as a move action. This is often unsettling for those subjected to this and if he so chooses, the psion uncarnate can make his entry and exit even more disturbing by partially melding with the mind of those affected. If he so chooses, both the entry and exit creature must make a Fortitude save with a save DC equal to 10 + ½ class level + the psion uncarnate's key ability modifier (either Int, Wis, or Cha). If the target fails, it becomes nauseated for 1 round.

Uncarnate (Ex): At 10th level, a psion uncarnate becomes a being of pure psionic consciousness. The character becomes permanently uncarnate, gains an additional +1 bonus to all save DCs of powers he manifests, counts his key ability score as 4 points higher for the purpose of bonus power points, gains a deflection bonus to his AC equal to his Charisma (minimum +1) and can instead use his Shed Body class ability to become material.

INCORPOREAL

For reference purposes, the mechanical aspects of being incorporeal are detailed below.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Psychic Fist

Martial artists who work to combine the power of the mind with the physical form, psychic fists believe that psionic power is something to be nurtured and developed.

Monks of psionic races are the most common to become psychic fists, although monks who have taken levels in psionic classes could also become psychic fists. As most psychic fists are monks, they are typically of a lawful alignment. However, it is not uncommon that monks who have become nonlawful take up the path of the psychic fist to continue developing their abilities while exploring their psionic potential.

Role: The psychic fist is a front-line fighter who excels at blending his martial prowess with his mental ability to overcome enemies. While they do not have the defensive capabilities of others, they gain unique features that allow them to survive in the fray.

Alignment: Any.

Requirements

To qualify to become a psychic fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Acrobatics 6 ranks.

Feat: Psionic Fist or Psionic Weapon.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have a *Ki* pool of at least 1 point.

Class Skills

The psychic fist's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Escape Artist (Dex), Knowledge (psionics) (Int), Spellcraft (Int), Stealth (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the psychic fist prestige class.

Weapon and Armor Proficiency: Psychic fists gain no proficiency with any weapon or armor.

Monk Abilities: A psychic fist's class levels stack with his monk levels for the purpose of determining his unarmed damage, bonuses to Armor Class, unarmored speed, and flurry of blows. His class levels do not apply to other monk abilities such as slow fall, *ki* strike abilities, and so on.

Manifesting: A psychic fist gains manifesting ability if he did not already have it. His power points per day, powers known, and maximum power level known are given on Table 6-6: The Psychic Fist. He chooses his powers from the psychic warrior power list. To learn or manifest a power, he must have a Wisdom score of at least 10 + the power's level, the save DCs for his powers are Wisdom-based, and he uses his Wisdom score to determine bonus power points.

Alternatively, if the psychic fist was capable of manifesting psionic powers before becoming a psychic fist, he may choose to forgo this training, instead opting to progress his existing manifesting class as described on the table below. At each indicated level, he gains power points, access to new powers, and an improved manifester level as if he had gained a level in whatever manifesting class he belonged to earlier. If he belonged to more than one manifesting class before becoming a psychic fist, he must choose which class to add the level of psychic fist to for the purposes of power points, access to new powers, and manifester level.

Once the psychic fist has chosen his manifesting path, it can never be changed – not even with effects such as *psychic reformation*.

***Ki* Power (Su):** Upon achieving 2nd level, a psychic fist adds 1/2 his psychic fist level to his monk level to determine the number of points in his *ki* pool and the effect of his *ki* strike.

Infused Body (Su): A 3rd level psychic fist's internal power strengthens his physical form. As long as the psychic fist maintains psionic focus, he gains damage reduction 1/-. This improves to 2/- at 6th level, and 3/- at 9th level.

Table 7-13: The Psychic Fist

HD: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting	Power Points/ Day	Powers Known	Level Known
1st	+0	+0	+1	+1	Monk abilities	–	1	1	1st
2nd	+1	+1	+1	+1	*Ki* power	+1 level existing class	3	2	1st
3rd	+2	+1	+2	+2	Infused body (1/-)	+1 level existing class	6	3	2nd
4th	+3	+1	+2	+2	Mesmerizing glow	+1 level existing class	10	4	2nd
5th	+3	+2	+3	+3	Bonus feat	+1 level existing class	15	5	3rd
6th	+4	+2	+3	+3	Concentrated will, infused body (2/-)	–	23	6	3rd
7th	+5	+2	+4	+4	Psionic acrobatics	+1 level existing class	31	7	4th
8th	+6	+3	+4	+4	—	+1 level existing class	43	8	4th
9th	+6	+3	+5	+5	Infused body (3/-)	+1 level existing class	55	9	5th
10th	+7	+3	+5	+5	Bonus feat, psychic fusion	+1 level existing class	71	10	5th

Mesmerizing Glow (Su): A psychic fist of 4th level can, as a standard action, spend 1 *ki* point to perform a visually-dazzling display, dazing up to half his class level in targets for one round unless the targets make a successful Will save (DC 10 + 1/2 psychic fist level + psychic fist's Wisdom modifier). All targets must be within 30 feet of the psychic fist and have line of sight to him to be affected.

Bonus Feat: At 5th and 10th level, a psychic fist can take any psionic feat as a bonus feat. He must still meet all prerequisites for the feat.

Concentrated Will (Su): Upon achieving 6th level, a psychic fist has learned to harness his internal energy to shrug off attacks that would harm others. Any time the psychic fist would suffer hit point damage, he may spend 2 *ki* points as an immediate action and make an Autohypnosis check (DC equal to double the damage of the attack) to ignore the damage. If the psychic fist fails the Autohypnosis check, the *ki* points are still spent and he still takes the damage.

Psionic Acrobatics (Ex): As long as a psychic fist of 7th level or higher maintains psionic focus, he adds his Wisdom modifier to his Acrobatics checks.

Psychic Fusion (Su): At 10th level, whenever a psychic fist successfully confirms a critical with a melee attack, he can manifest a power as a swift action. The power must include the target of the attack as one of its targets or in its area of effect and have a normal manifesting time of 1 standard action or less. Manifesting this power does not provoke an attack of opportunity.

PYROKINETICIST

Pyrokineticists, known more commonly as pyros, love working with and creating fire. It is their main motivation in most things they do. They have learned that by channeling psionic energy, they can create the beautiful flames they love so much, and they revel in the experience.

Any character with psionic ability can become a pyrokineticist, although psions and wilders must sincerely be drawn to flame to give up the manifesting ability that comes with becoming a pyro. Soulknives may become pyromancers to gain the *weapon afire* ability to use with their mind blade.

Role: Since their area of expertise is manipulating and creating fire, pyrokineticists are best at dealing fiery damage to enemies. While they do have modest damage-dealing potential from afar, they are most suited at dealing damage in melee range.

Alignment: Any chaotic.

Requirements

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

Skills: Autohypnosis 5 ranks, Craft (alchemy) 1 rank, Knowledge (psionics) 2 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have set fire to a structure of any size just to watch it burn.

Class Skills

The pyrokineticist's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Intimidate (Cha), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain proficiency with the whip.

***Fire Lash* (Ps):** A pyrokineticist gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack. A pyrokineticist can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the fire lash, as well as any feats that apply to the use of a

standard whip. The whip remains in existence as long as the pyrokineticist holds it and is treated for mechanical purposes as a whip.

If the character has the ability to fashion a mind blade and has the Altered Blade blade skill, her fire lash may be treated as her mind blade for mechanical purposes such as enhanced mind blade and other class abilities. All damage dealt by the mind blade in this form, including psychic strike damage and bonus damage from weapon abilities, is fire damage, and the pyrokineticist may not use the fire lash to perform disarm or trip attempts unless she has selected the appropriate Weapon Special blade skill.

Manipulate Blaze (Su): Pyrokineticists learn not only how to fashion a whip of fire, but also how to manipulate existing fires. As a standard action, the pyrokineticist may manipulate one source of fire within close range (25 ft. + 5 ft. / 2 levels of pyrokineticist). The fire source is immediately extinguished upon being utilized. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per class level. The fire may be used for one of the following purposes:

Fireworks: The fire is turned into a blinding display of fireworks; a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates, DC 10 + ½ class level + Charisma modifier). These creatures must have line of sight to the fire to be affected. Power resistance can prevent blindness.

Healing Heat: The pyrokineticist can convert the heat of the fire plus her own psionic power into a source of healing energy. For every power point the pyrokineticist spends, she heals 2 hp. Every 3 levels thereafter, the pyrokineticist heals one additional hit point per power point spent, to a maximum of 5 hp per 1 pp at 10th level.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per class level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates, DC 10 + ½ class level + Charisma modifier). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Power resistance does not apply.

A pyrokineticist may use this ability a total of three times per day for any combination of the uses.

Fire Adaptation (Ex): At 2nd level, a pyrokineticist becomes resistant to fire, gaining a +4 bonus on all saving throws against fire and heat spells and effects. In addition, she gains resistance to fire 10. At 7th level, this bonus increases to +8, and her resistance to fire increases to 20.

***Hand Afire* (Ps):** A pyrokineticist of 2nd level or higher can activate this ability as a move-equivalent action. Flames engulf one of the pyrokineticist's hands (but do her no harm). Her unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of fire damage. This extra damage increases to 4d6 at 8th level.

***Bolt of Fire* (Ps):** Starting at 3rd level, as a standard action, a pyrokineticist can launch a bolt of psionically manifested fire at any target in line of sight within 60 feet. This effect is treated as a ranged touch attack and deals 1d6 points of fire damage for each class level the pyrokineticist has.

***Weapon Afire* (Ps):** At 4th level and higher, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither her nor the weapon engulf one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt). The weapon deals an extra 2d6 points of fire damage on a successful hit. The weapon retains this effect for as

Table 7-14: The Pyrokineticist HD: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	*Fire lash*, manipulate blaze
2nd	+1	+1	+1	+1	Fire adaptation (+4/10), *hand afire* (2d6)
3rd	+2	+2	+2	+1	*Bolt of fire*
4th	+3	+2	+2	+1	*Weapon afire* **(2d6)**
5th	+3	+3	+3	+2	*Nimbus*
6th	+4	+3	+3	+2	Firewalk, leech heat (2d6), penetrating fire
7th	+5	+4	+4	+2	Fire adaptation (+8/20)
8th	+6	+4	+4	+3	*Hand afire* (4d6), *nimbus* (4d6), *weapon afire* (4d6)
9th	+6	+5	+5	+3	*Heat death*, leech heat (4d6)
10th	+7	+5	+5	+3	*Conflagration*, fire soul

long as the pyrokineticist wields it. This extra damage increases to 4d6 at 8th level.

***Nimbus* (Ps):** Beginning at 5th level, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither the pyrokineticist nor her equipment engulf her entire body. While she is aflame, the character's Charisma score increases by 4, she can make a melee touch attack for 2d6 points of fire damage, and she gains damage reduction 5/magic. If she is struck in melee, the attacker takes 2d6 points of fire damage. This ability lasts for up to 1 minute per pyrokineticist level and is usable once per day. This extra damage increases to 4d6 at 8th level.

The touch attacks from this ability do not stack with the damage from *hand afire*.

Firewalk (Su): Beginning at 6th level, as a free action a pyrokineticist can expend her psionic focus to literally walk on air. She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round. A firewalking pyrokineticist leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage. She must pay 1 power point per round spent traveling in this fashion.

Leech Heat (Su): A pyrokineticist of 6th level gains the ability to steal the heat from a creature within 30 feet and channel it to herself, dealing 2d6 points of cold damage to the target and healing herself for 2 points of damage. A successful Fortitude save (DC 10 + 1/2 class level + Charisma modifier) halves this damage and the healing the pyrokineticist receives. At 9th level, the damage increases to 4d6 points of cold damage, and the healing the pyrokineticist receives increases to 4 points.

Penetrating Fire (Su): At 6th level, a pyrokineticist's abilities are more adept at striking through any defenses. The pyrokineticist's attacks reduce any fire resistance the target might have by the pyrokineticist's level for that attack.

***Heat Death* (Ps):** A pyrokineticist who reaches 9th level can expend her psionic focus and take a full attack action to raise the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed on a Fortitude saving throw (DC 14 + pyrokineticist's Cha modifier) or its blood (or other internal fluid) begins to boil and the creature takes 4d8 points of fire damage from the heat (half on a successful save). Every round the target fails its save and the pyrokineticist maintains concentration as a standard action, the creature takes an additional 4d8 points of fire damage from the heat (half damage on a successful save). Creatures with fire resistance gain a +2 bonus on the saving throw, and creatures immune to fire are similarly immune to this attack.

***Conflagration* (Ps):** At 10th level, a pyrokineticist gains the ability to create a massive burst of raging flames around herself, burning everything in the area. As a standard action, she can use this ability to deal 15d6 points of fire damage in a 30-foot-radius burst emanating from herself. Any creature or object caught in the burst can make a Reflex saving throw (DC 15 + pyrokineticist's Cha modifier) for half damage. Anyone failing the Reflex save against the *conflagration* must also make a Fortitude saving throw (same DC) or die due to extreme shock from the intense heat. After using this ability, the pyrokineticist must wait for at least 10 minutes before she is able to use it again.

Fire Soul (Ex): Once a pyrokineticist has reached 10th level, her body is able to shrug off the effects of flame, granting immunity to fire and fire-based effects. In addition, she may use *nimbus* two additional times per day.

Sighted Seeker

Fugitives and marks alike run from their would-be captors. The wisest of these hunters do not rely on mundane ways of tracking alone, instead combining those abilities with the information readily available through the powers of the mind. By blending clairsentient talents with the techniques of an inquisitive and a warrior, these sighted seekers become the worst nightmare of any criminal – or anyone they're hired to find.

Role: Sighted seekers are excellent at finding specific individuals using not only active tracking abilities, but of reading the latent knowledge of nearby creatures to seek out their quarry.

Alignment: Any

Requirements

To qualify to become a sighted seeker, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Diplomacy 2 ranks, Perception 5 ranks, Survival 2 ranks

Feats: Skill Focus (Survival)*

Special: Power point reserve.

* A character with the Track class feature does not need to have the Skill Focus (Survival) feat to become a sighted seeker.

Class Skills

The sighted seeker's class skills are Diplomacy, Knowledge (local), Knowledge (nature), Knowledge (psionics), Perception, Sense Motive, Spellcraft, Stealth, and Survival.

Skill Points at Each Level: 6 + Int modifier

Class Features

All of the following are class features of the sighted seeker.

Weapons and Armor Proficiency: Sighted seekers are proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow and whip. Sighted seekers are proficient with light armor and shields (except tower shields).

Manifesting: A sighted seeker gains manifesting ability if she did not already have it. Her power points per day, powers known, and maximum power level known are given on the table below. She chooses her powers from the sighted seeker power list. To learn or manifest a power, she must have a Wisdom score of at least 10 + the power's level, the save DCs for her powers are Wisdom-based, and she uses her Wisdom score to determine bonus power points.

Alternatively, if the sighted seeker was capable of manifesting psionic powers before becoming a sighted seeker, she may choose to forgo this training, instead opting to progress her existing manifesting class as described on the table below. At each indicated level, she gains power points, access to new powers, and an improved manifester level as if she had gained a level in whatever manifesting class she belonged to earlier. If she belonged to more than one manifesting class before becoming a sighted seeker, she must choose which class to add the level of sighted seeker to for the purposes of power points, access to new powers, and manifester level.

Once the sighted seeker has chosen her manifesting path, it can never be changed – not even with effects such as *psychic reformation*.

Favored Prey (Ex): Starting at 1st level, a sighted seeker may add her favored enemy bonus (if any) to the save DCs when manifesting powers (such as *remote viewing*) against her favored enemies. Favored prey only applies to powers the sighted seeker manifests from her own mind (it does not apply to those from a psionic item or to psi-like abilities), and if such a power would affect multiple targets, only favored enemies or marks (see below) face the increased DC.

Urban Tracking: A sighted seeker gains Urban Tracking* as a bonus feat at 1st level.

Passive Seeking (Su): What makes the sighted seekers so efficient at their job is their ability to distill information from the passive thoughts and interactions around them, without arousing suspicion by asking any questions. Starting at 2nd level, while maintaining psionic focus and having a particular goal in mind, the sighted seeker may make a free Diplomacy check to gather information relating to this goal every 10 minutes she's in a crowd as she detects scraps of information from those around her. If her goal is to locate a mark (see mark prey, below), she gains a bonus on this check equal to her class level.

Mark Prey (Ex): A 3rd-level sighted seeker can invest her own psionic power into actively seeking a specific

individual target, known as a mark. This investment is a standard action that requires spending power points equal to 3 per specific target selected. While a sighted seeker does not need to know a mark's specific name or appearance, she must be able to unquestionably identify the specific individual in some way – for instance, "the one who made these tracks" or "the Queen's killer" would be sufficient, while simply looking for "the elf" would not. This cost must be paid immediately upon recovering power points on each subsequent day that mark is being actively hunted by the sighted seeker. A target remains a mark until the seeker ceases investing power points each day to hunt them. A sighted seeker may only have a number of marks active equal to half his class level (rounded down).

The sighted seeker may treat a mark as a favored enemy, as if she had the ranger class ability, with a +1 bonus. If that foe is already a favored enemy by virtue of race or organization, the favored enemy bonus instead improves by +2. Many of a sighted seeker's class features function in an improved fashion if she uses them against a mark; see the individual abilities for details.

Prescient Tactics (Ex): When a sighted seeker of 4th level or higher manifests the *defensive precognition*, *offensive precognition*, or *offensive prescience* power, she adds the following augment to the power.

Augment: If you spend 2 additional power points, the duration increases to 1 hour/level, but you only gain the insight bonuses against your favored enemies. In addition, you also add the insight bonus to Survival checks made to follow tracks, and to Diplomacy checks made to use the Urban Tracking feat.

Seeker's Analysis (Ex): A 5th level sighted seeker has mastered the mundane aspects of the hunt, such that they become almost second nature to her. Add the following abilities to the Perception skill:

Find Evidence	Normal time	DC 10-20
Analysis	1 minute	DC 15

Evidence is a physical clue which would provide information about her current task, such as the location or past deeds of a mark or the solution to a mystery. The DC to find a clue is based on how much the scene was disturbed from the act that left the evidence (with 10 being a perfectly undisturbed scene). However, it still must be interpreted to determine any useful information.

Analyzing evidence to determine useful information requires a DC 15 Perception check, +2 per day past the event. Failure of analysis provides incomplete and potentially misleading information, while dramatic success may reveal more information than the clue may initially suggest to a casual observer. Regardless of the success of analysis, though, it takes more dramatic means (such as object reading or related powers) to determine the authenticity of evidence (that fleck of kobold scales could have been planted at the scene, for instance).

A sighted seeker can take 10 to find or analyze evidence, but cannot take 20 and cannot retry failed checks. 5 or more ranks in a relevant Knowledge skill provide a +2 bonus on Perception checks made when analyzing evidence.

Additionally, add the following abilities to the Knowledge skill:

Research Subject	At least 1d4 hours	DC 10
Browse Records	At least 1d4 hours	DC 10-30

Researching a subject involves perusing libraries or related sources for information about a particular subject, such as the nations which export the type of weapon found at a scene or what a particular symbol stands for. Difficult subjects require more time to research (up to the GM), but do not alter the DC – instead, you are limited by the amount of information present in the source you are browsing. Particularly good sources (such as royal archives or related specialists' libraries) may provide a bonus of up to +6 on this check. A successful check results in a general understanding of the subject, while higher checks result in better information (to the limit of the source).

Browsing records involves going over files or ledgers looking for a particular piece of information – trends in immigration, taxation patterns, the goals of documented experiments and the like. The complexity of the filing system sets the DC; more difficult systems also take longer to peruse (at the GM's option). If a sighted seeker sets out with a specific goal in mind – such as the exact date a particular individual checked in at the inn – the

Table 7-15: The Sighted Seeker

HD: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting	Points/ Day	Powers Known	Level Known
1st	+0	+0	+1	+1	Favored prey, Urban Tracking	-	2	1	1st
2nd	+1	+1	+1	+1	Passive seeking	+1 level existing class	5	3	1st
3rd	+2	+1	+2	+2	Mark prey	+1 level existing class	9	4	1st
4th	+3	+1	+2	+2	Prescient tactics	+1 level existing class	14	5	2nd
5th	+3	+2	+3	+3	Seeker's analysis	-	22	6	2nd
6th	+4	+2	+3	+3	-	+1 level existing class	30	7	2nd
7th	+5	+2	+4	+4	Sighted analysis	+1 level existing class	42	8	3rd
8th	+6	+3	+4	+4	Hypercognition	+1 level existing class	54	10	3rd
9th	+6	+3	+5	+5	The sight	-	70	11	4th
10th	+7	+3	+5	+5	Metafaculty	+1 level existing class	86	12	4th

DC may increase by +5 - +15 (at the GM's option), or may decrease dramatically if the filing system is particularly good.

A sighted seeker may take 10, take 20, and retry these Knowledge checks as often as time allows, though she is still limited by the information present in the source.

Sighted Analysis (Su): Beginning at 7th level, a sighted seeker learns to augment her deductive skills with her psionic powers. She may spend 3 power points to automatically determine if a source is authentic during analysis, or to gain a +2 insight bonus to a single Perception or Knowledge check (whether using seeker's analysis or not). If she increases her Knowledge check this way while browsing records or researching a subject, she is able to make such great leaps of insight that she is no longer bound by the limits of her source of information.

Unlike most supernatural abilities, sighted analysis can be augmented by spending more power points. Each additional power point spent increases the insight bonus on Perception or Knowledge checks by 2. Alternatively, by spending 2 additional power points, the sighted seeker gains the trapfinding feature (as a rogue) for the duration of her Perception check, or she may treat any single Knowledge check as a trained check. The sighted seeker may not spend more power points on a single use of sighted analysis than her class level.

Hypercognition (Ps): At 8th level, the sighted seeker gains the ability to use *hypercognition* once per week as a psi-like ability, with a manifester level equal to twice her class level. Additionally, she adds *hypercognition* to list of powers known as a 7th level power. If she is unable to manifest 7th level powers, she cannot manifest it until she is able to manifest 7th level powers.

The Sight (Su): Experienced sighted seekers develop the technique from which their name derives: the Sight. At 9th level, a sighted seeker learns the *remote viewing* power automatically (without having to select it). If she already knows *remote viewing*, she may learn any other clairsentience power from her class list of 4th level or lower.

Additionally, when she manifests *remote viewing* on a mark, she treats her connection to the mark as if it were one step better (from a likeness or picture to a possession or garment, for instance), reduces the manifesting time from 1 hour to 1 minute, and increases the duration from 1 minute/level to 10 minutes/level. *Remote viewing* doesn't end if the sighted seeker attempts to manifest a power on her mark from her quasi-real viewpoint, although all other restrictions on such manifestations apply.

Metafaculty (Ps): At 10th level, the sighted seeker gains the ability to use *metafaculty* once per week as a psi-like ability, with a manifester level equal to twice her class level. Additionally, she adds *metafaculty* to her list of powers known as an 8th level power. If she is unable to manifest 8th level powers, she cannot manifest it until she is able to.

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. While many soul archers are capable wielding a mind blade, they are far more dangerous when they can shoot their arrows of energy.

Some soul archers choose to wield what resemble bows of energy, while others simply fire bolts from their hands, yet all are equally dangerous despite their varied appearance. The more skilled among them have even learned to react to take advantage of momentary distraction to fire even within close range.

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), Stealth (Dex), 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 non-functional 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 only work on melee weapons 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 of his choice. The feat chosen 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 by one die of damage. If the soul archer does not have the psychic strike ability, he gains the psychic strike ability, dealing 1d8 points of damage at 4th level and 2d8 points of damage at 8th level, but may only use this ability when his mind blade is in mind arrow form.

Reflexive Shot (Ex): At 6th level, a soul archer can make attacks of opportunity with his mind arrows. The soul archer still only threatens squares he could reach with his mind blade or with unarmed strikes, but 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.

Table 7-16: The Soul Archer

HD: d10

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 existing class
3rd	+3	+1	+2	+1	Ranged blade skill	+1 level existing class
4th	+4	+1	+2	+1	Ranged psychic strike	+1 level existing class
5th	+5	+1	+3	+1	Ranged blade skill	+1 level existing class
6th	+6	+2	+3	+2	Reflexive shot	+1 level existing class
7th	+7	+2	+4	+2	Ranged blade skill	+1 level existing class
8th	+8	+2	+4	+2	Phasing shot	+1 level existing class
9th	+9	+3	+5	+3	Ranged blade skill	+1 level existing class
10th	+10	+3	+5	+3	Empowered shot	+1 level existing class

For example, if the soul archer has the Deep Impact feat, he can use this ability to treat all of the attacks in a full attack sequence as ranged touch attacks.

Telekinetic Weaponmaster

Some combatants use weapons, while others turn psionic energy into brutal attacks of pure force. The telekinetic weaponmaster bridges melee prowess with psychokinetic energy to become a whirlwind on the battlefield, his weapon flying about and devastating nearby enemies. Skilled telekinetic weaponmasters learn to simultaneous wield a weapon conventionally and wield a weapon using only the power of telekinesis.

Role: Although the concept might imply a ranged combatant, the telekinetic weaponmaster is best when in the front lines, striking at foes in melee or nearby.

Alignment: Telekinetic weaponmasters are found of all alignments

Requirements

To qualify to become a telekinetic weaponmaster, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Feats: Psionic Meditation, Psionic Weapon

Psionics: Must be able to manifest *far hand* or *telekinetic force*.

Class Skills

The telekinetic weaponmaster's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), and Intimidate (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the telekinetic weaponmaster.

Weapon and Armor Proficiency: Telekinetic weaponmasters gain no proficiency with any weapon or armor.

Manifesting: At each level indicated, a telekinetic weaponmaster gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of telekinetic weaponmaster to the level of whatever 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 telekinetic weaponmaster, he must decide to which class he adds the new level of telekinetic weaponmaster for the purpose of determining power points per day, powers known, and manifester level.

If the character did not belong to a manifesting class before taking this prestige class, he does not gain manifesting levels.

Telekinetic Reach (Su): As long as a telekinetic weaponmaster maintains psionic focus, he gains reach with one melee weapon he is wielding. If the melee weapon he is wielding already grants reach, the reach is increased by 5 ft. At 3rd level, the telekinetic weaponmaster can use this ability when dual wielding and have it affect both weapons.

Telekinetic Throw (Su): Once a telekinetic weaponmaster has reached 2nd level, he can expend his psionic focus to throw a melee weapon. The attack is resolved as a melee attack against one enemy within 30 ft. as a standard action. The weapon thrown is treated as if it had the Returning special ability.

Telekinetic Block (Su): A telekinetic weaponmaster of 3rd level gains a +1 deflection bonus to AC while he maintains psionic focus. He may expend his psionic focus as a free action to increase this deflection bonus to +4 until the beginning of his next turn.

Dual Kinetic Mastery (Su): A 4th level telekinetic weaponmaster may wield melee weapons as normal and also have a weapon that is wielded telekinetically. The weapon must remain within 20 ft. of the telekinetic weaponmaster. The telekinetic weaponmaster designates one square within range and can make

Table 7-17: The Telekinetic Weaponmaster

HD: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+1	+0	+1	+0	Telekinetic reach	-
2nd	+2	+0	+1	+0	Telekinetic throw	+1 level of existing class
3rd	+3	+1	+2	+1	Telekinetic block	+1 level of existing class
4th	+4	+1	+2	+1	Dual kinetic mastery	+1 level of existing class
5th	+5	+1	+3	+1	Telekinetic whirlwind	+1 level of existing class

attacks or attacks of opportunity from that square as well as the square in which he actually resides. This telekinetically-wielded weapon does not benefit from additional attacks from effects such *haste*, nor does it make iterative attacks. A telekinetic weaponmaster may only attack with weapons he wields or with the telekinetic weapon as a standard action, but may attack with his held weapons and with his telekinetic weapon on a full attack action.

Telekinetic Whirlwind (Su): As a standard action, the telekinetic weaponmaster may designate a 10 ft. square within 20 ft. and make a single melee attack against each enemy inside using a weapon he is wielding. He resolves each attack separately.

THRALLHERD

Thrallherds send out a resonating psychic call, a call that urges those who may be actively or subconsciously seeking someone to guide them, control them, or lead them to come to the thrallherd. These followers of the thrallherd are completely loyal fanatics who will follow the thrallherd's instructions completely. As a result, thrallherds tend to have large retinues that can either stay close to the thrallherd, go out and perform varied tasks, or even stay behind and manage the thrallherd's residence.

Due to the nature of the thrallherds, telepaths are the most common characters to enter this class. Other manifesters can also become thrallherds, but typically have to pay a higher cost in character options.

Role: The thrallherd focuses on utilizing mind control and getting others to do her bidding. She acts more as a director, letting her thrall and her believers perform the activities, while she stays back and monitors.

Alignment: Any.

Hit Die: d6.

Requirements

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

Skills: Diplomacy 4 ranks, Knowledge (psionics) 5 ranks.

Feat: Inquisitor or Skill Focus (Diplomacy).

Psionics: Manifester level 5th and must be able to link minds together, whether via *mindlink*, *mind control*, or a collective.

Class Skills

The thrallherd's class skills are Autohypnosis (Wis), Bluff (Cha), Diplomacy (Cha), Knowledge (psionics), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the thrallherd prestige class.

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

Powers Known: At every level from 2nd through 9th, a thrallherd gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of thrallherd to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

Thrallherd (Ex): A thrallherd who has just entered the class sends out a subtle psychic call for servants, and that call is answered. Essentially, the character gains something akin to the Leadership feat, but with some important differences.

Those who answer a thrallherd's call are not referred to as cohorts and followers, but rather as thralls and believers, respectively. They do not appear because they admire the character and want to serve her, but because a hidden psychic resonance connects the thrallherd and her servants.

As with the Leadership feat, a thrallherd has a Leadership score that determines the highest-level thrall and believers she can attract. A thrallherd's Leadership score is equal to her character level + her Charisma modifier + her thrallherd level. (Note that her thrallherd level is counted twice.) This score is not affected by any of the modifiers mentioned in the Leadership feat.

As with the Leadership feat, the called thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall. Unlike with the Leadership feat, the level limit of a thrall is equal to the

character's total level minus 1 (not level minus 2, as is true for cohorts).

A thrallherd cannot take the Leadership feat; if the character already has it, the feat is lost and replaced by this ability; those who were previously cohorts and followers go their separate ways, and those who are more mentally pliable show up later to take up roles as thralls and believers. A thrallherd's thrall and believers arrive within 24 hours. Lost thralls are replaced within 24 hours. Believers arrive and are replaced at a rate of the thrallherd's leadership score per day, with the lowest level believers arriving first. If the thrallherd is in a location where thralls and believers cannot reach, none arrive until she moves to a location where she can be reached.

A thrallherd establishes a resonance with his thrall and suffers if the thrall is killed. For 48 hours following the loss of a thrall, a thrallherd suffers one negative level. This negative level may not be healed by any means until 48 hours have passed since the thrall's death, at which point it fades naturally. Should the thrallherd's new thrall die while the thrallherd is still suffering a negative level, he acquires an additional negative level, and the duration of any negative levels gained through losing a thrall resets to 48 hours from the time the most recent thrall was lost.

Use the table below instead of the one with the Leadership feat to determine the level of a thrallherd's thrall and the number of believers of various levels a thrallherd can attract.

Alluring Voice (Ex): At 2nd level, the thrallherd gains a +2 bonus to her choice of Bluff, Diplomacy, Intimidate or Sense Motive skill checks. At every 2 levels thereafter, she gains an additional +2 bonus that can either be applied to the same skill, or to another skill on the list. For example, a 6th level thrallherd could have a +6 bonus to just Diplomacy, or a +2 bonus to Bluff, Diplomacy, and Intimidate, or a +2 bonus to Bluff and a +4 bonus to Diplomacy. Once this choice is made, it cannot be changed.

Empathic Connection (Ex): At 3rd level, a thrallherd adds *empathic connection* to her powers known. If she already knows *empathic connection* she can instead add a Telepathy power available to her powers known. Once per day, she can manifest *empathic connection* at a reduced power point cost. The cost of *empathic connection* is reduced by the thrallherd's level, to a

Leadership Score	Thrall Level	—Number of Believers by Level— 1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifester level.

Mind Control (Ex): At 5th level, a thrallherd adds *mind control* to her powers known. If she already knows *mind control* she can instead add a Telepathy power available to her powers known. Once per day, she can manifest *mind control* at a reduced power point cost. The cost of *mind control* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifester level.

Greater Mind Control (Ex): At 7th level and higher, a thrallherd does not have to pay 2 additional power points when she augments *mind control* to affect animals, fey, giants, magical beasts, and monstrous humanoids. This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Superior Mind Control (Ex): At 9th level, a thrallherd does not have to pay 4 additional power points when she augments *mind control* to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater mind control ability). This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Expanded Call: At 10th level, the thrallherd's ability to bring forth servants improves as indicated on the following table.

Leadership Score	Thrall Level	– Number of Believers by Level – 1st	2nd	3rd	4th	5th	6th
25	17th	135	13	7	4	2	2
26	18th	160	16	8	4	2	2
27	18th	190	19	10	5	3	2
28	19th	220	22	11	6	3	2
29	19th	260	26	13	7	4	2
30	19th	300	30	15	8	4	2

Twofold Master (Ex): At 10th level, a thrallherd adds a second thrall to her herd. This second thrall's maximum level is equal to the thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall. The thrallherd suffers a negative level penalty for 48 hours if her second thrall dies, just like the penalty if her first thrall dies. These negative levels stack if both thralls die.

Table 7-18: The Thrallherd

HD: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+1	Thrallherd	—
2nd	+1	+1	+1	+1	Alluring voice	+1 level of existing class
3rd	+1	+1	+1	+2	Empathic connection	+1 level of existing class
4th	+2	+1	+1	+2	Alluring voice	+1 level of existing class
5th	+2	+2	+2	+3	Mind control	+1 level of existing class
6th	+3	+2	+2	+3	Alluring voice	+1 level of existing class
7th	+3	+2	+2	+4	Greater mind control	+1 level of existing class
8th	+4	+3	+3	+4	Alluring voice	+1 level of existing class
9th	+4	+3	+3	+5	Superior mind control	+1 level of existing class
10th	+5	+3	+3	+5	Alluring voice, expanded call, twofold master	—

War Mind

War minds are almost unequalled experts of an incredibly powerful combat technique that melds the body and mind into one perfect warrior. They achieve this through studying ancient techniques known as the chains of war. Some study under the guidance of a single war mind, often in the role of apprentice and master; some choose to find this path through meditation and intense studies of the Codex of War, an ancient but well-respected tome that teaches the necessary mindset and training to awaken the chains of war in a psionically talented warrior.

Psychic warriors and soulknives are the most common to study the Codex of War and become war minds, although any character with psionic power can become a war mind.

Role: A war mind will stand at the front lines of a battle, meting out punishment and enduring the onslaught of enemies. He excels at melee combat and uses his manifesting ability to enhance his martial prowess.

Alignment: Any non-chaotic.

Requirements

To qualify to become a war mind, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (history) 2 ranks, Knowledge (psionics) 5 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have had some instruction by another war mind, have access to the Codex of War, or belong to an organization that has access to the Codex of War.

Class Skills

The war mind's class skills (and the key ability for each skill) are Autohypnosis (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (psionics) (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the war mind prestige class.

Weapon and Armor Proficiency: War minds gain no proficiency with any weapon or armor.

Power Points/Day: A war mind can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 6-9: The War Mind. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a war mind has power points from a different class, those points are pooled together and usable to manifest powers from either class.

Powers Known: A war mind chooses his powers from the psychic warrior power list. At 1st level, a war mind knows one psychic warrior power of your choice. At every even-numbered level higher than 1st, he learns one new power. A war mind can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a war mind can manifest per day is limited only by his daily power points.

A war mind simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

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

Maximum Power Level Known: A war mind gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each even-numbered level beyond 2nd, a war mind gains the ability to master more complex powers.

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

Chain of Personal Superiority (Ex): At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge

Table 7-19: The War Mind

HD: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+1	+1	+1	+0	Chain of personal superiority +2, warrior's journey	2	1	1st
2nd	+2	+1	+1	+1	Chain of defensive posture +2	5	2	1st
3rd	+3	+2	+2	+1	Enduring body (DR 1/—)	9	2	1st
4th	+4	+2	+2	+1	Well of power	14	3	2nd
5th	+5	+3	+3	+2	Sweeping strike	20	3	2nd
6th	+6	+3	+3	+2	Enduring body (DR 2/—)	28	4	3rd
7th	+7	+4	+4	+2	Chain of personal superiority +4	37	4	3rd
8th	+8	+4	+4	+3	Chain of defensive posture +4	47	5	4th
9th	+9	+5	+5	+3	Enduring body (DR 3/—)	58	5	4th
10th	+10	+5	+5	+3	Chain of overwhelming force	70	6	5th

and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 7th level, the insight bonus to Strength and Constitution improves to +4.

Warrior's Journey (Ex): If the war mind previously had manifesting in the psychic warrior class, instead of gaining the war mind's exclusive psionic manifestation abilities, he can choose to instead increase his psychic warrior manifesting level. If he does so, the war mind gains additional power points per day and access to new powers as if he had also gained a level in psychic warrior. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, improved trances and maneuvers, and so on). This essentially means that he adds the level of war mind to the level of psychic warrior, then determines power points per day, powers known, and manifester level accordingly.

Chain of Defensive Posture (Ex): At 2nd level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 8th level, the insight bonus to Armor Class improves to +4.

Enduring Body (Ex): At 3rd level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The spirit of the ideal body transforms a war mind, granting him damage reduction 1/–. At 6th level, his damage reduction improves to 2/–. At 9th level, his damage reduction improves to 3/–.

Well of Power (Ex): At 4th level, a war mind can tap his psionic energy to use chain of personal superiority or chain of defensive posture more than would normally be possible. If he has already expended all of his daily uses of either chain of personal superiority or chain of defense posture, he may spend 4 power points to gain an additional use of either ability. He can do this as many times as he wants in a day, provided he has power points left. At 10th level, he can expend his psionic focus and pay 10 power points to gain an additional daily use of chain of overwhelming force if he has already expended his daily use.

Sweeping Strike (Ex): At 5th level, a war mind gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A war mind can use this ability on any attack, even an attack of opportunity or a cleave attempt.

A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a war mind hits one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he successfully hits more than one foe.

Chain of Overwhelming Force (Su): At 10th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack.

The war mind taps into this underlying energy and apply it to a single melee attack, dealing an extra 10d6 points of damage. A war mind can use this power once per day. Activating this power is part of the attack action. If the attack misses, the power is wasted.

Chapter VIII

Psionic Items

"See friends, I promised you great wealth and fabulous riches!" said Anjalai, even as the door still reeked of burnt wood from her dorje's blast.

"We weren't promised a near-death experience, though," Krakatal muttered.

Anjalai smiled and replied, "Nah, that was a bonus!"

Psionic Items

Psionic items are imbued with mental energy, wielded against foes, and often taken from the corpses of fallen enemies. Psionic characters can create their own psionic items, should they feel so inclined and invest in the appropriate choices.

Just as magic items are broken down into categories, so too are psionic items. Psionic items are divided between armor, weapons, cognizance crystals, dorjes, power stones, psicrowns, psionic tattoos, and universal items. In addition, there are some psionic items which are of such tremendous power that they are classified as artifacts. There are both major and minor psionic artifacts, some of which are detailed in this chapter.

Using Items

To use a psionic item, it must be activated, although sometimes activation is accomplished simply by picking up an item or putting it on. Some items, once they are carried or worn, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, power completion items (see below) are treated just like powers in combat and do provoke attacks of opportunity.

Activating a psionic item is a standard action unless the item description indicates otherwise. The manifesting time of a power is the time required to activate the same power in an item, whether it's a power stone, a dorje, or a psionic tattoo, unless the item description specifically states otherwise.

The four ways to activate psionic items are described below.

Power Completion: This is the activation method for power stones. A power stone holds a power that is mostly finished. All that's left to do is perform the short, simple, finishing parts of the manifestation (the final mental coda, as it were). To use a power completion item safely, a character must be of high enough level in the appropriate class to manifest the power already. If he can't already manifest the power, there's a chance he'll make a mistake (see Brainburn in the power stone description). Activating a power completion item is a standard action and provokes attacks of opportunity exactly as manifesting a power does.

Powers stored in power completion items are usually not augmented, because the manifester level of such an item is assumed to be the minimum necessary to manifest the stored power. However, an item's description may specify otherwise (some power stones have manifester levels higher than the minimum required to manifest the stored power, and are assumed to be augmented).

Power Trigger: This is the activation method for dorjes and psicrowns. It requires the special knowledge of power manifestation that a character of the appropriate class would know, and the formation of the appropriate command thought. If a power is on a character's power list, the character knows how to use a power trigger item that stores that power. The user must still determine what power is stored in the item before she can activate it. Activating a power trigger item is a standard action that does not provoke attacks of opportunity.

Powers stored in power trigger items are not augmented. Such powers are assumed to be stored in the item at the minimum manifester level necessary to manifest the power. However, certain items may specify a higher manifester level than necessary. If such an item holds a power that deals hit point damage, the power is assumed to be augmented to the maximum allowed by the power and the manifester level.

Command Thought: If no activation method is suggested either in the psionic item description or by the nature of the item, assume that a command thought is needed to activate it. Command thought activation means that a character mentally projects a thought, and the item activates. No other special knowledge is needed. Activating a command thought psionic item is a standard action that does not provoke attacks of opportunity.

Sometimes the command thought to activate an item is mentally imprinted within it and is whispered into the mind of a creature who picks it up. Other items are silent, but a Knowledge (psionics) or Knowledge (history) check might be useful in helping to identify command thoughts. A successful DC 30 check is needed to come up with the command thought in this case. The power *detect psionics* reveals command thoughts if the properties of the item are successfully identified.

Powers stored in command thought items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

Use-Activated: This type of psionic item simply has to be used to activate. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Some items made for wearing must still be activated. Although this activation sometimes requires a command thought (see above), usually it means mentally willing the activation to happen (a free action). The description of an item states whether a command thought is needed in such a case.

Unless stated otherwise, activating a use-activated psionic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes attacks of opportunity in itself. If the use of the item takes time before a psionic effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time, use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item to activate it, unless the benefit of the item comes automatically.

Powers stored in use-activated items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

Saving Throws Against Psionic Item Powers

Psionic items produce psionic powers. The DC of a saving throw against a power from a psionic item is always 10 + the level of the power or effect + the ability modifier of the minimum ability score needed to manifest that level of power.

Another way to figure the same number is to multiply the power's level by 1½ and add 10 to the result.

Psicrowns are an exception to the rule. Treat the saving throw as if the wielder manifested the power, including manifester level and all modifiers to save DC.

Some psionic items take advantage of the fact that powers can be augmented to increase their saving throw DCs. These items are special and have their cost to create and market price calculated using the manifester's level instead of the power's level.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact power equivalent (making its level otherwise difficult to quickly determine).

Damaging Psionic Items

A psionic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his saving throw. Psionic items should always get a save against powers or spells that might deal damage to them—even against attacks from which a mundane item would normally get no chance to save. All types of psionic item saves—Fortitude, Reflex, and Will—are calculated the same way: The item's saving throw bonus equals 2 + ½ its manifester level (round down). The only exceptions to this rule are intelligent psionic items, which make Will saves based on their own Wisdom scores.

A psionic item, unless otherwise noted, takes damage as a normal item of the same type. A damaged psionic item continues to function, but if it is destroyed, all its psionic power is lost.

Repairing Psionic Items

Some psionic items (especially psionic weapons and shields) may take damage over the course of an adventure. It costs no more to repair a psionic item with the Craft skill than it does to repair its nonpsionic counterpart. The *make whole* spell and *psionic repair power* can repair a damaged—but not completely broken— psionic item.

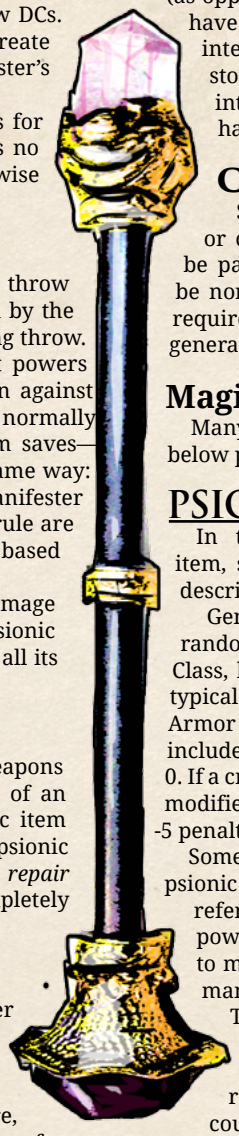
Charges And Multiple Uses

Some items are limited in power by the number of charges they hold or the number of power points they contain. Normally, charged items (such as dorjes) have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1).

Similarly, items that contain power points (such as psicrowns) have a number of points equal to 10 × the manifester level of the creator. If such an item is found as a random part of a treasure, roll d10 to determine the number by which the manifester level is multiplied.

Market prices given on the tables are always for fully charged or fully powered items. (When an item is created, it is fully charged or fully powered.) For an item that's worthless when its charges or power points run out (which is the case for almost all charged or powered items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

Some items are single-use and expendable. Such items can often be found in sets or groups.



Intelligent Items

Some psionic items, particularly weapons, have an intelligence all their own. Only permanent psionic items (as opposed to those that are single-use items, those that have charges, or those that store power points) can be intelligent. (This means that psionic tattoos, power stones, and dorjes, among other items, are never intelligent.) In general, less than 1% of psionic items have intelligence.

Cursed Items

Some psionic items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor f law, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time.

Magic Items For Psionic Characters

Many magic items can aid psionic characters. The table below provides some possibilities.

Psionic Item Descriptions

In the following sections, each type of psionic item, such as armor or psionic tattoos, has a general description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other information. The Armor Class, hardness, hit points, and break DC are given for typical examples of some types of psionic items. The Armor Class assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier as an adjustment to Armor Class in place of the -5 penalty.

Some individual items, notably those that simply store psionic powers, don't get full-blown descriptions. Simply reference the power's description. Assume that the power is manifested at the minimum level required to manifest it, unless otherwise noted. Increasing the manifester level so increases the cost of the item; see Table: Estimating Magic Item Gold Piece Values, substituting "spell" for "power" and "caster level" for "manifester level" as appropriate. The main reason to make the manifester level higher, of course, would be to increase the potency of the power. Raising the manifester level is common for powers such as *astral construct*, the duration of which increases with the level of the manifester.

Items with full descriptions have their abilities detailed, and each of the following aspects of these items is summarized at the end of the description.

Aura: Most of the time, a *detect psionics* power will reveal the discipline associated with a psionic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect psionics power* description for more information.

Manifester Level (ML): The next entry in the summary indicates the level of the creator (or the manifester level of the powers placed within the item, if this level is lower than the actual level of the creator). The manifester level provides the item's saving throw bonus, as well as range

Table 8-1: Magic-Psionic Equivalencies

Magic Item	Psionic Effect
Helm of telepathy	Substitute power for spell
Pearl of power	Treat in all ways as a cognizance crystal with power point capacity appropriate to the equivalent power level
Crystal ball	Substitute power for spell
Ioun stones	
Vibrant Purple	Stores up to 3 psionic powers that cost a combined total of 5 power points
Pale lavender	Absorbs powers up to 4th level (burns out as normal)
Rainbow[1]	Provides 5 power points per day (regenerates)
Dull gray[2]	Provides 1 power point to a psionic character, then disintegrates

1. New item: Treat as a cognizance crystal in ioun stone form, except that it regenerates its stored power points each day; Price 16,000 gp.
2. Dull gray stones are useless for magic but still harbor just enough resonance that a psionic character can eke out 1 power point before the stone is gone forever.

and other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel psionics* power or a similar situation.

This information is given in the form "ML X," where "ML" is an abbreviation for manifester level and "X" is an ordinal number representing the manifester level itself.

For psionic tattoos, power stones, and dorjes, the creator can set the manifester level of an item at any number high enough to manifest the stored power, but not higher than her own manifester level. For other psionic items, the item itself determines the manifester level. In this case, the creator's manifester level must be as high as the item's manifester level (and prerequisites may effectively put a higher minimum on the creator's level).

Slots: Most psionic items can only be utilized if worn or wielded in their proper slots. If the item is stowed or placed elsewhere, it does not function. If the slot lists "none," the item must be held or otherwise carried to function.

Price: This is the cost, in gold pieces, to purchase the item, if it is available for sale. Generally speaking, psionic items can be sold by PCs for half this value.

Weight: The notational entry for many items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for the purpose of determining how much of a load a character can carry).

Description: This section of a psionic item describes the item's powers and abilities. Psionic tattoos, power stones, and dorjes refer to various powers as part of their descriptions (see Chapter 5 for details on these powers).

Construction: With the exception of artifacts, most psionic items can be created by a manifester with the appropriate feats and prerequisites. This section describes those prerequisites.

Requirements: Certain requirements must be met in order for a character to create a psionic item. These include feats, powers, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given in the summary immediately following the item's manifester level.

Table 8-2: Random Psionic Item Generation

Minor	Medium	Major	Item
01-02	01-05	01-05	Armor, possibly with special ability
03-04	06-10	06-10	Shield, possibly with special ability
05-06	11-15	11-15	Melee weapon, possibly with special ability
08-09	16-20	16-20	Ranged weapon, possibly with special ability
10-40	21-40	21-35	Cognizance crystal
41-46	41-50	36-45	Dorje
47-81	51-68	46-67	Power stone
82-87	69-82	68-75	Psicrown
88-93	83-89	76-87	Psionic tattoo
94-100	—	—	Minor universal item
—	90-100	—	Medium universal item
—	—	88-100	Major universal item.

A power prerequisite can be provided by a character who knows the power, or through the use of a power completion or power trigger psionic item or a psi-like ability that produces the desired power effect. For each day that passes during the creation process, the creator must expend one power completion item (such as a power stone) or 1 charge from a power trigger item (such as a dorje), if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as if one character knows some of the powers necessary to create an item and another character knows the rest.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. (It's sensible, although not mandatory, for the highest-level character involved to be considered the creator.)

Typically, a list of prerequisites includes one feat and one or more powers (or some other requirement in addition to the feat). When two powers at the end of a list are separated by "or," one of those powers is required in addition to every other power mentioned prior to the last two.

Cost: This is the cost in gold pieces to create the item. Generally, this cost is equal to half the price of an item, but additional material components might increase this number. The cost to create includes the costs derived from the base cost plus the costs of the components.

Random Psionic Items

When generating a random item, you can use Table 7-2: Random Psionic Item Generation as a substitution for standard magic items of similar potency.

Psionic Armor and Shields

In general, psionic armor and shields follow the rules for the equivalent magic items, as far as enhancement bonuses, stacking, and other base abilities are concerned. An enhancement bonus is treated the same way regardless

Table 8-3: Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-10	01-07	01-05	*Fusing*	+1 bonus[1]
11-20	08-10	06-07	*Murmuring*	+1 bonus[1]
21-30	11-13	08-09	*Quickness*	+1 bonus[1]
31-55	14-29	10-14	*Landing*	+4,000 gp
56-80	30-45	15-19	*Floating*	+4,000 gp
81-88	46-55	20-29	*Linked*	+6,000 gp
89-96	56-65	30-39	*Seeing*	+6,000 gp
97	66-75	40-47	*Murmuring, greater*	+2 bonus[1]
98	76-77	48-49	*Power resistance (13)*	+2 bonus[1]
99	78	50	*Ectoplasmic*	+10,800 gp
—	79-86	51-60	*Gleaming*	+3 bonus[1]
—	87-88	61-62	*Power resistance (15)*	+3 bonus[1]
—	89-96	63-72	*Vanishing*	+3 bonus[1]
—	97-99	73-82	*Mindarmor*	+24,000 gp
—	—	83-84	*Power resistance (17)*	+4 bonus[1]
—	—	85-91	*Radiant*	+4 bonus[1]
—	—	92-94	*Aporter*	+40,320 gp
—	—	95-79	*Power resistance (19)*	+5 bonus[1]
—	—	98-99	*Phasing*	+65,520 gp
100	100	100	Roll twice again[2]	—

1. Add to enhancement bonus to determine total market price.
2. If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table 8-4: Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-33	01-08	01-03	*Heartening*	+720 gp
34-42	09-18	04-10	*Fusing*	+1 bonus[1]
43-51	19-24	11-12	*Murmuring*	+1 bonus[1]
52-60	25-28	13	*Ranged*	+1 bonus[1]
61-89	29-34	14-18	*Linked*	+6,000 gp
90-93	35-44	19-23	*Murmuring, greater*	+2 bonus[1]
94-97	45-46	24-25	*Power resistance (13)*	+2 bonus[1]
98	47-68	26-40	*Manifester*	+10,800 gp
99	69-88	41-50	*Averter*	+12,960 gp
—	89-90	51-52	*Power resistance (15)*	+3 bonus[1]
—	91-94	53-62	*Vanishing*	+3 bonus[1]
—	95-97	63-72	*Wall*	+20,160 gp
—	98-99	73-82	*Mindarmor*	+24,000 gp
—	—	83-84	*Power resistance (17)*	+4 bonus[1]
—	—	85-91	*Determination*	+30,000 gp
—	—	92-95	*Aporter*	+40,320 gp
—	—	96-97	*Power resistance (19)*	+5 bonus[1]
—	—	98-99	*Time buttress*	+5 bonus[1]
100	100	100	Roll twice again[2]	—

1. Add to enhancement bonus to determine total market price.
2. If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

of whether magic or psionics created it.

Psionic armor and shields differ from standard and magical equivalents in that psionic armor and shields incorporate one or more crystals into their construction. Particularly powerful armor and shields may be entirely composed of brightly hued or transparent crystals.

Special Qualities: Roll d%. An 01 result indicates the item is intelligent, an 02-31 result indicates that the command thought (if any) is psionically imprinted and whispers itself into the user's mind on acquisition, and 32-100 indicates no special qualities.

Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Substitute manifesting for spellcasting as required.

Psionic Armor and Shield Special Ability Descriptions

Most psionic armor and shields have only enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Aporter: As a standard action, a suit of aporter armor or an aporter shield transports the wearer and her equipment to any spot within 800 feet that she can visualize or specify, as the *fold space* power. The armor or shield can transport the wearer in this fashion twice per day.

Moderate psychoportation; ML 10th; Craft Magic Arms and Armor, *fold space*; Price +40,320 gp.

Averter: On command, up to three times per day, any creature to whom the wearer presents an averter shield must succeed on a DC 14 Will save or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet. This is a mind-affecting compulsion effect, as the aversion power.

Faint telepathy; ML 5th; Craft Magic Arms and Armor, *aversion*; Price +12,960 gp.

Determination: A shield or armor with this property provides the ability to fight on against seemingly impossible odds. Once per day, when the owner reaches 0 or fewer hit points, the item automatically provides a *breath of life* spell.

Aura moderate conjuration; CL 10th; Craft Magic Arms and Armor, *breath of life*; Price +30,000 gp.

Ectoplasmic: As a standard action, ectoplasmic armor converts itself, its wearer, and all the wearer's equipment into ectoplasmic form for up to 5 minutes once per day, as the power of the same name. In this semisolid state, the wearer gains damage reduction 10/psionics.

Faint psychometabolism; ML 5th; Craft Magic Arms and Armor, *ectoplasmic form*; Price +10,800 gp.

Floating: This kind of armor is psionically buoyant in water or a similar liquid, negating the normal penalty for wearing armor when making Swim checks. Additionally, it grants a +4 circumstance bonus on Swim checks.

Faint psychoportation; ML 4th; Craft Magic Arms and Armor, *float*; Price +4,000 gp.

Fusing: A suit of armor or a shield granted this ability melds with its wearer when the appropriate command word is given, seamlessly fusing with the wearer's form.

The Armor Check penalty of the armor is reduced by 1 (to a minimum of 0), the Maximum Dexterity Bonus is increased by 1, any arcane spell failure is reduced by 10%, and the armor is treated as if one category lighter for movement restrictions. This decrease does not apply to proficiency in wearing the armor. For example, a character wearing a suit of full plate with the fusing ability must still be proficient in wearing heavy armor to avoid adding the armor's check penalty to all his attack rolls and skill checks that involve moving. These modifications are in addition to any changes from special materials, but do not stack with effects such as that from *graft armor*.

Strong psychometabolism; ML 15th; Craft Psionic Arms and Armor, *graft armor*; Price +2 bonus.

Gleaming: This kind of armor is usually made of crystal, though it doesn't have to be. Gleams and flashes from the armor give the wearer and his armor a "fuzzy" appearance, granting the wearer concealment.

Faint metacreativity; ML 5th; Craft Magic Arms and Armor, *concealing amorpha*; Price +3 bonus.

Heartening: This kind of shield grants the wearer up to 5 temporary hit points per day on command. These temporary hit points fade after 4 minutes. The wearer can activate this power as an immediate action.

Faint psychometabolism; ML 4th; Craft Magic Arms and Armor, *vigor*; Price +720 gp.

Landing: A suit of armor with this capability allows the wearer to ignore any damage dealt by the first 60 feet of a fall. Regardless of the height of a fall, the wearer always lands on her feet.

Faint psychoportation; ML 4th; Craft Magic Arms and Armor, *catfall*; Price +4,000 gp.

Linked: This kind of armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles. This ability is otherwise similar to the *mindlink* power.

Moderate telepathy; ML 6th; Craft Magic Arms and Armor, *mindlink*; Price +6,000 gp.

Manifester: This kind of shield generates 3 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 6th; Craft Magic Arms and Armor, knowledge of any 2nd-level power; Price +10,800 gp.

Mindarmor: This kind of armor or shield grants the wearer a +3 insight bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.

Faint psychokinesis; ML 5th; Craft Magic Arms and Armor, *empty mind*; Price +24,000 gp.

Murmuring: This armor or shield emits mental static which is easily ignored by the wielder and which can be turned on or off by the wearer as a standard action. However, any concentration check made by other creatures within 30 feet of the armor or shield takes a -5 penalty to the check. This is a mind-affecting effect.

Moderate telepathy; ML 7th; Craft Magic Arms and Armor, *distraction;* Price +1 bonus.

Murmuring, Greater: As *murmuring*, but if a creature affected by the armor fails a concentration check, it begins to bleed 1d6 points of damage as the mental static explodes in their mind, causing it to bleed profusely from the nose, ears and eyes. Stopping this bleeding requires magical healing or a DC 15 Heal check.

Aura moderate telepathy; ML 7th; Craft Magic Arms and Armor, *distraction;* Price +2 bonus;

Phasing: The wearer of this kind of armor can move through wooden, plaster, or stone walls, but not other materials. The wearer can call on this special ability as a standard action. When the phasing ability is active, the wearer can pass through a wall or some other kind of appropriate object for a total distance of 60 feet per day (see below), breaking this distance up into several smaller passages or one long one, as desired. A wearer who exceeds this daily distance limit while inside solid material is ejected from the material at the point of entry, ending up prone in front of the now impassable barrier.

Phasing through a wall that separates two adjacent squares on the grid counts as 5 feet of distance. Phasing through a wall or barrier of any greater thickness counts as a distance equal to the barrier's thickness plus 5 feet.

Strong psychoportation; ML 13th; Craft Magic Arms and Armor, *psionic phase door*; Price +65,520 gp.

Power Resistance: This kind of armor or shield grants the wearer power resistance while it is worn. The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the armor or shield.

Moderate clairsentience; ML 9th; Craft Magic Arms and Armor, *power resistance*; Price +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); or +5 bonus (PR 19).

Quickness: This kind of armor increases the wearer's speed by 5 feet. Thus, a character whose normal speed in armor is 20 feet moves 25 feet in armor of quickness.

Faint psychoportation; ML 4th; Craft Magic Arms and Armor, *burst*; Price +1 bonus.

Radiant: The wearer of this kind of armor gains resistance 10 against energy attacks (acid, cold, electricity, fire, or sonic). The armor absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the armor absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place.

Moderate psychokinesis; ML 9th; Craft Magic Arms and Armor; *energy adaptation*; Price +4 bonus.

Ranged: The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a ranged shield when it comes back is a free action. If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Faint psychokinesis; ML 5th; Craft Magic Arms and Armor, *far hand*; Price +1 bonus.

Seeing: This kind of armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Perception checks but takes a -2 penalty on saves against gaze attacks.

Faint clairsentience; ML 5th; Craft Magic Arms and Armor, *ubiquitous vision*; Price +6,000 gp.

Time Buttress: This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use *timeless body* as though manifesting the power.

Strong psychoportation; ML 17th; Craft Magic Arms and Armor, *timeless body*; Price +5 bonus.

Vanishing: On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had manifested the power *cloud mind*. The wearer can use this ability twice per day.

Faint psychokinesis; ML 5th; Craft Magic Arms and Armor, *cloud mind*; Price +3 bonus.

Wall: As a standard action once per day, the wielder can drop this kind of shield at his feet and command a wall of ectoplasm (as the power) to come into being, with the shield as the point of origin for the effect. This effect forms a wall whose area is up to twelve 10-foot squares or a sphere or hemisphere with a radius of up to 12 feet. The wall dissipates after 7 minutes, or sooner if the wielder of the shield reclaims it (thus dismissing the effect).

Strong metacreativity; ML 12th; Craft Magic Arms and Armor, *wall of ectoplasm*; Price +20,160 gp.

Specific Armor

Leather of Confined Spaces

Aura moderate psychometabolism; **ML** 9th
Slot armor; **Price** 14,160 gp; **Weight** 15 lbs.

Description

This ruby red *+3 leather armor* glistens as if wet. It grants its wearer a +5 enhancement bonus on Escape Artist checks and Combat Maneuver checks to escape from grapples. In addition, once per day the wearer can reduce their size by one category as if with the *compression* power.

Construction

Requirements Craft Magic Arms and Armor, *compression*; **Cost** 7,160 gp

Shadow Shirt

Aura strong psychometabolism; **ML** 15th
Slot armor; **Price** 32,100 gp; **Weight** 25 lbs.

Description

This jet-black *+2 chain shirt* is made of onyx links that seem to eat the light. It grants its wearer a +5 competence bonus on Stealth checks. In addition, the wearer can transform himself into a living shadow as if with the *shadow body* power. He can do this up to 5 rounds per day. These rounds do not need to be continuous.

Construction

Requirements Craft Magic Arms and Armor, *shadow body* **Cost** 16050 gp

Skinwalker's Leather

Aura moderate psychometabolism; **ML** 9th
Slot armor; **Price** 19,175 gp; **Weight** 20 lbs.

Description

This +2 studded leather armor is made from flayed human skin. When worn, it merges with the skin of the wielder, becoming impossible to remove unless the wielder chooses to remove it. While merged, the armor gives the wearer a single customization point which can be used to select a customization from the aberrant customization list as if a 2nd level aberrant. If the wearer has levels in a class that grants customization points, his class level is instead treated as two higher when determining his customization point pool and which customizations he can select, but at least one customization point must be spent on the list of aberrant customizations.

Construction

Requirements Craft Magic Arms and Armor, *metamorphosis*; **Cost** 10,325 gp

Plate of the Juggernaut

Aura strong metacreativity; **CL** 9th
Slot armor; **Price** 20,500 gp; **Weight** 50 lbs.

Description

This +2 full plate armor seems to be stolid, yet when donned, it constantly whizzes and burrs, its plates moving and shifting as if it was alive. In truth, it has the essence of an aegis bound into it, making it capable of changing its very nature. It grants the wearer a single customization point spent on a customization from the aegis customization list and is always found with the point already spent. Changing the customization selection takes eight hours of concentration and the wearer can select a customization as if a 2nd level aegis. If the wearer has levels in a class that grants customization points, his class level is instead treated as two higher when determining his customization point pool and which customizations he can select.

Construction

Requirements Craft Magic Arms and Armor, ability to form astral armor; **Cost** 10,150 gp

Psionic Weapons

Although they generally follow the rules for magic weapons, psionic weapons differ from mundane and magic weapons in their design. Most possess some crystal components, and some are composed entirely of crystal. Many also sport intricate traceries along the blade or haft, which flicker now and then as if channeling flows of psychic energy.

Psionic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses on both attack and damage rolls when used in combat. This enhancement

bonus is effective for the purpose of overcoming creatures with damage resistance that is penetrated by magic. All psionic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to enhancement bonuses, psionic weapons can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

The rules for manifester level (caster level) for weapons, additional damage dice, ranged weapons and ammunition, ammunition and breakage, hardness and hit points, critical hits, and weapons for unusually sized creatures for psionic weapons are the same as for magic weapons. Psionic weapons do not have the chance to generate light (though some may be mentally audible; see below).

Mentally Audible: Fully 30% of psionic weapons telepathically mutter, croon, recite battle poems, scream, or produce other mental "noises" when first drawn, at first blood, or when they slay a significant enemy. Such a weapon cannot be concealed from creatures within 15 feet when it is drawn, nor can its mental "soundtrack" be curbed.

Activation: Usually a character benefits from a psionic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate, then the user usually needs to project a command thought (a standard action).

Psionic Weapon Special Ability Descriptions

Most psionic weapons have only enhancement bonuses. They can also have the special abilities detailed here. A weapon 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.

Bodyfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Strong psychometabolism; ML 12th; Craft Magic Arms and Armor, *claws of the vampire*; Price +3 bonus.

Challenger: This ability can only be placed on a melee weapon. The wielder of a challenger weapon can as a standard action make a melee attack with the weapon. If the attack is successful, the wielder can then make a free Intimidate check to draw the struck creature's ire. If the Intimidate check is successful, the struck creature suffers a -2 penalty to all attack rolls made against creatures other than the wielder and a 10% failure chance on all spells and powers that do not target the wielder or have the wielder in their area of effect. If the wielder expends psionic focus when making the Intimidate check, he gains a bonus on the check equal to the weapon's enhancement bonus. If the wielder no longer threatens the creature with this weapon at the end of his turn, or if he strikes another creature, the link with the first creature ends.

Moderate psychokinesis; ML 7th; Craft Magic Arms and Armor, *gravitational anchor;* Price +1 bonus

Collision: Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition.

Moderate metacreativity; ML 10th; Craft Magic Arms and Armor, *matter manipulation*; Price +2 bonus.

Coup de Grace: Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. Bows, crossbows, and slings bestow this ability on their ammunition.

Strong telepathy; ML 19th; Craft Magic Arms and Armor, *mind control*; Price +5 bonus.

Dislocator: The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1-100 miles in a random direction. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability on their ammunition.

Strong psychoportation; ML 12th; Craft Magic Arms and Armor, *psychoport*; Price +3 bonus.

Dissipater: This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.

Strong metacreativity; ML 12th; Craft Magic Arms and Armor, *dismiss ectoplasm*; Price +1 bonus.

Dueling: This ability can only be placed on a melee weapon. A dueling weapon (which must be a weapon that can be used with the Weapon Finesse feat) gives the wielder a +4 enhancement bonus on initiative checks, provided the weapon is drawn and in hand when the Initiative check is made. It provides a +2 bonus on disarm checks and feint checks, a +2 bonus to CMD to resist disarm attempts, and a +2 to the DC to perform a feint against the wielder.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*; Price +14,000 gp.

Energy: This ability can only be applied to ranged weapons, but not thrown weapons. Weapons with this ability create missiles of energy when drawn. These missiles deal appropriately-sized damage of an energy type determined at the time the weapon is created (cold,

Table 8-5: Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-10	01-05	01	*Psicrystal setting*	+2,000 gp
11-19	06-10	02-04	*Agile*	+1 bonus[1]
20-27	11-14	05	*Dissipater*	+1 bonus[1]
28-35	15-17	06	*Guardian*	+1 bonus[1]
36-41	18-21	07-08	*Fatalist*	+1 bonus[1]
42-48	22-25	09	*Knockout*	+1 bonus[1]
50-57	26-28	10	*Lucky*	+1 bonus[1]
58-65	29-33	11-12	*Psychokinetic*	+1 bonus[1]
66-74	34-38	13-14	*Scourgebane*	+1 bonus[1]
75-81	39-42	15	*Sundering*	+1 bonus[1]
82-87	43-45	16	*Power storing*	+1 bonus[1]
88-96	46-49	17-18	*Teleporting*	+1 bonus[1]
97-99	50-51	19	*Challenger*	+2 bonus[1]
—	52-53	20-23	*Collision*	+2 bonus[1]
—	54-57	24-28	*Linked striking*	+2 bonus[1]
—	58-61	29-33	*Mindcrusher*	+2 bonus[1]
—	52-64	34-37	*Psychokinetic burst*	+2 bonus[1]
—	65-68	38-42	*Suppression*	+2 bonus[1]
—	69-71	43-46	*Psibane*	+2 bonus[1]
—	72-74	47-50	*Whistling*	+2 bonus[1]
—	75-77	51-54	*Parrying*	+8,000 gp
—	78-80	55-58	*Rebounding*	+12,000 gp
—	81-82	59	*Dueling*	+14,000 gp
—	83-85	60-63	*Manifester*	+16,000 gp
—	86-87	64-68	*Bodyfeeder*	+3 bonus[1]
—	88-89	69-73	*Mindfeeder*	+3 bonus[1]
—	90-91	74-78	*Psychodisruptive*	+3 bonus[1]
—	92-93	79-83	*Soulbreaker*	+3 bonus[1]
—	94	84-86	*Psychic*	+35,000 gp
—	95	87-90	*Coup de grace*	+5 bonus[1]
100	96-100	91-100	Roll again twice[2]	—

1. Add to enhancement bonus to determine total market price
2. Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

fire, or electricity). Attacks made with an energy weapon are not subject to damage reduction, but are subject to any applicable energy resistance, immunity, or vulnerability. Weapons with this ability cannot use standard ammunition, magical or otherwise.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *energy ray*; Price +12,000 gp

Energy, Greater: This ability can only be applied to ranged weapons, but not thrown weapons. When this ability is activated, ammunition fired from the weapon is converted into pure energy of the type set at time of creation (cold, fire, or electricity), allowing the attack to bypass damage reduction, but it is subject to any applicable energy resistance, immunity, or vulnerability.. This ability can be deactivated at will as a free action.

Strong psychokinesis; ML 12th; Craft Magic Arms and Armor, *energy ray*; Price +4 bonus

Table 8-6: Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-19	01-05	01	*Psicrystal setting*	+2,000 gp
20-34	06-09	02-04	*Fatalist*	+1 bonus[1]
35-44	10-12	05-06	*Guardian*	+1 bonus[1]
45-54	13-15	07-08	*Invader*[3]	+1 bonus[1]
55-69	16-18	09	*Knockout*	+1 bonus[1]
70-84	19-22	10-12	*Psychokinetic*	+1 bonus[1]
85-99	23-25	13-14	*Scourgebane*	+1 bonus[1]
—	26-32	15-21	*Collision*	+2 bonus[1]
—	33-39	22-28	*Linked striking*	+2 bonus[1]
—	40-44	29-33	*Psibane*	+2 bonus[1]
—	45-51	34-40	*Psychokinetic burst*	+2 bonus[1]
—	52-56	41-45	*Suppression*	+2 bonus[1]
—	57-61	46-50	*Whistling*	+2 bonus[1]
—	62-66	51-55	*Wrenching*	+2 bonus[1]
—	67-73	56-60	*Energy*	+12,000 gp
—	74-77	61-64	*Manifester*	+16,000 gp
—	78-82	65-68	*Dislocator*	+3 bonus[1]
—	83-87	69-73	*Psychodisruptive*	+3 bonus[1]
—	88-89	74-77	*Psychic*	+35,000 gp
—	90-92	78-81	*Great dislocator*	+4 bonus[1]
—	93-95	82-85	*Energy, greater*	+4 bonus[1]
—	—	86-90	*Coup de grace*	+5 bonus[1]
100	96-100	91-100	Roll again twice[2]	—

1. Add to enhancement bonus to determine total market price
2. Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.
3. Ammunition only.

Fatalist: Fatalist weapons cause enemies to believe that death is inevitable and saps their will to fight. A creature struck by a fatalist weapon takes a -2 penalty to AC and Will saves, and creatures using Intimidate on the struck creature gain a +3 bonus on their Intimidate checks. These effects last for one minute after being struck.

Moderate telepathy; ML 9th; Craft Magic Arms and Armor, *death urge;* Cost +2 bonus

Great Dislocator: The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong psychoportation; ML 12th; Craft Magic Arms and Armor, *planar travel*; Price +4 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

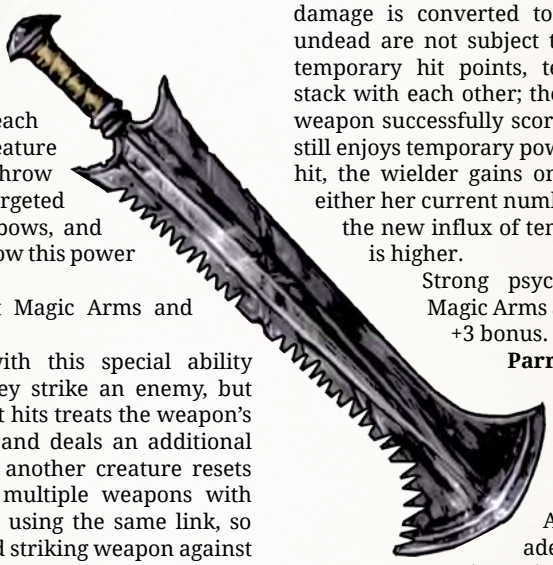
be wielded in order for this bonus to apply—it does not function while the weapon is sheathed or otherwise stowed.

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

Invader: This ability can only be placed on ammunition. Invader ammunition must be attuned to a character with a collective before it grants any special benefit. Attuning takes ten minutes of concentration by the character with the collective and only one creature can be attuned to a piece of invader ammunition. Once attuned, the attuned creature can forcibly add any creature struck by the invader ammunition to its collective unless the target succeeds on a DC13 Will save, using the rules of the Unwilling Participant feat to attempt to leave. If the creature dies from the attack with the ammunition, the effect is wasted.

Moderate telepathy; ML 5th; Craft Magic Arms and Armor, Unwilling Participant; Price +1 bonus

Knockout: When a weapon with this ability hits an opponent, the target must make a DC 13 Fortitude save or fall unconscious. This effect lasts 3 rounds, but the target can make a new save each round to shake off the effect. A creature that makes a successful saving throw against this ability cannot be targeted again for 24 hours. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.



Faint telepathy; ML 5th; Craft Magic Arms and Armor, *disable*; Price: +1 bonus.

Linked Striking: Weapons with this special ability gain no benefit the first time they strike an enemy, but establish a link that on subsequent hits treats the weapon's enhancement bonus as 2 higher and deals an additional +2d6 points of damage. Striking another creature resets this link. A creature wielding multiple weapons with this quality treats all weapons as using the same link, so subsequent attacks with any linked striking weapon against the linked target gain the benefit, while attacks with any of the linked striking weapons against another target resets the link.

Moderate psychokinesis; ML 12th; Craft Magic Arms and Armor, *gravitational well*; Price +2 bonus

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

Moderate clairsentience; ML 8th; Craft Magic Arms and Armor, *fate of one*; Price +1 bonus.

Manifester: This kind of weapon generates 5 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the weapon must be used for discrete manifestations.

Moderate clairsentience; ML 8th; Craft Magic Arms and Armor, knowledge of any 3rd-level power; Price +16,000 gp.

Mindcrusher: Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage.

Strong psychometabolism; ML 12th; Craft Magic Arms and Armor, *psychic vampire*; Price +2 bonus.

Mindfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. Once per day, a mindfeeder weapon grants its wielder temporary power points equal to the total lethal damage dealt by a successful critical hit. The wielder must decide to use the mindfeeder ability after successfully confirming a critical hit, but prior to rolling critical hit damage. These temporary power points last for 10 minutes. The wielder may not exceed his natural maximum power points per day using the mindfeeder ability. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.

Strong psychometabolism; ML 15th; Craft Magic Arms and Armor, *psychic vampire*; Price +3 bonus.

Parrying: A parrying weapon perceives an instant into the future, and of its own accord resists melee and ranged attacks aimed at the wielder, granting a +1 insight bonus to the wielder's Armor Class. The weapon is so adept at parrying that it even affects incoming powers, granting the wielder a +1 insight bonus on saving throws. The bonuses are granted whenever the wielder holds the weapon, even if flat-footed.

Faint clairsentience; ML 5th; Craft Magic Arms and Armor, *defensive precognition*; Price +8,000 gp.

Power Storing: A power storing weapon allows a manifester to store a single targeted power of up to 5 power points in the weapon. (The power must have a manifesting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires. (This ability is an exception to the rule that manifesting a power from an item takes at least as long as manifesting that power normally.) Once the power is manifested, the weapon is empty, and a manifester can imbed any other targeted power of up to 5 power points into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already.

Strong psychokinesis; ML 12th; Craft Magic Arms and Armor, creator must be a manifester of at least 12th level; Price +1 bonus.

Psibane: A psibane weapon is crafted to oppose psionic beings. When used against such creatures, its effective

enhancement bonus is 2 higher than its actual enhancement bonus. It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it. This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition.

Strong clairsentience; ML 15th; Craft Magic Arms and Armor, *bend reality*; Price +2 bonus.

Psicrystal Setting: A weapon with this ability allows a psicrystal to be docked to the weapon instead of to a psicrystal staff. The weapon otherwise grants all of the same benefits of a psicrystal staff, although it does not allow the use of companion stones. In addition, while the psicrystal is docked, the wearer can charge the weapon as if it was made from deep crystal. This special ability cannot be placed on ammunition.

Faint telepathy; ML 3rd; Craft Wondrous Item, Psicrystal Affinity, *mindlink;* Price: +2,000 gp;

Psychic: A psychic weapon's power depends on its wielder. In the hands of a nonpsionic creature, the weapon possesses the qualities of a nonmagical, nonpsionic masterwork weapon. When wielded by a psionic creature, this weapon has an enhancement bonus based on the wielder's current power point reserve, as shown on the following table. The weapon's enhancement bonus decreases as the wielder spends power points, and it increases whenever the wielder gains enough power points (by any means) to put his power point reserve into the next higher category.

Power Point Reserve	Enhancement Bonus
1-4	+1
5-29	+2
30-79	+3
80-129	+4
130 or higher	+5

Strong clairsentience; ML 17th; Craft Magic Arms and Armor, *reality revision*; Price +35,000.

Psychodisruptive: A psychodisruptive weapon is devastating to anyone with psionic talent. Used by those who hunt manifesters, any weapon with this ability found by one with psionic talent feels anathema. When used against an opponent with a power point reserve, this weapon, upon a successful attack, temporarily disrupts the opponent's ability to use anything requiring a power point reserve. This includes denying the use of psionic feats or powers. This effect also disrupts creatures who utilize psi-like abilities. The creature may attempt a Will saving throw (DC 16) to ignore the effect. Once affected, the disruption lasts for one round. The affected creature's items are unaffected.

If using the default psionics-magic transparency, this effect prevents spellcasters from casting spells or expending prepared spells or spell slots on feats or abilities. It also prevents creatures from utilizing any spell-like abilities.

Strong metacreativity; ML 13th; Craft Magic Arms and Armor, *null psionics field*; Price +3 bonus.

Psychokinetic: Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *concussion blast*; Price +1 bonus.

Psychokinetic Burst: This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d8 points of damage on a successful critical hit. If the weapon's critical multiplier is ×3, add 2d8 points of extra damage instead, and if the multiplier is ×4, add 3d8 points of extra damage. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong psychokinesis; ML 12th; Craft Magic Arms and Armor, *concussion blast*; Price +2 bonus.

Rebounding: This special ability may only be applied to thrown weapons. If the wielder of a rebounding weapon has multiple attacks from a high base attack bonus, he may throw the weapon so it rebounds off the first target to strike at a second target, and so on for each of the wielder's additional attacks. The distance to each target adds to the total range of the weapon, and range penalties apply. For example, a 6th-level dwarf fighter can throw a *+1 rebounding light hammer* using his +6 base attack bonus at a target 20 feet away (within one range increment, no range penalty); if it hits, he rebounds it to an attack using his +1 base attack bonus at a second target 40 feet away from the first target (within three range increments for a –4 range penalty). The weapon can only rebound if it successfully hits a target; if it misses, it stops rebounding and has no further attacks that round. Because rebounding attacks are treated as separate attacks, modifiers that only apply to one attack roll (such as *true strike*) only apply to the first attack. The rebounding attacks count as the wielder's additional attacks for that round.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *flexible trajectory*; Price +12,000 gp

Scourgebane: When used against a creature of the phrenic scourge family, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against the creature. Creatures of the phrenic scourge family who try to wield the axe receive one negative level that cannot be removed by any means short of a *reality revision* or similar effect and are stunned for one minute. The negative level lasts for one hour, after which time it fades.

Moderate metacreativity; ML 10th; Craft Magic Arms and Armor, *modify matter*; Price +1 bonus.

Soulbreaker: This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or it becomes a permanent negative level.

Strong telepathy; ML 12th; Craft Magic Arms and Armor, *mindwipe*; Price +3 bonus.

Sundering: This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat.

Faint metacreativity; ML 5th; Craft Magic Arms and Armor, Great Sunder, *metaphysical weapon*; Price +1 bonus.

Suppression: An opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power. The wielder makes a dispel check (1d20 + 5 + the wielder's manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day.

Moderate psychokinesis ML 10th; Craft Magic Arms and Armor, *dispel psionics*; Price +2 bonus.

Teleporting: This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.

Faint psychoportation; ML 5th; Craft Magic Arms and Armor, *fold space*; Price +1 bonus.

Whistling: This weapon emits a high-pitched whistle that rattles the ear drums and shatters concentration. Any opponent hit by the weapon must make a DC 15 Will save or be staggered until the end of the wielder's next turn. If a staggered creature is hit again, it must make a DC 15 Will save or become dazed for one round, and is then staggered the following round. A creature that has been dazed by a whistling weapon is then immune to the dazing effect for ten minutes. Additionally, a target hit by this weapon attempting to manifest a psionic power in the next round must pay an additional 4 power points or the power fails. These additional power points count against the manifester level cap.

Moderate telepathy; ML 9th, Craft Magic Arms and Armor, *catapsi*; Price +2 bonus.

Wrenching: This special ability can only be applied to ranged and thrown weapons. Weapons with this ability allow the wielder to make a ranged reposition attempt on the target, but the target may only be moved in a direct path toward the weapon's wielder, rather than in any direction.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *flexible trajectory*; Price +2 bonus

Specific Weapons

Strengthbleeder

Aura moderate psychometabolism; **ML** 6th
Slot none; **Price** 17,915 gp; **Weight** 4 lbs.

Description

This greenish-hued crystalline *+2 longsword* hums with psionic power. Once per day when in engaged in combat, the wielder can activate the weapon's strength draining ability. Until the end of that combat, when the wielder successfully hits an opponent with an attack, the enemy suffers 1 point of Strength damage, in addition to the weapon's normal damage. The wielder also gains a cumulative +1 enhancement bonus to his Strength for each point dealt in this way (max +8). This Strength bonus fades once combat ends.

Construction

Requirements Craft Magic Arms and Armor, *strength of my enemy*; **Cost** 8,958 gp

Cognizance Crystals

Cognizance crystals store power points that psionic characters can use to pay for manifesting their powers.

Physical Description: A cognizance crystal consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. A typical cognizance crystal weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation: The user must merely hold or have a crystal on her person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal). Thereafter, the owner can use power points stored in the crystal to manifest powers she knows.

The maximum number of points a cognizance crystal can store is always an odd number and is never more than 17. It can store only as many power points as its original maximum, set at the time of its creation. When a cognizance crystal's power points are used up, the glow of the crystal dims. However, the user can recharge it by paying power points on a 1-for-1 basis. While doing this depletes the user's own power point reserve for the day, those power points remain available in the cognizance crystal until used.

A user cannot directly replenish her personal power points from those stored in a cognizance crystal, nor can she draw power points from more than one source to manifest a power. See Using Stored Power Points for more information.

Faint to strong psychokinesis; ML equal to maximum power point storage; Craft Cognizance Crystal; Weight 1 lb.

Table 8-7: Cognizance Crystals

Minor	Medium	Major	Maximum Power Point Storage	Market Price
01-90	01-40	—	1	1,000 gp
91-100	41-74	—	3	4,000 gp
—	75-89	01-39	5	9,000 gp
—	90-98	40-59	7	16,000 gp
—	99-100	60-69	9	25,000 gp
—	—	70-70	11	36,000 gp
—	—	80-89	13	49,000 gp
—	—	90-95	15	64,000 gp
—	—	96-100	17	81,000 gp

CRYSTALLINE FOCUS ITEMS

Unlike most items which grant new abilities or improve the wearer, crystalline focus items improve a psionically-created item such as a *mind blade*, *mind armor*, or an astral suit.

CRYSTAL BOW

Aura faint psychokinesis; **ML** 3rd (+1), 6th (+2), 9th (+3)
Slot weapon; **Price** 11,200 gp (+1), 44,800 gp (+2), 100,800 gp (+3); **Weight** 2 lbs

DESCRIPTION

A *crystal bow* looks like a crystalline bow with no string. A soulknife with the soulbolt archetype, or anyone else with the ability to manifest a mind bolt, channels their mind bolt through the *crystal bow* when summoning it. This does not otherwise alter the action needed to summon a mind bolt, the summoner must simply be wielding the *crystal bow* and choose to manifest the mind bolt through the bow. For those using their mind bolt in a long variety, the *crystal bow* need only be on the character's body to channel the mind bolt through the *crystal bow*, he does not need to actually wield the bow.

Crystal bows have 45 hit points and a hardness of 15.

When a mind bolt is manifested in this fashion, the enhancement bonus and the maximum enhancement bonus of the mind bolt is increased by the enhancement bonus of the *crystal bow*, although any enhancement bonus above +5 is lost..

Crystal bows may only be made with a +1, +2, or +3 enhancement bonus.

CONSTRUCTION

Requirements Craft Crystalline Focus, ability to manifest mind bolt; **Cost** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

CRYSTAL GAUNTLETS

Aura faint psychokinesis; **ML** 3rd (+1), 6th (+2), 9th (+3)
Slot weapon; **Price** 11,200 gp (+1), 44,800 gp (+2), 100,800 gp (+3); **Weight** 2 lbs

DESCRIPTION

C*rystal gauntlets* looks like crystalline gloves with the fingers removed. A character with the ability to empower their unarmed strikes, such as a soulknife with the deadly fist archetype, or the form claws ability, can channel that power through the *crystal gauntlets* when activating it. This does not otherwise alter the action needed to empower the unarmed strikes, the wearer must simply be wielding the *crystal gauntlets* and choose to channel the power through the gauntlets.

Crystal gauntlets have 45 hit points and a hardness of 15.

When a character with empowered strikes uses these gauntlets in this fashion, the enhancement bonus and the maximum enhancement bonus of the empowered strikes are increased by the enhancement bonus of the *crystal gauntlets*, although any enhancement bonus above +5 is lost.

Crystal gauntlets may only be made with a +1, +2, or +3 enhancement bonus.

Table 8-8: Crystalline Focus Items

Minor	Medium	Major	Crystalline Focus Item	Market Price
01-25	—	—	Crystal grip +1	5,600 gp
26-100	—	—	Crystal spaulders +1	5,600 gp
—	01-10	—	Crystal bow +1	11,200 gp
—	11-15	—	Crystal gauntlets +1	11,200 gp
—	16-65	—	Crystal hilt +1	11,200 gp
—	66-70	—	Crystal grip +1	22,400 gp
—	71-100	—	Crystal spaulders +2	22,400 gp
—	—	01-05	Crystal bow +2	44,800 gp
—	—	06-10	Crystal gauntlets +2	44,800 gp
—	—	11-30	Crystal hilt +2	44,800 gp
—	—	31-35	Crystal grip +3	50,400 gp
—	—	36-70	Crystal spaulders +3	50,400 gp
—	—	71-75	Crystal bow +3	100,800 gp
—	—	76-80	Crystal gauntlets +3	100,800 gp
—	—	81-100	Crystal hilt +3	100,800 gp

CONSTRUCTION

Requirements Craft Crystalline Focus, ability to use empowered strikes; **Cost** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

CRYSTAL GRIP

Aura faint psychokinesis; **ML** 3rd (+1), 6th (+2), 9th (+3)
Slot shield; **Price** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3); **Weight** 2 lbs

DESCRIPTION

A *crystal grip* looks like a crystalline handle with nothing attached. A soulknife, or anyone else with the ability to manifest a mind shield, channels their mind shield through the *crystal grip* when summoning it. This does not otherwise alter the action needed to summon a mind shield, the summoner must simply be wielding the *crystal grip* and choose to manifest the mind shield through the grip.

Crystal grips have 45 hit points and a hardness of 15.

When a mind shield is manifested in this fashion, the enhancement bonus and the maximum enhancement bonus of the mind shield is increased by the enhancement bonus of the *crystal grip*, although any enhancement bonus above +5 is lost.

Crystal grips may only be made with a +1, +2, or +3 enhancement bonus.

CONSTRUCTION

Requirements Craft Crystalline Focus, ability to manifest mind shield; **Cost** 2,800 gp (+1), 11,200 gp (+2), 25,200 gp (+3)

CRYSTAL HILT

Aura faint psychokinesis; **ML** 3rd (+1), 6th (+2), 9th (+3)
Slot weapon; **Price** 11,200 gp (+1), 44,800 gp (+2), 100,800 gp (+3); **Weight** 2 lbs

DESCRIPTION

A *crystal hilt* looks like a crystalline sword with no blade. A soulknife, or anyone else with the ability to manifest a

mind blade, channels their mind blade through the *crystal hilt* when summoning it. This does not otherwise alter the action needed to summon a mind blade, the summoner must simply be wielding the *crystal hilt* and choose to manifest the mind blade through the hilt.

Crystal hilts have 45 hit points and a hardness of 15.

When a mind blade is manifested in this fashion, the enhancement bonus and the maximum enhancement bonus of the mind blade is increased by the enhancement bonus of the *crystal hilt*, although any enhancement bonus above +5 is lost.

Characters wielding two mind blades only gain the benefit on the mind blade channeled through the *crystal hilt*. Multiple *crystal hilts* would be needed to affect multiple mind blades.

Throwing a mind blade while wielding a *crystal hilt* does not require the crystal hilt be thrown. If forming your mind blade into two blades, only one is altered by the crystal hilt unless you are wielding two crystal hilts.

Crystal hilts may only be made with a +1, +2, or +3 enhancement bonus.

Construction

Requirements Craft Crystalline Focus, ability to manifest mind blade; **Cost** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

Crystal Spaulders

Aura faint psychokinesis; **ML** 3rd (+1), 6th (+2), 9th (+3)
Slot armor; **Price** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3); **Weight** 2 lbs

Description

Crystal spaulders are crystalline plates resembling armor and are worn on the upper arms and shoulders, although they take up the armor magic item slot. An aegis, or anyone else with the ability to create an astral suit or mind armor, can channel their astral suit or mind armor through the *crystal spaulders* when creating it. This does not otherwise alter the action needed to create an astral suit or mind armor, the summoner must simply be wearing the *crystal spaulder* and choose to create the astral suit or mind armor through the spaulders.

Crystal spaulders have 45 hit points and a hardness of 15.

When an astral suit is formed through *crystal spaulders*, it gains an enhancement bonus to the armor bonus it grants equal to the enhancement bonus of the *crystal spaulders*. In addition, the character gains a number of customization points to spend equal to the enhancement bonus of the *crystal spaulders*.

When mind armor is created in this fashion, the enhancement bonus and the maximum enhancement bonus of the mind armor is increased by the enhancement bonus of the *crystal spaulders*, although any enhancement bonus above +5 is lost.

Crystal spaulders may only be made with a +1, +2, or +3 enhancement bonus.

Construction

Requirements Craft Crystalline Focus, ability to manifest mind armor or an astral suit; **Cost** 2,800 gp (+1), 11,200 gp (+2), 25,200 gp (+3)

Dorjes

A dorje is a slender crystal that contains a single power. Each dorje has 50 charges when created, and each charge expended allows one use of that power. A dorje that runs out of charges is just a simple crystal.

Physical Description: A typical dorje is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about ½ inch thick, which can weigh up to ¼ pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje

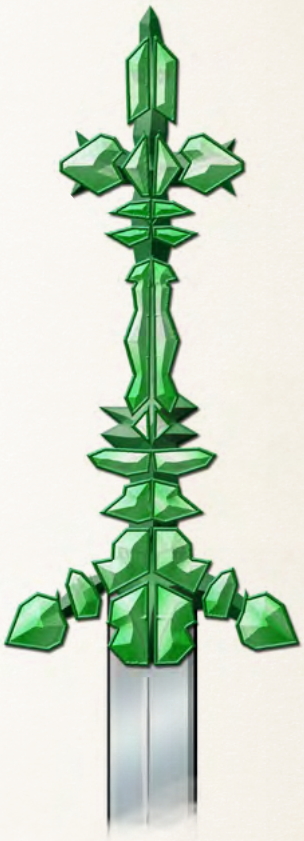


Table 8-9: Dorjes

Minor	Medium	Major	Power Level[1]	Market Price
01-50	—	—	1st	750 gp
51-95	01-05	—	2nd	4,500 gp
96-100	06-65	—	3rd	11,250 gp
—	66-95	01-05	4th	21,000 gp
—	96-100	06-50	5th	33,750 gp
—	—	51-70	6th	49,500 gp
—	—	71-85	7th	68,250 gp
—	—	86-95	8th	90,000 gp
—	—	95-100	9th	114,750 gp

1. Some dorjes have higher manifester levels than the minimum power level, which give them commensurately higher costs.

has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation: Dorjes use the power trigger activation method, so manifesting a power from a dorje is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested has a manifesting time longer than 1 standard action, however, it takes that long to manifest the power from a dorje.) The user must have the power on his class list, even if he knows the command thought. Additionally, to activate a dorje, a character must hold it in hand and point it in the general direction of the target or area to be affected.

Dorjes are normally created at the minimum manifester level required to manifest the power, and powers that can be augmented are not augmented when stored in a dorje. A dorje's wielder cannot augment the power contained within the dorje. However, dorjes can be created at a higher manifester level than required to manifest the power. In this case, the dorje that holds an augmentable power is augmented, to the limit of the manifester level and the power's augmentation maximums, if any.

POWER STONES

A power stone stores a power (or collection of powers). A stored power can be used only once, "flushing" the stone. Using a power stone is basically like manifesting a power.

Physical Description: A power stone is a thumb-sized chunk of crystal that possesses a barely detectable interior glow if it holds a low-level power. A stone imprinted with more than one power or a higher-level power glows more brightly, but never enough to provide illumination in its own right. A typical power stone has AC 7, 5 hit points, a hardness of 8, and a break DC of 20.

Activation: To activate a power stone, a manifester must mentally address it, as described below. Once the power is known, the power stone is treated as a power completion item, except as noted below.

Addressing the Stone: A power stone must be "addressed" before a character can use it or know exactly what power it contains. Doing this requires a successful Spellcraft check (DC 15 + power level). Once a particular power stone has been addressed, it is not necessary to do so again. Addressing a power stone in advance lets a character proceed directly to the next step when the time comes to use it.

Table 8-10: Power Stones Types

d%	Type
01-10	Cryptic
11-20	Dread
21-30	Marksman
31-60	Psion/Wilder
61-80	Psychic Warrior
81-90	Tactician
91-100	Vitalist

Table 8-11: Powers Imprinted In A Power Stone

Power Stone Type	Number of Powers
Minor	1d3 powers
Medium	1d4 powers
Major	1d6 powers

Table 8-12: Power Stone Levels

Minor	Medium	Major	Power Level	Market Price
01-50	—	—	1st	25 gp
51-95	01-05	—	2nd	150 gp
96-100	06-65	—	3rd	375 gp
—	66-95	01-05	4th	700 gp
—	96-100	06-50	5th	1,125 gp
—	—	51-70	6th	1,650 gp
—	—	71-85	7th[1]	2,275 gp
—	—	86-95	8th[1]	3,000 gp
—	—	95-100	9th[1]	3,825 gp

1. Reroll if a level is indicated for a manifesting class that does not have powers of that level, such as 7th level powers for a psychic warrior.

Using a stone's stored power after addressing the stone requires holding the stone and willing the power's manifestation, as if manifesting a power normally (a standard action). Activating a power stone is subject to disruption just as manifesting a power normally would be.

Additionally, the user must meet the following requirements.

- The user must have the power on his or her class list.
- The user must have the requisite key ability score.

If the user meets these requirements and has a manifester level at least equal to the power's manifester level, she can automatically manifest the stored power without a check. If she meets both requirements but her own level is lower than the power stone's manifester level, she has to make a manifester level check (1d20 + manifester level), against a DC equal to the power stone's manifester level +1, to manifest the power successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid brainburn (see below). A natural roll of 1 on this check is always a failure.

Determine Effect: A power successfully manifested from a power stone works exactly as if manifested normally. Assume the power stone's manifester level is always the minimum level required to manifest the power for the character who imprinted the stone,

unless the creator specifically desires otherwise. A power stone that contains an augmentable power with a higher manifester level than necessary is augmented, to the limit of the manifester level and the power's augmentation maximums, if any.

A power stone's glow fades when its stored power is flushed.

Brainburn: When something goes awry, the user of a power stone improperly manifests the stored power. The resultant psionic surge persists for 1d4 rounds, unless the power stone is flung farther than 100 feet away or is destroyed. This surge deals 1d6 points of damage per power stored per round and arcs across multiple targets, similar to energy current, except the damage type isn't specified. The user is the primary target, and one nearby ally is the secondary target (chosen at random).

The manifester level for a standard power stone is the minimum manifester level needed to manifest the power (unless otherwise specified).

PSICROWNS

A psicrown is a special headband that stores several powers. Unlike dorjes, which can contain a wide variety of powers, each psicrown is of a certain kind and holds specific powers. Different psicrowns typically come in three types: Lesser, Greater, and True. The type of a psicrown and its manifester level determine the reservoir of power points it contains when created. These power points can be spent only on the powers that are contained in the psicrown.

Physical Description: A typical psicrown is large enough to fit on the head of a Medium creature. Some psicrowns are actually crownlike and heavily adorned, while others are simple headbands with crystal centerpieces. All psicrowns weigh less than 1 pound. Most psicrowns are metallic, but one could potentially be composed of any material. Metallic psicrowns have AC 10, 10 hit points, hardness 8, and a break DC of 28. Psicrowns made of psionically reinforced silk have AC 7, 10 hit points, hardness 2, and a break DC of 24. Psicrowns can be made from other, more exotic materials, but all have at least the strength and durability of psicrowns made of psionically reinforced silk.

Activation: Psicrowns use the power trigger activation method, so manifesting a power from a psicrown is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested, however, has a longer manifesting time than 1 standard action, it takes that long to manifest the power from a psicrown.) When activating a psicrown, the user spends power points contained in the psicrown on any one of the psicrown's powers. Powers activated from a psicrown can be augmented with additional power points from the psicrown itself, so long as the total number of power points spent does not exceed the user's manifester level. The user can't manifest a power from a psicrown using his own power points.

Each morning, when a manifester meditates to gain his power points, he can also imbue one psicrown with a portion of his power so long as one or more of the powers in the psicrown is on his class power list and his manifester level is at least equal to that of the psicrown. Imbuing a psicrown with this power restores to it a number of power points equal to the psicrown's daily recharge value, but the manifester's power point reserve is reduced by a number of power points equal to the manifester level of the psicrown. A psicrown cannot gain more than its daily recharge value in power points per day and a manifester cannot imbue more than one psicrown per day.

Table 8-13: Psicrowns

Medium	Major	Psicrown	Market Price
01-15	01-04	*Dominator, lesser*	14,400 gp
16-30	05-09	*Force and fire, lesser*	22,000 gp
31-51	10-20	*Beast, lesser*	23,400 gp
52-64	21-31	*Dominator, greater*	39,600 gp
65-79	32-41	*Fiery ruin, lesser*	57,000 gp
80-89	42-55	*Traveler, lesser*	57,000 gp
90-97	56-61	*Cautious warrior, greater*	61,600 gp
98-100	62-68	*Force and fire, true*	61,600 gp
—	69-78	*Discerning watcher, greater*	105,600 gp
—	79-86	*Temporal juggler, greater*	122,400 gp
—	87-93	*Astral legion, true*	122,400 gp
—	94-97	*Kinetic control, true*	130,400 gp
—	98-100	*Evader, true*	145,600 gp

Psicrown Descriptions

Psicrowns have immense utility because they pack so many capabilities into one item and because they use the wearer's ability score and relevant feats to set the DC for saves against their powers.

Unlike with other sorts of psionic items, the wearer can use his manifester level when activating the power of a psicrown if it's higher than the manifester level of the psicrown.

The minimum manifester level of a psicrown is 8th for lesser, 11th for greater, and 14th for true. The type of a specific psicrown determines its daily recharge rate: 1/3 psicrown's manifester level (round down) for lesser, 1/2 psicrown's manifester level (round up) for greater, and equal to psicrown's manifester level for true.

Standard psicrowns are described below.

Psicrown of the Astral Legion, True

Aura strong metacreativity; **ML** 17th
Slot head; **Price** 122,400 gp; **Weight** —

Description

This psicrown has 170 power points. It is made from white silk interwoven with crystalline strands of thread. It allows use of the following power:

Astral construct
Recharge: *Cost* 17 pp, *Gain* 17 pp

Construction

Requirements Craft Staff, *astral construct;* **Cost** 61,200 gp

Psicrown of the Beast, Lesser

Aura moderate psychometabolism; **ML** 9th
Slot head; **Price** 23,400 gp; **Weight** —

Description

This psicrown has 30 power points. It is made from a prickly collection of bear claws and snake fangs. It allows use of the following powers:

Claw of energy
Duodimensional claw
Prevenom
Truevenom
Recharge: *Cost* 9 pp, *Gain* 3 pp

Construction

Requirements Craft Staff, *claw of energy, duodimensional claw, prevenom, truevenom;* **Cost** 11,700 gp

Psicrown of the Cautious Warrior, Greater

Aura moderate psychometabolism; **ML** 11th
Slot head; **Price** 61,600 gp; **Weight** —

Description

This psicrown has 60 power points. It is made from a shining iron alloy, similar in appearance to a metallic shield. It allows use of the following powers.

Adapt body
Body adjustment
Precognition, defensive
Inertial barrier
Recharge: *Cost* 11 pp, *Gain* 6 pp

Construction

Requirements Craft Staff, *adapt body, body adjustment, defensive precognition, inertial barrier;* **Cost** 30,800 gp

Psicrown of the Discerning Watcher, Greater

Aura moderate clairsentience; **ML** 11th
Slot head; **Price** 105,600 gp; **Weight** —

Description

This psicrown has 60 power points. It is made from pure transparent crystal. It allows use of the following powers.

Aura sight
Clairtangent hand
Clairvoyant sense
Heightened vision
Pierce the veils
Remote viewing
Recharge: *Cost* 11 pp, *Gain* 6 pp

Construction

Requirements Craft Staff, *aura sight, clairtangent hand, clairvoyant sense, heightened vision, pierce the veils, remote viewing;* **Cost** 52,800 gp

Psicrown of the Dominator, Greater

Aura moderate telepathy; **ML** 11th
Slot head; **Price** 39,600 gp; **Weight** —

Description

This psicrown has 60 power points. It is made from black iron without further ornamentation. It allows use of the following powers.

Empathic connection
Mind control
Compelling voice
Recharge: *Cost* 11 pp, *Gain* 6 pp

Construction

Requirements Craft Staff, *empathic connection, mind control, compelling voice;* **Cost** 19,800 gp

Psicrown of the Dominator, Lesser

Aura moderate telepathy; **ML** 9th
Slot head; **Price** 14,400 gp; **Weight** —

Description

This psicrown has 30 power points. It is made from gray iron and is shaped into an intricately fluted crown. It allows use of the following powers.

Empathic connection
Mind control
Compelling voice
Recharge: *Cost* 9 pp, *Gain* 3 pp

Construction

Requirements Craft Staff, *empathic connection, mind control, compelling voice;* **Cost** 7,200 gp

Psicrown of the Evader, True

Aura moderate psychoportation; **ML** 14th
Slot head; **Price** 145,600 gp; **Weight** —

Description

This psicrown has 140 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed

to the material. It allows use of the following powers.
Flight
Slip the bonds
Wall walker
Recharge: *Cost* 14 pp, *Gain* 14 pp

Construction

Requirements Craft Staff, *catfall, hustle, flight, slip the bonds, wall walker;* **Cost** 72,800 gp

Psicrown of Fiery Ruin, Lesser

Aura moderate psychokinesis; **ML** 15th
Slot head; **Price** 57,000 gp; **Weight** —

Description

This psicrown has 50 power points. It is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It allows use of the following powers.
Energy ball
Energy cone
Energy missile
Energy stun
Fiery discorporation
Recharge: *Cost* 15 pp, *Gain* 5 pp

Construction

Requirements Craft Staff, *energy ball, energy cone, energy missile, energy stun, fiery discorporation;* **Cost** 28,500 gp

Psicrown of the Temporal Juggler, Greater

Aura strong psychoportation; **ML** 17th
Slot head; **Price** 122,400 gp; **Weight** —

Description

This psicrown has 90 power points. It is made from silk, usually dyed in several colors, with a clear crystal affixed to the material. It allows use of the following powers.
Temporal acceleration
Time hop
Timeless body
Recharge: *Cost* 17 pp, *Gain* 9 pp

Construction

Requirements Craft Staff, *temporal acceleration, time hop, timeless body;* **Cost** 61,200 gp

Psicrown of the Traveler, Lesser

Aura moderate psychoportation; **ML** 15th
Slot head; **Price** 54,000 gp; **Weight** —

Description

This psicrown has 50 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.
Astral traveler
Fold space
Psychoport, greater
Psychoport
Recharge: *Cost* 15 pp, *Gain* 5 pp

Construction

Requirements Craft Staff, *astral traveler, greater psychoport, fold space, psychoport;* **Cost** 27,000 gp

Psicrown of Kinetic Control, True

Aura strong psychokinesis; **ML** 15th
Slot head; **Price** 130,400 gp; **Weight** –

Description

This psicrown has 150 power points. It is made from black iron, wrought in intricate patterns. It allows the use of the following powers.
Psychokinetic sphere
Telekinetic force
Telekinetic maneuver
Recharge: *Cost* 15 pp, *Gain* 15 pp

Construction

Requirements Craft Staff, *psychokinetic sphere*, *telekinetic force*, telekinetic *maneuver*; **Cost** 65,200 gp

Psicrown of Force and Fire, Lesser

Aura moderate psychokinesis; **ML** 11th
Slot head; **Price** 22,000 gp

Description

This psicrown has 60 power points and is crafted from a red metal and is set with gem stones. It allows use of the following powers:
Deflect missiles
Energy burst
Energy push
Force screen

Recharge: Cost 11 pp, **Gain** 6 pp

Construction

Requirements Craft Staff, *deflect missiles, energy burst, energy push, force screen*; **Cost** 11,000 gp

Psicrown of Force and Fire, True

Aura strong psychokinesis; **ML** 14th
Slot head; **Price** 61,600 gp

Description

This psicrown has 140 power points and is crafted from a red metal and is set with gem stones. It allows use of the following powers:
Deflect missiles
Energy burst
Energy push
Force screen
Recharge: Cost 14 pp, **Gain** 14 pp

Construction

Requirements Craft Staff, *deflect missiles, energy burst, energy push, force screen*; **Cost** 30,800 gp

Table 8-14: Psionic Tattoos

Minor	Medium	Major	Power Level	Market Price
01-47	01-08	—	1st	50 gp
48-100	09-75	01-50	2nd	300 gp
—	76-100	51-100	3td	750 gp

Psionic Tattoos

Psionic tattoos are designs scribed on the skin that manifest powers on their wearers. The wearer doesn't get to make any decisions about the tattoo's effect—the manifester who scribed it has already done so.

Psionic tattoos can vary in size, but a creature can wear only a total of twenty tattoos at one time—attempting to add one more than this maximum causes all previously scribed tattoos to simultaneously activate. A psionic tattoo fades away after use.

Physical Description: A typical psionic tattoo is a colorful pattern of tiny, interlacing lines within a larger design. This design can be as simple as a circle or a star, or as complex as an artist wishes to make it. Once it is scribed, a tattoo's design does not change. A psionic tattoo usually covers an area of skin no more than 5 inches in diameter (larger ones could be designed, but would have no added effect).

Scribing and Transferring Tattoos: The manifester level of a psionic tattoo is the minimum level required to manifest the scribed power. A psionic tattoo can contain only powers of 3rd level or lower.

A psionic tattoo inscribed on a wearer is potentially more mobile than a mundane tattoo. As a standard action, the wearer can will the tattoo to move to a different part of his body or onto the skin of any willing (or unconscious) living creature he touches. If the wearer of a psionic tattoo is rendered unconscious or is slain, another sentient creature can touch the tattoo while willing it to leave the previous wearer and apply itself to the new creature as a standard action. Psionic tattoos cannot overlay one another.

Identifying Psionic Tattoos: In addition to the standard methods of identification, the wearer of a tattoo can concentrate on it and attempt to gain some sense of how it would feel if activated. A successful DC 13 Intelligence check provides a hint to the tattoo's effect.

Activation: A psionic tattoo produces its effect when touched by its wearer and willed to do so. This activity, called "tapping" the tattoo, is a standard action that provokes attacks of opportunity. A psionic tattoo fades away after use.

The following rules govern the use of psionic tattoos.

A creature must have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures or creatures with impermanent flesh, such as fire elementals, cannot use psionic tattoos).

Tapping a psionic tattoo provokes attacks of opportunity. A successful attack (including grappling attacks) against the wearer forces a concentration check. A wearer who fails this check cannot concentrate effectively on the tattoo to use it. The tattoo remains untapped, and the wearer can make another attempt.

A character can trigger the effects of another's psionic tattoo if the other wearer is unconscious. It is a full-round action to find, touch, and concentrate on an unconscious creature's tattoo in order to tap it.

The manifester level for a standard psionic tattoo is the minimum manifester level needed to manifest the power (unless otherwise specified).

Universal Items

This is a catchall category for any psionic item that doesn't fall into the other groups. Anyone can use a universal item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually command thought, but details vary from item to item.

Universal Item Descriptions

Universal items can be configured to do just about anything.

Standard universal items are described below.

Amulet of Catapsi

Aura moderate telepathy; **ML** 9th
Slot neck; **Price** 16,200 gp; **Weight** —

Description

This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can mentally command the *catapsi* power, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds. Each time other psionic characters within this range attempt to manifest a power, they must succeed on a DC 17 Will save or pay 4 more points than they otherwise would for each power manifestation. The limit on the number of power points a subject can spend on a power remains in effect, so the subject may not be able to manifest his or her highest-level powers.

Construction

Requirements Craft Wondrous Item, *catapsi;* **Cost** 8,100 gp

Aura Monocle

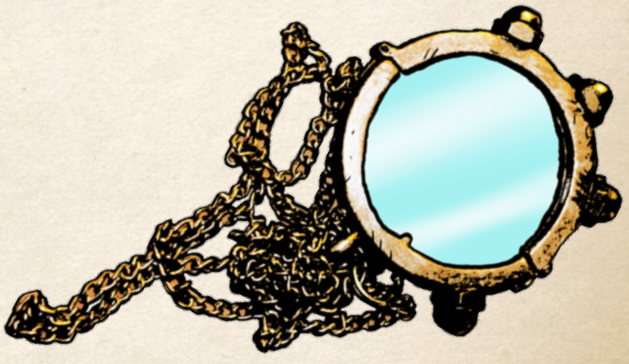
Aura moderate clairsentience; **ML** 7th
Slot eyes; **Price** 4,000 gp; **Weight** .5 lbs

Description

Three times per day, the wearer of this gold-rimmed 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** 2,000 gp



Aura Monocle, Greater

Aura moderate clairsentience; **ML** 7th
Slot eyes; **Price** 8,000 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** 4,000 gp

Belt of Ectoplasmic Safety

Aura moderate psychometabolism; **ML** 7th
Slot belt; **Price** 30,000 gp; **Weight** 2 lbs.

Description

This belt is made of rings of interlocking crystal, apparently skillfully carved from a single large piece. Three times per day, when the wearer is targeted by an area effect that allows a Reflex save, on a successful save he can choose to instead be moved outside of the area, taking no damage (or other harmful effect). In his place, an ectoplasmic copy remains.

The wearer is moved the shortest distance possible that would escape the effect. If there is no safe square to move to, then the belt's effect fails.

The ectoplasmic copy looks exactly like the original character. A DC 16 Will save is required to disbelieve that the copy is the original character, otherwise creatures will act as if the copy is the original character and will ignore the original as if he were invisible. If the copy takes any damage, it dissipates immediately; otherwise the copy dissipates at the start of the wearer's next action.

Construction

Requirements Craft Wondrous Item, *cloud mind*, *ectoplasmic creation*, *evade burst*; **Cost** 15,000 gp

Boots Of Gravity Binding

Aura faint psychoportation; **ML** 5th
Slot feet; **Price** 18,000 gp; **Weight** 1 lb

Description

Three times per day, the wearer of these black leather boots can affect the ground where they are standing as if they had manifested the *gravitational anchor* power.

Construction

Requirements Craft Wondrous Item, *gravitational anchor;* **Cost** 9,000 gp

Boots of Landing

Aura faint psychoportation; **ML** 2nd
Slot feet; **Price** 1,000 gp; **Weight** 1 lb.

Description

These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal.

Construction

Requirements Craft Wondrous Item, *catfall;* **Cost** 500 gp

Boots of Skating

Aura faint psychoportation; **ML** 1st
Slot feet; **Price** 7,000 gp; **Weight** 1 lb.

Description

These boots allow the wearer to slide along the ground at will as if using the *skate* power.

Construction

Requirements Craft Wondrous Item, *skate*; **Cost** 3,500 gp

Boots of Stomping

Aura faint psychokinesis; **ML** 3rd
Slot feet; **Price** 600 gp; **Weight** 1 lb.

Description

These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

Construction

Requirements Craft Wondrous Item, *stomp*; **Cost** 300 gp

Boots of Temporal Acceleration

Aura Strong psychoportation; **ML** 15th
Slot feet; **Price** 43,200 gp; **Weight** 1 lb.

Description

These boots allow the wearer to speed up his own time frame for 2 rounds as if using the power *temporal acceleration*. The wearer can use this power once per day.

Construction

Requirements Craft Wondrous Item, *temporal acceleration*; **Cost** 21,600 gp

Boots of the Nomad

Aura moderate psychoportation discipline **ML** 10th
Slot feet; **Price** 10,000 gp; **Weight** 1 lb.

Description

These black leather boots seem to shimmer when looked at, as if they are constantly moving. When this item is worn by a character with the nomad's step ability, the character's nomad level is treated as four higher for the purposes of the nomad's step ability. If the character is not a nomad, they gain the nomad's step ability as if a 4th-level nomad.

Construction

Requirements Craft Wondrous Item, *dimension slide* or nomad's step ability, **Cost** 5,000 gp

Table 8-15: Minor Universal Items

d%	Item	Market Price
01	Shard (+1, any one skill)	10 gp
02-03	Gladiator's gauze	35 gp
04	Shard (+2, any one skill)	40 gp
05	Crawling tattoo (any 1st level)	50 gp
06	Crawling tattoo of concussion	50 gp
07	Shard (+3, any one skill)	90 gp
08	Shard (+4, any one skill)	160 gp
09	Charm of preservation	250 gp
10	Shard (+5, any one skill)	250 gp
11	Crawling tattoo (any 2nd level)	300 gp
12-13	Pearl, brain lock	300 gp
14	Shard (+6, any one skill)	360 gp
15	Shard (+7, any one skill)	490 gp
16	Boots of stomping	600 gp
17	Gloves of the beast (1d3)	625 gp
18	Shard (+8, any one skill)	640 gp
19	Earrings of resistance +1	700 gp
20	Crawling tattoo (any 3rd level)	750 gp
21	Crawling tattoo of energy bolt	750 gp
22-23	Pearl, breath crisis	750 gp
24	Shard (+9, any one skill)	810 gp
25	Boots of landing	1,000 gp
26	Gloves of the beast (1d4)	1,000 gp
27-28	Psionic restraints, lesser	1,000 gp
29	Shard (+10, any one skill)	1,000 gp
30	Sycophant's ring	1,000 gp
31	Warrior's scabbard	1,000 gp
32-33	Pearl, personality parasite	1,400 gp
34-35	Survivor's sleeping bag	1,400 gp
36	Companion stone of diplomacy	1,700 gp
37-38	Empathic monocle	1,750 gp
39-40	Creature of habit's medallion	2,000 gp
41-42	Mind stone (1st level)	2,000 gp
43	Pattern breaker's gloves	2,000 gp
44	Psicrystal crown	2,000 gp
45	Psicrystal harness	2,000 gp
46	Psicrystal stave	2,000 gp
47	Quiver of recall	2,000 gp
48-49	Rug of object sliding (500 lbs.)	2,000 gp
50	Synaptic shard of the medic	2,000 gp
51-52	Crystal mask of knowledge	2,500 gp
53-54	Crystal mask of languages	2,500 gp
55	Fear drinker's amulet	2,500 gp
56	Setting stone of reconstruction	2,500 gp
57	Earrings of resistance +2	2,800 gp
58-59	Eyes of expanded vision	3,000 gp
60-61	Gloves of object reading	3,000 gp
62	Gloves of the beast (1d6)	3,000 gp
63-64	Headband of the great village (1)	3,000 gp
65	Meld stone of the alchemist	3,040 gp
66	Meld stone of the infiltrator	3,040 gp
67	Meld stone of the nimble trickster	3,040 gp
68-69	Mirror of suggestion	3,600 gp
70	Mender's vestments (1/day)	3,750 gp
71	Aura monocle	4,000 gp
72	Glove of calling	4,000 gp
73	Goggles of far sight	4,000 gp
74	Mender's vestments (+1d6)	4,000 gp
75-76	Mind stone, greater (1st level)	4,000 gp
77-78	Ring of missile protection	4,000 gp
79	Bracers of martial surging	5,000 gp
80-81	Coin of brotherhood	5,000 gp
82	Gloves of the beast (1d8 damage)	5,000 gp
83-84	Rug of object sliding (2,500 lbs.)	5,000 gp
85	Sliver prison	5,000 gp
86-87	Dissipating gloves	6,000 gp
88-89	Psionic restraints, average	6,000 gp
90	Torc of free will	6,000 gp
91	Earrings of resistance +3	6,300 gp
92-93	Boots of skating	7,000 gp
94	Gloves of the beast (2d6)	7,000 gp
95-96	Third eye of energy ray	7,200 gp
97-98	Rug of object sliding (5,000 lbs.)	7,400 gp
99	Circlet of the sheltered mind	7,500 gp
100	Companion stone of farsight	7,500 gp

Bracers of Disruption

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

Description

These black silk bands increase the base 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

Bracers of Martial Surging

Aura moderate psychokinesis; **ML** 5th
Slot wrist; **Price** 5,000 gp; **Weight** 1 lb.

Description

These bracers are made from gold and inlaid with intricate patterns of copper and diamonds. Designed to help capture some of the emotional psychic energy released by a wilder when she utilizes her wild surge, these bracers allow the wearer to channel some of that energy into her weapons. When the wearer uses a wild surge, the bracers gain a charge equal to the level of the wild surge. The bracers can hold a maximum of 10 charges; any charges that would be gained beyond that are lost. These wild surge charges can then be spent as a free action to increase the enhancement bonus or add a weapon special ability to a

Table 8-16: Medium Universal Items

d%	Item	Market Price
01	Aura monocle, greater	8,000 gp
02	Gauntlet of the thunder shield	8,000 gp
03-04	Mind stone (2nd level)	8,000 gp
05	Psionatrix of clairsentience	8,000 gp
06	Psionatrix of metacreativity	8,000 gp
07	Psionatrix of psychokinesis	8,000 gp
08	Psionatrix of psychometabolism	8,000 gp
09	Psionatrix of psychoportation	8,000 gp
10	Psionatrix of telepathy	8,000 gp
11	Tactician's chessboard	8,000 gp
12	Third eye penetrate	8,000 gp
13	Empathic monocle, greater	8,400 gp
14	Companion stone of fortify	9,000 gp
15	Mirror of time hop	9,000 gp
16	Setting stone of power echo (3rd)	9,000 gp
17	Synaptic mask	9,000 gp
18	Synaptic shard of shifting steps	9,000 gp
19	Third eye talented	9,000 gp
20	Boots of the nomad	10,000 gp
21	Cowardly cryptic goggles	10,000 gp
22	Crystal mask of detection	10,000 gp
23	Crystal mask of discernment	10,000 gp
24	Crystal mask of dread	10,000 gp
25	Crystal mask of psionic craft	10,000 gp
26	Fear drinker's amulet, greater	10,000 gp
27	Mender's vestments (1/day and +1d6)	10,000 gp
28	Psicrystal staff, greater	10,000 gp
28	Ring of self-sufficiency	10,000 gp
30	Rug of object sliding (10,000 lbs.)	10,000 gp
31	Skin of nimbleness	10,000 gp
32	Third eye aware	10,000 gp
33	Third eye concentrate	10,000 gp
34	Third eye gather	10,000 gp
35	Eyes of power leech	10,080 gp
36	Setting stone of invigoration	10,080 gp
37	Third eye powerthieve	10,080 gp
38	Third eye view	10,180 gp
39	Cacophonous bell	10,500 gp
40	Crystal mask of mindarmor	10,667 gp
41	Companion stone of truthful dealings	10,800 gp
42	Gloves of the beast (3d6)	11,000 gp
43	Charms of friendly interpretation	12,000 gp
44	Headband of the great village (2)	12,000 gp
45-46	Ioun stone, green and white	12,000 gp
47	Lava walker's boots	12,000 gp
48	Mask of confounded foes	12,000 gp
49	Psionic restraints, greater	12,000 gp
50	Ring of altered perception	12,000 gp
51	Torc of leech freedom	12,000 gp
52	Earrings of resistance +4	12,200 gp
53	Shimmering vest	12,500 gp
54	Student's robes	13,000 gp
55	Gloves of titan's grip	14,000 gp
56	Gloves of the beast (4d6)	15,000 gp
57	Surge crystal +1	15,000 gp
58	Warrior's bracer	15,000 gp
59-60	Map of the mind	16,000 gp
61-62	Mind stone, greater (2nd level)	16,000 gp
63	Skin of the claw	16,000 gp
64	Synaptic shard of precision	16,000 gp
65	Synaptic shard of the guarded flank	16,000 gp
66	Warblade staff	16,000 gp
67	Amulet of catapsi	16,200 gp
68	Companion stone of fire	17,000 gp
69	Earrings of resistance +5	17,500 gp
70	Boots of gravity binding	18,000 gp
71	Helm of attitude adjustment	18,000 gp
72-73	Mind stone (3rd level)	18,000 gp
74	Skin of the chameleon	18,000 gp
75	Mantle of the void	18,480 gp
76	Pearl, mind seed	18,500 gp
77	Gloves of the beast (5d6)	19,000 gp
78	Mirror of mind switch	19,800 gp
79	Boots of disruption	20,000 gp
80	Crown of traded will	20,000 gp
81	Eyes of disarming glances	20,000 gp
82-83	Ring of psionics I	20,000 gp
84	Snatching gloves	20,000 gp
85	Torc of interrogation	20,000 gp
86	Warblade staff, greater	20,000 gp
87	Eyes of power leech, vampiric	20,160 gp
88	Crystal mask of insightful detection	20,250 gp
89	Gloves of the beast (6d6)	22,000 gp
90	Crystal anchor, body	24,000 gp
91	Crystal anchor, comprehension	24,000 gp
92	Crystal anchor, creation	24,000 gp
93	Crystal anchor, energy	24,000 gp
94	Crystal anchor, ghost	24,000 gp
95	Crystal anchor, mind	24,000 gp
96	Crystal anchor, travel	24,000 gp
97	Psionic restraints, damping	24,000 gp
98	Third eye sense	24,000 gp
99	Shimmering vest, greater	25,000 gp
100	Headband of the great village (3)	27,000 gp

Table 8-17: Major Universal Items

d%	Item	Market Price
01-02	Setting stone of kenosis	29,000 gp
03-04	Belt of ectoplasmic safety	30,000 gp
05-06	Suffocating collar	30,000 gp
07-09	Surge crystal +2	30,000 gp
10-12	Mind stone (4th level)	32,000 gp
13-15	Skin of the defender	32,000 gp
16-17	Wooden shirt	32,760 gp
18-20	Mind stone, greater (3rd level)	36,000 gp
21-22	Setting stone of power echo (6th)	36,000 gp
23-25	Torc of power preservation	36,000 gp
26-28	Ring of psionics II	40,000 gp
29-30	Mind sharing circlets	42,000 gp
31-32	Boots of temporal acceleration	43,200 gp
33-34	Third eye repudiate	43,200 gp
35-37	Mind stone (5th level)	50,000 gp
38-39	Skin of fiery response	60,000 gp
40-42	Surge crystal +3	60,000 gp
43-44	Skin of the troll	61,200 gp
45-47	Mind stone, greater (4th level)	64,000 gp
48-50	Ring of psionics III	70,000 gp
51-53	Mind stone (6th level)	72,000 gp
54-55	Skin of the hero	77,500 gp
56-57	Skin of the spider	79,080 gp
58-59	Setting stone of power echo (9th)	81,000 gp
60-61	Skin of proteus	84,000 gp
62-64	Mind stone (7th level)	98,000 gp
65-67	Mind stone, greater (5th level)	100,000 gp
68-70	Ring of psionics IV	100,000 gp
71-72	Third eye expose	112,000 gp
73-74	Third eye conceal	120,000 gp
75-76	Third eye dominate	120,000 gp
77-79	Mind stone (8th level)	128,000 gp
80-81	Skin of iron	129,600 gp
82-84	Mind stone, greater (6th level)	144,000 gp
85-87	Skin of the psion	151,000 gp
88-91	Mind stone (9th level)	162,000 gp
92-94	Mind stone, greater (7th level)	196,000 gp
95-97	Mind stone, greater (8th level)	256,000 gp
98-100	Mind stone, greater (9th level)	324,000 gp

weapon the wearer is wielding, at a cost of two charges per +1 for enhancement bonus or weapon special ability. The improvement to the weapon lasts for one round or until the next successful attack with that weapon, whichever occurs first. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not psionic, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses can be added to the weapon, stacking with existing enhancement bonuses to a maximum of +5, or they can be used to add any of the weapon properties available to a soulknife's mind blade.

Construction

Requirements Craft Wondrous Item, metaphysical weapon; **Cost** 2,500 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

Charms of Friendly Interception

Aura faint psychoportation; **ML** 3rd
Slot varies (see text); **Price** 12,000 gp (pair); **Weight** --

Description

These charms come in pairs, consisting of a matching image etched in a disc of crystal on a small chain. They can be worn in any slot, but must be worn in the same slot by two different creatures to be effective. As a standard action, either character can activate the charm, instantly switching places with the wearer of the mated charm, as long as they are within 30 feet (a DC 12 Will save negates if the target is unwilling). There must be space for each creature in their new location, or this effect automatically fails.

Construction

Requirements Craft Wondrous Item, *dimension swap*; **Cost** 6,000 gp (pair)

Circlet of the Sheltered Mind

Aura moderate telepathy **ML** 8th
Slot head; **Price** 7,500 gp; **Weight** 2 lb.

Description

This iron circlet has prongs that are shaped such that it seems to cup the entire skull. When this item is worn by a character with the wild surge ability, the character's chance of psychic enervation is reduced by 5% (to a minimum of 0).

Construction

Requirements Craft Wondrous Item, wild surge ability, **Cost** 3,750 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

Companion Stones

Aura varies; **ML** varies
Slot —; **Price** 1,700 gp (diplomacy), 27,200 gp (electrical protection), 7,500 gp (far sight), 17,000 gp (fire), 9,000 gp (fortify), 10,800 gp (truthful dealings); **Weight** —

Description

A companion stone is similar to a setting stone in that it functions only in conjunction with a *psicrystal staff* (see below). Like setting stones, companion stones add functionality to each staff. Unlike setting stones, however, companion stones take up orbit around the head of the staff, similar to the way ioun stones orbit the head of their owner. However, companion stones orbit only the head of a chosen psicrystal staff, not the wielder of the staff.

When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1 foot from the head of her staff. A character must grab the companion stone to remove it from orbit about the psicrystal staff. The owner may voluntarily seize and stow a stone to keep it safe, but she loses the benefits of the stone during that time.

Companion stones have an Armor Class of 22, 8 hit points, and a hardness of 10.

The wielder can enhance her psicrystal staff with a maximum of 10 companion stones before the density of orbiting stones becomes too great.

As with the benefits provided by setting stones, the character must have her psicrystal staff in hand to gain the benefits from any orbiting companion stones.

Companion Stone of Diplomacy: The wielder of a staff enhanced with this stone gains a +4 competence bonus on Diplomacy checks. Faint telepathy; ML 5th; Craft Wondrous Item, *broker*.

Companion Stone of Electrical Protection: The wielder of a staff enhanced with this stone is protected from electrical damage. Each time the wielder takes damage from electricity, subtract 10 points from the total for each electrical attack. Moderate psychometabolism; ML 7th; Craft Wondrous Item, *energy adaptation*.

Companion Stone of Far Sight: The wielder of a staff enhanced with this stone gains a +2 competence bonus on ranged attack rolls and a +2 competence bonus on saving throws against illusions. Weak psychometabolism; ML 5th; Craft Wondrous Item, *far sight*.

Companion Stone of Fire: The wielder of a staff enhanced with this stone gains the ability to manifest cones of fire. When a character points the companioned psicrystal staff and issues the command thought, an energy cone [fire] effect discharges from the stone, as if fully augmented by a 10th-level kineticist (10d6+10 points of fire damage with a DC adjustment of +2). Each use requires one charge; a newly created companion stone of fire has 30 charges. When the charges are expended, the companion stone burns to ash. Moderate psychokinesis; ML 10th; Craft Wondrous Item, *energy cone*.

Companion Stone of Fortify: The wielder of a staff enhanced with this stone gains a +4 resistance bonus to all saving throws (Fortitude, Reflex, and Will) once per day for up to five minutes—it is a standard action to activate this power. Faint psychometabolism; ML 5th; Craft Wondrous Item, *fortify*.

Companion Stone of Truthful Dealings: The wielder of a staff enhanced with this stone can read thoughts once per day for up to three minutes—it is a standard action to activate this power. Faint telepathy; ML 3rd; Craft Wondrous Item, *read thoughts*.

Construction

Requirements Craft Wondrous Item, creator must have appropriate powers; **Cost** 850 gp (diplomacy), 13,600 gp (electrical protection), 3,750 gp (far sight), 8,500 (fire), 4,500 gp (fortify), 5,400 gp (truthful dealings)

Cowardly Cryptic's Goggles

Aura moderate clairsentience; **ML** 7th
Slot eyes; **Price** 10,000 gp; **Weight** 1 lb.

Description

This pair of leather goggles, when worn by a character with the insight class feature, grants the wearer the trap spotter cryptic insight. Any time the wearer passes within 10 ft. of a trap that he detects, including if he detects the trap via the automatic check from the trap spotter insight, the goggle lenses immediately darken, blacking out everything from the wearer's vision except for the detected trap. The wearer may attempt Disable Device checks against the trap as normal, but for any other activity, the wearer is effectively blind unless he has some other means of vision, such as an extra set of eyes.

Construction

Requirements Craft Wondrous Item, trap spotter insight; **Cost** 5,000gp

Creature of Habit's Medallion

Aura faint telepathy; **ML** 1st
Slot neck; **Price** 2,000 gp; **Weight** --

Description

This silver medallion bears the inscription of an hourglass, each grain of sand a tiny chip of sapphire. It grants the wearer the ability to force another creature to repeat its actions time and again.

When the wearer is successfully hit by an opponent, he may spend an immediate action to mesmerize that creature, compelling it to take the same action again on its next turn, unless it can make a DC 11 Will save. If the situation changes in such a way that the creature can no longer perform the same action, it will stand still and take no action for one turn. This has no other effect on the creature, and it will defend itself as normal.

Construction

Requirements Craft Wondrous Item, *déjà vu*; **Cost** 1,000 gp

Crawling Tattoos

Crawling tattoos resemble standard psionic tattoos, but their effects are often harmful rather than beneficial. Like a psionic tattoo, a crawling tattoo can be scribed only with a power of no higher than 3rd level that targets one or more creatures. Exceptions are psychometabolism (healing) powers 3rd level or lower, which can be scribed even though they typically affect only the manifester, and telepathy (compulsion) powers, which cannot be scribed at all. Powers that normally have an area affect only one target if scribed in a crawling tattoo. Otherwise, crawling tattoos are treated as psionic tattoos until they are activated by the wearer.

The wearer of a crawling tattoo can tap the tattoo as a standard action that provokes attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight). Instead of manifesting its stored power, the tattoo animates, drops to the ground, and scuttles toward the target. The original wearer need no longer concentrate on the tattoo once animated.

The animated tattoo moves toward its designated target in the same round when it is activated. Treat it as a Fine construct that has AC 18, 10 hit points, a hardness of 5, speed 30 feet, and a bonus on attack rolls equal to the wearer's manifester level + his key ability modifier. Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects. Should the target be killed, teleport away, or otherwise absent itself before the animated tattoo reaches it, the wearer can reclaim the tattoo. If it is destroyed, a crawling tattoo shatters and evaporates.

A crawling tattoo must enter the target's square to attack and thus provokes attacks of opportunity as it passes through the target's threatened area. The tattoo makes one touch attack per round thereafter until it strikes its target or is destroyed. On a successful attack, the power scribed in the crawling tattoo affects the target if the target fails the appropriate saving throw; however, powers that normally allow a Reflex saving throw automatically affect the touched target. Crawling tattoos can ferry beneficial powers as well as harmful ones, and a target can allow the tattoo's touch attack to succeed if he or she desires.

Two examples of crawling tattoos are described below; many more types are possible.

Crawling tattoo of concussion

Aura faint psychokinesis; **ML** 1st
Slot —; **Price** 50 gp; **Weight** —

Description

This crawling tattoo delivers a concussion effect, dealing 1d6 points of damage to a creature hit by its touch attack.

Construction

Requirements Scribe Tattoo, *concussion blast*; **Cost** 25 gp.

Crawling Tattoo of Energy Bolt

Aura faint psychokinesis; **ML** 5th
Slot —; **Price** 750 gp; **Weight** —

Description

Each of these tattoos is keyed to one energy type: cold, electricity, fire, or sonic. This crawling tattoo delivers the *Lanis's energy bolt* power, dealing 5d6 points of damage of its energy type.

Construction

Requirements Scribe Tattoo, *Lanis's energy bolt*; **Cost** 375 gp.

Crown of Traded Will

Aura moderate telepathy; **ML** 11th
Slot head; **Price** 20,000 gp; **Weight** 2 lbs.

Description

This delicate silver crown bears reflective gems at the tips of its points. These gems reflect light in strange ways, creating a dancing swarm of luminescent motes in combat. As a standard action, the wearer can attempt to briefly swap minds with another creature. The target must make a DC 19 Will save, or have its mind switched with the wearer's until the end of the wearer's next turn. The crown can be used once per day.

Construction

Requirements Craft Wondrous Item, *mind switch*; **Cost** 10,000 gp

Crystal Anchor

Aura varies; **ML** varies
Slot —; **Price** 24,000 gp; **Weight** 3 lbs.

Description

A crystal anchor is a shaft of transparent crystal 4 to 5 feet in length, with a sharpened, spearlike head on one end. It ensnares the minds of those within range who manifest powers of a specified psionic discipline. The triggering discipline is specified at the time of creation.

A crystal anchor is activated by plunging the sharp head into the ground, leaving the shaft freestanding. It projects an invisible, 30-foot-radius field. If a power from the specified discipline is manifested within this range, the manifester must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to brain lock, except

that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth. Any anchor can be pulled out of the ground and reused at a later time.

When a crystal anchor successfully ensnares a target, a slender filament of insubstantial ectoplasm connects the victim to the shaft, even one outside the original area of the field.

A crystal anchor can attempt to ensnare a victim only five times per day. Previously caught targets can remain caught day after day and do not count against this daily limit on attempts.

An anchor's owner can designate certain creatures to be unaffected by the anchor; such creatures need not make a saving throw and do not count against the daily limit on attempts. One crystal anchor can ensnare multiple targets simultaneously, and multiple crystal anchors can share overlapping fields.

Anchors that activate when a specific power is manifested in range are also possible, but are rarer.

A crystal anchor has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

Body Crystal Anchor: Those who manifest psychometabolism powers are affected as described above. Faint psychometabolism; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any psychometabolism power.

Comprehension Crystal Anchor: Those who manifest clairsentience powers are affected as described above. Faint clairsentience; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any clairsentience power.

Creation Crystal Anchor: Those who manifest metacreativity powers are affected as described above. Faint metacreativity; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any metacreativity power.

Energy Crystal Anchor: Those who manifest psychokinesis powers are affected as described above. Faint psychokinesis; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any psychokinesis power.

Ghost Crystal Anchor: Those who manifest remote viewing are affected as described above. Faint clairsentience; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, *remote viewing*.

Mind Crystal Anchor: Those who manifest telepathy powers are affected as described above. Faint telepathy; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any telepathy power.

Travel Crystal Anchor: Those who manifest psychoportation powers are affected as described above. Faint psychoportation; ML 5th; Craft Wondrous Item, *brain lock*, *trigger power*, any psychoportation power.

Construction

Requirements Craft Wondrous Item, *brain lock*, *trigger power*, additional powers; **Cost** 12,000 gp

Crystal Masks

Aura varies; **ML** varies

Slot head; **Price** 10,000 gp (detection), 10,000 gp (discernment), 10,000 gp (dread), 20,250 gp (insightful detection), 2,500 gp (knowledge), 2,500 gp (languages), 10,667 gp (mindarmor), 10,000 gp (psionic craft); **Weight** ½ lb.

Description

Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils. The mask is transparent, although it distorts the wearer's features. Leather straps attached to small holes on the sides of a mask enable the owner to affix the mask to his face.

Crystal masks confer special abilities or improved skills upon their wearers.

Crystal Mask of Detection: The wearer of a crystal mask of detection can make Perception checks with a +10 competence bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Perception.

Crystal Mask of Discernment: The wearer of a crystal mask of discernment can make Sense Motive checks with a +10 insight bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Sense Motive.

Crystal Mask of Dread: The wearer this mask can attempt to frighten other beings to her will. The wearer makes all Intimidate checks with a +10 competence bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Intimidate.

Crystal Mask of Insightful Detection: The wearer of a crystal mask of insightful detection can make Perception checks and Sense Motive checks with a +9 insight bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 9 ranks in Perception and Sense Motive.

Crystal Mask of Knowledge: Each of the various crystal masks of knowledge grants the wearer a +5 competence bonus on a specific type of Knowledge check. Faint clairsentience; ML 3rd; Craft Wondrous Item, creator must have 5 ranks in the Knowledge skill of the appropriate type.

Crystal Mask of Languages: Each of the various crystal masks of language grants the wearer the ability to speak and write five different languages. Faint clairsentience; ML 3rd; Craft Wondrous Item, creator must be able to speak and write the five languages.

Crystal Mask of Mindarmor: A crystal mask of mindarmor grants the wearer a +4 insight bonus on all Will saving throws. Faint telepathy; ML 5th; Craft Wondrous Item, *conceal thoughts*.

Crystal Mask of Psionic Craft: The wearer of a crystal mask of psionic craft makes all Spellcraft checks with a +10 competence bonus. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Spellcraft.

Construction

Requirements Craft Wondrous Item, creator must have ranks in appropriate skills or additional powers; **Cost** 5,000 gp (detection), 5,000 gp (discernment), 5,000 gp (dread), 10,125 gp (insightful detection), 1,250 gp (knowledge), 1,250 gp (languages), 5,333.5 gp (mindarmor), 5,000 gp (psionic craft)

Dissipating Gloves

Aura faint psychoportation; **ML** 3rd
Slot hands; **Price** 6,000 gp; **Weight** --

Description

These simple looking leather gloves hum at an almost imperceptible level. With a touch, the wearer can cause a tiny portion of a creature or object to be teleported away. The wearer must make a melee touch attack to use the gloves against a creature; an unattended object is hit automatically. A successful hit deals 3d6 points to the target, ignoring hardness. The gloves can be used up to three times per day.

Construction

Requirements Craft Wondrous Item, *dissipating touch*; **Cost** 3,000 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

Eyes of Disarming Glances

Aura moderate telepathy; **CL** 7th
Slot eyes; **Price** 20,000 gp; **Weight** --

Description

These crystal lenses fit over the wearer's eyes, giving them an ominous sheen. Twice per day as a standard action, the wearer can make a gaze attack against a target creature within 30 ft., causing the lenses to flare a brilliant blue. The wearer makes a combat maneuver check, adding a bonus equal to his Charisma modifier. If he succeeds, the target drops one item he is holding, just as if he had been successfully disarmed. If the wearer succeeds by 5 or more, he may compel the target to throw the item instead, causing it to land 10 feet from the target, in a direction chosen by the wearer.

Construction

Requirements Craft Wondrous Item, *mind control*; **Cost** 10,000 gp

Eyes of Expanded Vision

Aura faint clairsentience; **ML** 1st
Slot eyes; **Price** 3,000 gp; **Weight** —

Description

These crystal lenses fit over the user's eyes to expand his field of vision. Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Perception checks but takes a -2 penalty on saves against gaze attacks.

Construction

Requirements Craft Wondrous Item, *ubiquitous vision*; **Cost** 1,500 gp

Eyes of Power Leech

Aura moderate telepathy; **ML** 7th
Slot eyes; **Price** 10,080 gp; **Weight** —

Description

These crystal lenses fit over the user's eyes. Once per day, the wearer is able to drain power points from another psionic creature or character by meeting its gaze as if using *power leech*. A selected target within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim. The connection drains 1d6 power points from the target for every round in which the wearer maintains concentration (to a maximum of 7 rounds). The wearer gains 1 power point from those drained from the target each round (subject to his normal maximum; points he cannot gain immediately are lost).

Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.

Construction

Requirements Craft Wondrous Item, *power leech*; **Cost** 5,040 gp

Eyes of Power Leech, Vampiric

Aura strong telepathy; **ML** 15th
Slot eyes; **Price** 20,160 gp; **Weight** —

Description

As *eyes of power leech*, except the wearer gains drained power points from the subject even if doing so would bring him over his normal maximum. The wearer of *vampiric eyes of power leech* can maintain concentration for up to 13 rounds. Power points the wearer gains in excess of his maximum fade after 8 hours if they are not spent before that time.

Construction

Requirements Craft Wondrous Item, *bend reality*, *power leech*; **Cost** 10, 080 gp

Fear Drinker's Amulet

Aura moderate psychometabolism; **ML** 7th
Slot neck; **Price** 2,500 gp; **Weight** -

Description

Made from humanoid knucklebones, the fear drinker's amulet allows a dread to draw power from the fear others feel. Any time the wearer makes a successful attack with the devastating touch ability, he gains 2 temporary hit points. Unlike normal temporary hit points, these temporary hit points stack with additional uses of devastating touch, up to a maximum equal to the wearer's dread class level. This amulet has no effect on wearers who do not have the terrors ability.

Construction

Requirements Craft Wondrous Item, *vigor*; **Cost** 1,250 gp

Fear Drinker's Amulet, Greater

Aura moderate psychometabolism; **ML** 12th
Slot neck; **Price** 10,000 gp; **Weight** -

Description

As *fear drinker's amulet*, but the maximum number of temporary hit points the wearer can gain is equal to double his dread class level and if the creature struck is frightened, panicked, or shaken, the wearer also gains a temporary power point that lasts for 1 round. Temporary power points do not stack.

Construction

Requirements Craft Wondrous Item, *vigor*; **Cost** 5,000 gp

Gauntlet of the Thunder Shield

Aura faint psychokinesis; **ML** 3rd
Slot hand; **Price** 8,000 gp; **Weight** 1 lb.

Description

This metal gauntlet is adorned with the odd combination of images of hammers and bells. When activated as a standard action by banging the gauntlet against a hard surface, the gauntlet begins to ring like a giant bell. This sonic reverberation is harnessed by the gauntlet into the form of an invisible disc that grants the wearer a +4 shield bonus to AC and sonic resistance 10 for up to 30 rounds per day. The rounds need not be consecutive. The effect can be dismissed as a free action.

Construction

Requirements Craft Wondrous Item, *force screen*, *specified energy adaptation*; **Cost** 4,000 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

Glove of Calling

Aura faint psychoportation; **ML** 5th
Slot hands; **Price** 4,000 gp; **Weight** 1 lb.

Description

This elbow length chainmail glove bears gold links in the shape of a distinctive weapon on the inner arm. As a swift action, it allows the wearer to call forth a single weapon of the type patterned in the glove. This weapon persists as long the wearer holds it, disappearing one round after it leaves his grasp. Weapons called by the glove are real weapons, pulled from elsewhere in time and space. Any weapon called by the glove is always of masterwork quality and may be made from cold iron, silver, or deep crystal. Unlike most psionic or magic items, a character can wear a second glove of calling on his second hand, though he cannot wear a different item (such as a *glove of storing*). If the wearer of two such gloves has the Quick Draw feat, he can call both weapons with a single swift action.

Construction

Requirements Craft Wondrous Item, *call weaponry*; **Cost** 2,000 gp

Gloves of Object Reading

Aura faint clairsentience; **ML** 1st
Slot hands; **Price** 3,000 gp; **Weight** —

Description

While wearing these gloves, the user can learn the details of an inanimate object's previous owner if he handles the object, as if manifesting the *object reading* power.

Construction

Requirements Craft Wondrous Item, *object reading*; **Cost** 1,500 gp

Gloves of Titan's Grip

Aura moderate psychometabolism; **ML** 9th
Slot hands; **Price** 14,000 gp; **Weight** —

Description

While wearing these oversize gloves, the user gains a +8 enhancement bonus on grapple checks. The power is activated when the user enters a grapple. The enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day.

Construction

Requirements Craft Wondrous Item, *grip of iron*; **Cost** 7,000 gp

Gloves of the Beast

Aura Moderate psychometabolism **ML** 5th
Slot hands; **Price** (per glove) 625 gp (1d3 damage), 1,000 gp (1d4 damage), 3,000 gp (1d6 damage), 5,000 gp (1d8 damage), 7,000 gp (2d6 damage), 11,000 gp (3d6 damage), 15,000 gp (4d6 damage), 19,000 gp (5d6 damage), 22,000 gp (6d6 damage); **Weight** 0.5 lb.

Description

These supple, black leather gloves allow the wearer to assume the natural attack of a specific animal. Different gloves grant different attacks, such as slam, claws, hooves, talons, or tentacles, allowing mismatched gloves to grant the wielder two different natural attacks simultaneously.

Wearing two or more gloves that grant the same type of attack with the same amount of damage grants the wielder a +1 circumstance bonus on attack rolls with the natural attacks.

The different types of natural attacks are identical in cost, only the damage granted from the gloves alters the price. Boot forms of *gloves of the beast* are also available and take up the boot slot instead of the hand slot. A hand wearing a *glove of the beast* cannot hold anything.

Construction

Requirements Craft Universal Item *claws of the beast, graft weapon;* **Cost** (per glove) 313 gp (1d3 damage), 500 gp (1d4 damage), 1,500 gp (1d6 damage), 2,500 gp (1d8 damage), 3,500 gp (2d6 damage), 5,500 gp (3d6 damage), 7,500 gp (4d6 damage), 9,500 gp (5d6 damage), 11,000 gp (6d6 damage)

Goggles of Far Sight

Aura faint clairsentience **ML** 3rd
Slot eyes; **Price** 4,000 gp; **Weight** -

Description

The lenses of these goggles are made of a curved, translucent crystal. When placed over the eyes of the wearer, they allow the wielder to ignore the first range increment penalty when making ranged attacks, but the wielder suffers a -1 penalty to his Armor Class.

Construction

Requirements Craft Wondrous Item, *pierce the veils;* **Cost** 2,000 gp

Headband of the Great Village

Aura Faint telepathy **ML** 12th
Slot head; **Price** 3,000 gp (1 creature), 12,000 gp (2 creatures), 27,000 gp (3 creatures), **Weight** ½ lb.

Description

This simple leather headband is adorned with markings depicting hundreds of people holding hands. This headband allows the wearer to mindlink herself with one or more willing creatures within 30 ft. as a standard action. The mindlink persists as long as the wearer concentrates and can be used at will, although the maximum number of creatures the wearer can be linked to is limited by the strength of the

band. More powerful versions of this headband allow you to connect to more creatures.

If worn by a creature with the collective class feature, the wearer may also connect this same number of additional creatures in their collective, beyond their normal limit.

Construction

Requirements Craft Wondrous Item *mind link* or collective class feature; **Cost** 1,500 gp (1 creature), 6,000 gp (2 creatures), 13,500 gp (3 creatures)

Helm of Attitude Adjustment

Aura moderate telepathy; **ML** 7th
Slot head; **Price** 18,000 gp; **Weight** 2 lbs.

Description

This steel helm gleams as if freshly polished, and bears a glimmering emerald on its brow. Twice per day as a standard action, the wearer of this helm can mentally force one opponent within 30 feet to make a DC 14 Will save or have its attitude shifted by one step relative any one other creature (for example, unfriendly to hostile, or indifferent to friendly). The wearer can shift the attitude one step in either direction, either making the creature friendlier toward the target or less friendly, as they choose.

In addition, it grants the wearer a +4 bonus on all Bluff, Diplomacy and Intimidate checks to change a creature's attitude.

Construction

Requirements Craft Wondrous Item, *telempathic projection*; **Cost** 9,000 gp

Ioun Stone, Green and White

Aura moderate psychometabolism **ML** 12th
Slot -; **Price** 12,000 gp; **Weight** -

Description

This ioun stone is green and white in color and has a prism shape. When used by a creature with manifesting ability, it grants one additional power known. The power known granted is set at time of creation and may only be a 1st or 2nd level power. A creature may only have one such ioun stone active at any time. The owner manifests the power just like any other power known, so if the power granted is of a level higher than those the owner can manifest, it gains no benefit. The power known granted must be on the owner's class list or the owner gains no benefit.

Construction

Requirements Craft Wondrous Item, creator must be 12th level, **Cost** 6,000 gp

Lava Walker's Boots

Aura moderate psychometabolism; **ML** 7th
Slot feet; **Price** 12,000 gp; **Weight** 1 lb.

Description

These black leather boots sport a flame pattern of red gemstones on their sides. They allow a wearer to walk on liquid surfaces such as water or even lava with little to no harm. On command, the wearer gains fire resistance 10 and the ability to walk on any liquid surface as though it were solid ground, as per the *body equilibrium* power. The power of the boots can be used for up to 10 rounds each day, though these rounds need not be continuous.

Construction

Requirements Craft Wondrous Item, *body equilibrium*, *energy adaptation*; **Cost** 6,000 gp

Mantle of the Void

Aura moderate telepathy; **ML** 11th
Slot chest; **Price** 18,480 gp; **Weight** -

Description

This strange black mantle is said to have been woven by duergar using strands of darkness taken from the void between the stars, a gateway into the minds of mad men, dark prophets, and the deranged. The wearer of the mantle can probe into the secrets of the void once per week with no penalty as a standard action, gaining a +6 insight bonus to a single d20 roll made in the next minute. If the wearer wishes to use the mantle more often, he does it at great risk to his sanity, taking 1d3 points of ability burn to his Wisdom. The wearer cannot be forced to use the mantle through effects such as *dominate*.

If, for any reason, the wearer's Wisdom is reduced to 0 while wearing the mantle, it swallows him whole and he disappears forever, unrecoverable even to effects such as *reality revision*.

Construction

Requirements: Craft Wondrous Item, *greater precognition;* **Cost** 9,240 gp

Map of the Mind

Aura moderate telepathy; **ML** 7th
Slot -; **Price** 16,000 gp; **Weight** -

Description

This twisting map attunes to its wielder upon being picked up and alters its image to show a representation of the internal layout of the owner's mind. The owner of the map can manifest *psychic reformation* on himself by altering the map with the desired choices to be made. After being used, the map cannot be used again for a week, even if it becomes attuned to another creature.

Construction

Requirements: Craft Wondrous Item, *psychic reformation;* **Cost** 8,000 gp

Mask of Confounded Foes

Aura moderate telepathy; **ML** 7th
Slot head; **Price** 12,000 gp; **Weight** 1/2 lb.

Description

This mask has a faintly disturbing quality, appearing slightly different to every viewer, seeming familiar and

strange at the same time. The wearer of the mask can, as an immediate action, force one creature to redirect an attack from its intended target to another nearby creature of the wearer's choice. The attacker must make a DC 16 Will save to negate this effect. If the target chosen by the wearer is not within the creature's reach, the creature instead loses its action. The mask can be used once per day.

Construction

Requirements Craft Wondrous Item, *mind control*; **Cost** 6,000 gp

Meld Stones

Aura varies; **ML** 5th
Slot —; **Price** 3,040 gp; **Weight** 1 lb.

Description

Meld stones appear similar to shards, see below, but are often crafted with higher gem-grade crystal. Unlike a shard, a meld stone cannot be used if not set in a *synaptic mask*, see below. Each meld stone contains a suite of skill bonuses related by a theme or task.

Meld stone of the Alchemist: When set in a synaptic mask, the *meld stone of the alchemist* grants its wearer a +8 competence bonus on Craft (alchemy) checks, a +6 competence bonus on Appraise checks and Use Magic Device checks, and a +4 competence bonus on Knowledge (arcana) checks. Strong clairsentience; ML 5th; Craft Wondrous Item, creator must have 8 ranks in Appraise, 6 ranks in Craft (alchemy) and Use Magic Device, and 4 ranks in Knowledge (arcana).

Meld stone of the Infiltrator: When set in a synaptic mask, the *meld stone of the infiltrator* grants its wearer a +8 competence bonus on Bluff checks, a +6 competence bonus on Disguise checks and Linguistics checks to create or detect forgeries, and a +4 competence bonus on Diplomacy checks to gather information. Strong telepathy; ML 5th; Craft Wondrous Item, creator must have 8 ranks in Bluff, 6 ranks in Disguise and Linguistics, and 4 ranks in Diplomacy.

Meld stone of the nimble trickster: When set in a synaptic mask, the *meld stone of the nimble trickster* grants its wearer a +8 competence bonus on Acrobatics checks made to tumble, and a +6 competence bonus on Escape Artist and Stealth checks. Strong psychometabolism; ML 5th; Craft Wondrous Item, creator must have 8 ranks in Acrobatics, and 6 ranks in Escape Artist and Stealth.

Construction

Requirements Craft Wondrous Item, creator must have ranks in the specified skills at least equal to the imprinted bonuses; **Cost** 1,520 gp

Mender's Vestments

Aura Moderate psychometabolism; **ML** 10th
Slot Body; **Price** 3,750 gp (additional daily use), 4,000 gp (additional 1d6), 10,000 (additional 1d6 and daily use); **Weight** 1 lb.

Description

This light garment is worn over normal clothing or armor. Most such vestments are red, embroidered with hands, hearts, and staves. Depending on the version of the vestments, when this item is worn by a character with the transfer wounds ability, the character can use that ability one additional time each day, heal an additional 1d6 points of damage, or both.

Construction

Requirements Craft Wondrous Item, *empathic transfer* or transfer wounds ability; **Cost** 1,875 gp (additional daily use), 2,000 gp (additional 1d6), 5,000 (additional 1d6 and daily use)

Mind Sharing Circlets

Aura moderate telepathy; **ML** 7th
Slot head; **Price** 42,000 gp (pair); **Weight** 1 lb. (each)

Description

These simple silver circlets come in pairs, and have a single red ruby at their center, which sits upon the brow when the circlet is placed on the head. When the circlets are worn by two characters with psionic powers, they allow the wearers to share their powers known. Manifesting a power known by another character increases the cost to manifest the power by 6 power points and these extra points do not augment the power but do count toward the manifester level cap. If the target is unwilling, then the manifester must make a successful opposed Will save to use the power, and manifesting the power becomes a full round action, unless it would normally be longer. Before the circlets can be used, it needs to be attuned to the wearers for 24 hours.

Construction

Requirements Craft Wondrous Item, *mindlink, thieving mindlink*; **Cost** 21,000 gp

Mind Stone

Price varies
1st-level 2,000 gp; **2nd-level** 8,000 gp
3rd-level 18,000 gp; **4th-level** 32,000 gp
5th-level 50,000 gp; **6th-level** 72,000 gp
7th-level 98,000 gp; **8th-level** 128,000 gp
9th-level 162,000 gp; **Aura** strong clairsentience; **ML** 17th; **Weight** —

Description

This opaque crystal faintly pulses with an internal light. It contains the knowledge of a single psionic power (chosen by the creator when the item is crafted). If the bearer is a manifester and has that power on her class power list, she may use her power points to manifest that power as if it were one of her powers known. A *mind stone* is priced based on the power's psion/wilder, tactician, or vitalist level, unless the power doesn't appear on either of those power lists, in which case it is based on the highest power level as it appears on any other power list. For example, a power that is on the 4th-level cryptic list and the 2nd-level psychic warrior list is priced as a 4th-level power.

A character can only benefit from a number of *mind stones* equal to half his powers known from his manifesting ability. Extra powers known from feats like Expanded Knowledge or from effects like *psychic chirurgery* do not increase this limit.

A character must first attune to a *mind stone* before he can benefit from it. Attuning takes 24 hours of the *mind stone* being in the character's possession. A *mind stone* can only be attuned to one creature at any time.

Construction

Requirements Craft Cognizance Crystal, creator must be able to manifest the power contained in the crystal; **Cost 1st-level** 1,000 gp; **2nd-level** 4,000 gp; **3rd-level** 9,000 gp; **4th-level** 16,000 gp; **5th-level** 25,000 gp; **6th-level** 36,000 gp; **7th-level** 49,000 gp; **8th-level** 64,000 gp; **9th-level** 81,000 gp

Mind Stone, Greater

Price varies
1st-level 4,000 gp; **2nd-level** 16,000 gp
3rd-level 36,000 gp; **4th-level** 64,000 gp
5th-level 100,000 gp; **6th-level** 144,000 gp
7th-level 196,000 gp; **8th-level** 256,000 gp
9th-level 324,000 gp; **Aura** strong clairsentience; **ML** 17th; **Weight** —

Description

This greater version of the *mind stone* does not require the owner to attune to the stone and there is no limit to the number of *greater mind stones* the owner can possess and benefit from.

Construction

Requirements Craft Cognizance Crystal, creator must be able to manifest the power contained in the crystal **Cost 1st-level** 2,000 gp; **2nd-level** 8,000 gp **3rd-level** 18,000 gp; **4th-level** 32,000 gp **5th-level** 50,000 gp; **6th-level** 72,000 gp **7th-level** 98,000 gp; **8th-level** 128,000 gp **9th-level** 162,000 gp

Mirror of Lost Recollections

Aura strong clairsentience; **ML** 15th
Slot none; **Price** 150,000 gp; **Weight** 1/2 lb.

Description

This polished silver hand mirror is adorned with colored gems at its top, bottom and sides. As a standard action, the bearer can cause a creature to see its own reflection, and mentally compel that creature to recall past agonies. This deals 8d6 points of damage (DC 16 Will save for half) as the creature's body endures a psychosomatic response, reopening old wounds and reliving past injuries. The target creature must be within 30 ft. of the wielder of the mirror, the wielder must have line of sight to the creature, and this is considered to be a gaze attack.

In addition, once per day the bearer can cause the recollection of wounds so grievous, the target must make a DC 22 Will save or die. On a successful save, the target still takes 5d6 points of damage.

Construction

Requirements Craft Wondrous Item, *recall agony*, *recall death*; **Cost** 75,000 gp

Mirror of Mind Switch

Aura moderate telepathy; **ML** 11th
Slot —; **Price** 19,800 gp; **Weight** ½ lb.

Description

This small hand mirror manifests its power once per day against a creature that sees its reflection within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 19 Will save, or its mind and the mind of the mirror's wielder switch, as if by the *mind switch* power. Because the mirror is small, only a single creature can meet its own gaze. The wielder of the mirror is not affected by seeing himself.

Construction

Requirements Craft Wondrous Item, *mind switch*; **Cost** 9,900 gp

Mirror of Suggestion

Aura faint telepathy; **ML** 3rd
Slot —; **Price** 3,600 gp; **Weight** —

Description

This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a *suggestion* chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Construction

Requirements Craft Wondrous Item, *compelling voice*; **Cost** 1,800 gp

Mirror of Time Hop

Aura faint psychoportation; **ML** 5th
Slot ; **Price** 9,000 gp; **Weight** ½ lb.

Description

This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 14 Will save or be pushed forward in time by 5 rounds, as if subject to the *time hop* power. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Construction

Requirements Craft Wondrous Item, *time hop*; **Cost** 4,500 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

Pearl, Brain Lock

Aura faint telepathy; **ML** 3rd
Slot —; **Price** 300 gp; **Weight** —

Description

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target stands mentally paralyzed, as if by *brain lock*, for 3 rounds. The use destroys the item.

Construction

Requirements Craft Wondrous Item, *brain lock*; **Cost** 150 gp

Pearl, Breath Crisis

Aura faint telepathy; **ML** 5th
Slot —; **Price** 750 gp; **Weight** —

Description

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *crisis of breath* for 5 minutes. The use destroys the item.

Construction

Requirements Craft Wondrous Item, *crisis of breath*; **Cost** 375 gp

Pearl, Mind Seed

Aura strong telepathy; **ML** 15th
Slot —; **Price** 18,500 gp; **Weight** —

Description

This tiny pearly sphere instantly takes on the skin tone and texture of whatever creature handles it. It speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 22 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by a *mind seed* power, with the pearl's wielder acting as the manifester. The use destroys the item.

Construction

Requirements Craft Wondrous Item, *mind seed*; **Cost** 9,250 gp

Pearl, Personality Parasite

Aura faint telepathy; **ML** 7th
Slot —; **Price** 1,400 gp; **Weight** —

Description

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 16 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *personality parasite* for 5 rounds. The use destroys the item.

Construction

Requirements Craft Wondrous Item, *personality parasite*; **Cost** 700 gp

Psicrystal Crown

Aura faint telepathy; **ML** 3rd
Slot headband; **Price** 2,000 gp; **Weight** 0.5 lbs.

Description

This crown functions like a psicrystal staff, including the ability to have companion stones and setting stones, but is worn on the head instead of carried in the hand. In addition, while the psicrystal is docked, the wearer can expend psionic focus as a free action to gain the sighted ability of the psicrystal for one round.

Construction

Requirements Craft Wondrous Item, Psicrystal Affinity, *mindlink*; **Cost** 1,000 gp

Psicrystal Harness

Aura faint telepathy; **ML** 3rd
Slot waist; **Price** 2,000 gp; **Weight** 0.5 lbs.

Description

This harness functions like a psicrystal staff, including the ability to have setting stones, but is worn as a belt buckle instead of carried in the hand and does not allow the use of companion stones. In addition, while the psicrystal is docked, the wearer can expend his psionic focus to gain DR X/- equal to the psicrystal's natural armor adjustment until the end of his next turn. While this damage reduction is active, the wearer also gains sonic vulnerability.

Construction

Requirements Craft Wondrous Item, Psicrystal Affinity, *biofeedback*, *mindlink*; **Cost** 1,000 gp

Psicrystal Staves

Aura faint telepathy; **ML** 3rd
Slot —; **Price** 2,000 gp; **Weight** 5 lbs.

Description

A *psicrystal staff* is a long shaft of wood or crystal designed to provide a "setting" for a psionic character's psicrystal, if a character has one. The basic *psicrystal staff* grants minimal ability to the psionic character's psicrystal; however, every *psicrystal staff* can be customized, modified, and upgraded by the addition of setting stones. Each stone grants different abilities to the psionic character who uses the staff to carry his psicrystal. Of course, many psionic characters already carry their psicrystals on staves—only practiced eyes can tell the difference between a decorative setting and a potent item.

Psicrystal staves have an Armor Class of 7, 10 hit points, a hardness of 8, and a break DC of 24.

Activation: Psicrystal staves are activated as a free action so long as the psionic character keeps his psicrystal docked on the staff's primary setting. The staff wielder must hold the staff to utilize its power.

Psicrystals (as well as ancillary setting stones) can be docked for free. As a standard action, the psion can dock or release his psicrystal, psionically affixing it to the staff or releasing it; psicrystals with self-propulsion can dock or release themselves, at the direction of the psionic character. While docked, the psicrystal (and setting stones, if any) and the staff function as a unit.

Besides the psicrystal itself, the *psicrystal staff* can hold a total of three additional setting stones. The wielder can switch a setting stone with another as a standard action. Setting stones, when mounted, also become part of the staff.

Docked psicrystals are treated as if their owner's manifester level is +2 higher than it really is, thus unlocking psicrystal potential early. The psicrystal must be mounted for at least 12 consecutive hours to initially gain this benefit, and it loses this benefit if it is unmounted for more than 12 hours total in a given day. For instance, a 1st-level psion with a *psicrystal staff* and a mounted psicrystal gains the benefits of a psicrystal with the ability to deliver touch powers, +1 natural armor, and +1 Intelligence, which is something normally only a psionic character of 3rd to 4th level could expect.

Construction

Requirements Craft Wondrous Item, Psicrystal Affinity, *mindlink*; **Cost** 1,000 gp

Psicrystal Staff, Greater

Aura moderate telepathy; **ML** 12th
Slot —; **Price** 10,000 gp; **Weight** 5 lbs.

Description

As a standard *psicrystal staff*, with the following improvements:

The number of setting stones that can be held is increased to five.

The bonus from the psicrystal's personality (or personalities, if the owner has the Improved Psicrystal feat) is doubled.

The psicrystal repairs damage at a rate of 1 hit point per minute docked.

The staff is treated as a masterwork quarterstaff, allowing it to be enchanted as any other weapon.

Construction

Requirements Craft Wondrous Item, Psicrystal Affinity, *mindlink*; **Cost** 5,000 gp

Psionatrix

Aura varies; **ML** varies
Slot neck; **Price** 8,000 gp; **Weight** —

Description

Each of these multifaceted crystals is worn as an amulet. Unless noted otherwise, a psionatrix adds a +1 enhancement bonus to the save DC when the wearer uses powers of the discipline the psionatrix is keyed to.

Psionatrix of clairsentience: Blue light glimmers in this crystal's heart. Moderate clairsentience; ML 8th; Craft Wondrous Item, creator must be a seer.

Psionatrix of metacreativity: Green light glimmers in this crystal's heart. Moderate metacreativity; ML 8th; Craft Wondrous Item, creator must be a shaper.

Psionatrix of psychokinesis: Red light glimmers in this crystal's heart. Moderate psychokinesis; ML 8th; Craft Wondrous Item, creator must be a kineticist.

Psionatrix of psychometabolism: Violet light glimmers in this crystal's heart. Moderate psychometabolism; ML 8th; Craft Wondrous Item, creator must be an egoist.

Psionatrix of psychoportation: Yellow-red light glimmers in this crystal's heart. Moderate psychoportation; ML 8th; Craft Wondrous Item, creator must be a nomad.

Psionatrix of telepathy: Piercing yellow light shines from this crystal's heart. Moderate telepathy; ML 8th; Craft Wondrous Item, creator must be a telepath.

Construction

Requirements Craft Wondrous Item, creator must have the appropriate discipline; **Cost** 4,000 gp

Psionic Restraints

Aura strong psychokinesis; **ML** 16th
Slot wrists; **Price** see below; **Weight** 1 lb.

Description

Each of the various psionic restraints is an iron cuff that cunningly locks around the wrist (DC 27 Disable Device check). The cuff limits the total number of power points a psionic creature wearing it can use in 1 round (regardless of the creature's total power point reserve), or completely damps the ability to use psionics. All types of psionic restraints prevent the free manifesting of powers.

Restraint Type	Allowed Power Points/ Round	Market Price
Lesser	5	1,000 gp
Average	3	6,000 gp
Greater	1	12,000 gp
Damping	0	24,000 gp

Construction

Requirements Craft Wondrous Item, *bend reality*, *dispel psionics*; **Cost** 500 gp (lesser); 3,000 gp (average); 6,000 gp (greater); 12,000 gp (damping)

Psychoactive Skins

Aura varies; **ML** varies
Slot —; **Price** 18,000 gp (chameleon), 16,000 gp (claw), 32,000 gp (defender), 60,000 gp (fiery response), 77,500 gp (hero), 129,600 gp (iron), 10,000 gp (nimbleness), 84,000 gp (proteus), 151,000 gp (psion), 79,080 gp (spider), 61,200 gp (troll); **Weight** 2 lbs.

Description

Psychoactive skins (also sometimes called ectoshells) are fist-sized globs of psionically charged ectoplasm. As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer and all his equipment like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered by a psychoactive skin.

Up to three skins can be worn simultaneously, although only the outermost is active in any given round (the powers of hidden skins cannot be manifested). Skin layers can be changed with a command thought as a standard action, which causes a lower-layer skin to come to the surface.

Skin of the Chameleon: This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Stealth checks. Faint psychometabolism; ML 3rd; Craft Wondrous Item, *chameleon*.

Skin of the Claw: This psychoactive skin benefits only a wearer who has levels in psychic warrior. If such a character wears this skin, he can activate the *claws of the beast* power at will, as a free action that does not provoke attacks of opportunity. He can also dismiss the claws equally quickly. Faint psychometabolism; ML 4th; Craft Wondrous Item, *claws of the beast*.

Skin of the Defender: This psychoactive skin continually grants the wearer a +4 bonus to natural armor. Faint psychometabolism; ML 5th; Craft Wondrous Item, *thicken skin*.

Skin of Fiery Response: This psychoactive skin answers the first attack made against the wearer in each round with an automatically manifested and targeted "ectoburst" against the attacker. The burst ejects from the skin on the wearer's turn, making a ranged touch attack as described in the *energy retort* power, but the energy type chosen is always fire. If the attack hits, the target takes 2d6 points of fire damage as the ectoburst flames up and is consumed. This attack does not in any way hinder the wearer, count against her total actions for the round, or provoke attacks of opportunity. Faint psychokinesis; ML 5th; Craft Wondrous Item, *energy retort*.

Skin of the Hero: This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls. Strong psychometabolism; ML 18th; Craft Wondrous Item, *bend reality*.

Skin of Iron: This psychoactive skin affects the wearer as the *body of iron* power up to three times per day for 15 minutes with each use. When the skin's power is not active, it has no protective qualities. Activating the *body of iron* effect is a standard action that provokes attacks of opportunity. Strong metacreativity; ML 15th; Craft Wondrous Item, *body of iron*.

Skin of Nimbleness: This psychoactive skin continually grants the wearer a +10 competence bonus on Acrobatics checks. Moderate psychometabolism; ML 8th; Craft Wondrous Item, creator must have 10 ranks in Acrobatics.

Skin of Proteus: This psychoactive skin continually affects the wearer as the *metamorphosis* power. While in a form other than his natural form, the wearer does not appear to be wearing the skin. Moderate psychometabolism; ML 7th; Craft Wondrous Item, *metamorphosis*.

Skin of the Psion: This psychoactive skin grants the wearer 7 bonus power points per day and power resistance 21. Strong clairsentience; ML 17th; Craft Wondrous Item, *power resistance*.

Skin of the Spider: This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power. Three times per day, the wearer can manifest *entangling ectoplasm* against a target within 30 feet. Faint psychometabolism; ML 3rd; Craft Wondrous Item, creator must have 10 ranks in Climb, *body equilibrium*, *entangling ectoplasm*.

Skin of the Troll: This psychoactive skin continually allows a living wearer to heal more quickly. The wearer heals 5 points of damage per minute. Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* power. Strong psychometabolism; ML 17th; Craft Wondrous Item, *true metabolism*.

Construction

Requirements Craft Wondrous Item, additional powers; **Cost** 9,000 gp (chameleon), 8,000 gp (claw), 16,000 gp (defender), 30,000 gp (fiery response), 37,750 gp (hero), 64,800 gp (iron), 5,000 gp (nimbleness), 42,000 gp (proteus), 75,500 gp (psion), 39,540 gp (spider), 30,600 gp (troll)

Quiver of Recall

Aura moderate psychoportation; **ML** 9th
Slot none; **Price** 2,000 gp; **Weight** 2 lbs.

Description

This worn leather quiver is a potent boon to any archer, but is of particular use to marksmen. The mouth of the quiver opens to an extra-dimensional space capable of holding up to 60 units of ammunition, and is able to retrieve bullets and bolts as easily as it does arrows. Furthermore, such ammunition never falls out of the quiver, even when upended, and is unaffected by environmental hazards (such as being submerged underwater or exposed to igniting heat) while in the quiver. Whenever the user fires an arrow (or other unit of ammunition) from the quiver that misses,

the quiver instantly teleports the ammunition back into the quiver, assuming it survives being fired (50% chance). When used by a marksman using the wind reader ability, however, the quiver is able to predict which shots will miss and teleports them away mid-flight, ensuring 100% retrieval.

Bullets retrieved with this quiver do not restore the explosive components to fire them, only the bullet itself.

Construction

Requirements Craft Wondrous Item, *hidden pocket;* **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 Forge Ring, *aura alteration*; **Cost** 6,000 gp

Ring of Missile Protection

Aura faint psychokinesis **ML** 5th
Slot finger; **Price** 4,000 gp; **Weight** -

Description

This copper-colored ring is engraved with a variety of different types of ammunition all around the interior and exterior. The wearer of this ring gains damage reduction 10/magic against ranged attacks. Once 50 points of damage from ranged attacks has been absorbed, the ring goes inert for 24 hours.

Construction

Requirements Forge Ring, *deflect missiles*, **Cost** 2,000 gp

Ring of Psionics

Aura moderate (*psionics I*) or strong (*psionics II–IV*) telepathy; **ML** 11th (I), 14th (II), 17th (III), 20th (IV)
Slot finger; **Price** 20,000 gp (I), 40,000 gp (II), 70,000 gp (III), 100,000 gp (IV); **Weight** 1 lb

Description

Wearers of this ring find that some powers are far easier to manifest. The wearer of this ring can treat any power point spent as if he spent two power points while manifesting a power of a particular level. Each day, the wearer may affect up to twice his manifester level in power points in this way. These additional power points still count toward the total number of power points the wearer can spend manifesting a power.

A *ring of psionics I* affects 1st-level powers, a *ring of psionics II* affects 2nd-level powers, a *ring of psionics III* affects 3rd-level powers, and a *ring of psionics IV* affects 4th-level powers.

For example, a 5th level psion wearing a *ring of psionics I* can affect up to 10 power points per day. When manifesting *energy ray*, he can spend 2 power points, but treat the power as if it was manifested with 4 power points. He would then have 8 power points left he could double that day.

The ring must be worn for 24 hours before it has any effect on the wearer.

Construction

Requirements Forge Ring *bestow power*, **Cost** 10,000 gp (I), 20,000 gp (II), 35,000 gp (III), 50,000 gp (IV)

Ring of Self-Sufficiency

Aura moderate psychometabolism; **ML** 7th
Slot ring; **Price** 10,000 gp; **Weight** —

Description

This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.

Construction

Requirements Forge Ring, creator must have 10 ranks in Autohypnosis; **Cost** 5,000 gp.

Rug of Object Sliding

Aura faint psychoportation; **ML** 1st
Slot none; **Price** 2,000 gp (500 lbs.), 5,000 gp (2,500 lbs.), 7,400 gp (5,000 lbs.), 10,000 gp (10,000 lbs.); **Weight** 1/2 lb.

Description

This rug has a fine silver pattern woven into linen so fine it almost floats on the air. With a mental command, the rug slides itself under an object. The object seems to be much lighter to move, counting as only 1/10 its weight for purposes of dragging along the ground. The price of the rug varies based upon the maximum weight of the object the rug can slide under.

Construction

Requirements Craft Wondrous Item, *skate*; **Cost** 1,000 gp

Setting Stones

Aura varies; **ML** varies
Slot —; **Price** 10,080 gp (invigoration), 29,000 gp (kenosis), 9,000 gp (power echo (3rd)), 36,000 (power echo (6th)), 81,000 (power echo (9th)), 2,500 gp (reconstruction); **Weight** —

Description

Setting stones function only when a character has mounted them to a *psicrystal staff*.

Setting Stone of Invigoration: The *setting stone of invigoration* is a hazy garnet. Once per day this stone's

wielder can draw power from his splinter personality embedded in the psicrystal, invigorating his powers (if his psicrystal is also mounted). This invigoration lasts for 10 minutes. While invigorated, the character gains many advantages. He gains a +2 morale bonus on saving throws, skill checks, and the difficulty class of powers he manifests; acquires +5 temporary power points, and gains +1 level to his manifester level. Moderate psychometabolism; ML 9th; Craft Wondrous Item, Overchannel, Talented, *psychofeedback*.

Setting Stone of Kenosis: The *setting stone of kenosis* is a large jewel of unearthly origin. Once per day this stone's wielder can briefly suppress a creature's psi-like, spell-like, and supernatural abilities. To use this power, the psionic character targets the creature, who must be within 60 feet, with a scintillating purple ray from the stone. On a successful ranged touch attack, the target is locked out of using its psi-like, spell-like, and supernatural abilities for 1d4 rounds (which includes the ability of spellcasters to use their spells and psionic characters and creatures to use their powers). Power resistance can prevent this effect—the effect is as if manifest by an 17th-level manifester. Strong telepathy; ML 17th; Craft Wondrous Item, *apopsi*.

Setting Stone of Power Echo: The *setting stone of power echo* is a large sapphire. Once per day this stone's wielder can manifest any power of 3rd level or less that he manifested earlier in the same day as a free manifestation, paying no power points, but the power is not augmented. More powerful *setting stones of power echo* exist for echoing powers of 6th level or less (greater power echo), and 9th level or less (true power echo). Moderate (3rd and 6th) or strong (9th) psychokinesis; ML 5th, 11th, or 17th; Craft Wondrous Item, *reddopsi*.

Setting Stone of Reconstruction: The setting stone of reconstruction is a small emerald. Once per day, this stone's wielder can activate it, as long as the wielder's psicrystal is docked and has at least 1 hit point remaining. Once the stone is activated, the psicrystal repairs 5 hit points for every round it is docked, up to a number of rounds equal to the wielder's manifester level. Should the psicrystal be undocked, the effect immediately ends. Moderate metacreativity; ML 9th; Craft Wondrous Item, *reconstruction*.

Construction

Requirements Craft Wondrous Item, creator must have appropriate powers; **Cost** 5,040 gp (invigoration), 14,500 gp (kenosis), 4,500 gp (power echo (3rd)), 18,000 (power echo (6th)), 40,500 (power echo (9th)), 1,250 gp (reconstruction)

Shards

Aura moderate psychometabolism; **ML** 7th
Slot —; **Price** 10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10); **Weight** —

Description

These universal items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power. Using a shard requires grasping it and projecting a command thought as a standard action (most shards telepathically whisper their command word into the minds of living creatures who handle them). A shard grants a temporary competence bonus on one specific skill, ranging from +1 to +10. The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Once its effect is activated, a shard disintegrates immediately, whether or not the bonus granted by the shard is eventually used.

Construction

Requirements Craft Wondrous Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; **Cost** 5 gp (+1), 20 gp (+2), 45 gp (+3), 80 gp (+4), 125 gp (+5), 180 gp (+6), 245 gp (+7), 320 gp (+8), 405 gp (+9), or 500 gp (+10)

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

Sliver Prison

Aura faint telepathy; **ML** 7th
Slot -; **Price** 5,000 gp; **Weight** 1 lb.

Description

This translucent ball has a thick iron grip attached to it. When touched by almost any other creature, it seems to be made from solid glass, supernaturally strong. However, when touched to a psicrystal as a melee touch attack, the glass melts around the psicrystal and imprisons it inside. Once inside, the person holding the sliver prison can manipulate the bond of the psicrystal to more easily attack the mind of psicrystal's master, adding +2 to the DC of any effect that allows a Will save that the wielder uses against the psicrystal's master. Removing the psicrystal from the prison requires destroying the prison. The *sliver prison* has hardness of 10 and 5 hit points.

Construction

Requirements Craft Wondrous Item, *id insinuation*; **Cost** 2,500 gp

Snatching Gloves

Aura moderate psychoportation; **ML** 11th
Slot hands; **Price** 20,000 gp; **Weight** 1 lb.

Description

These finely crafted gloves bear hundreds of tiny silvery hooks on their surface. Once per day, they grant the wearer the ability to mentally command one item they can see to snap to their hands. The item teleports automatically to your hand if unattended; if it is in the possession of a creature then that creature can make a DC 19 Will save to retain it. The item can weigh no more than 25 lbs., or the effect automatically fails.

Construction

Requirements Craft Wondrous Item, *retrieve*; **Cost** 10,000 gp

Student's Robes

Aura moderate psychometabolism **ML** 10th
Slot body; **Price** 13,000 gp; **Weight** 1 lb.

Description

This light garment is worn over normal clothing or armor and improves the wearer's mental abilities. Most such robes are beige in color, with adornments of eyes or hands on a head. When this item is worn by a psion, the character's psion level is treated as five higher for the purposes of determining his discipline abilities and the effects allowed by his discipline abilities. If the wearer has more than one discipline, he must select which discipline is improved by the robes.

Construction

Requirements Craft Wondrous Item, discipline class feature, **Cost** 6,500 gp

Suffocating Collar

Aura moderate telepathy; **ML** 11th
Slot neck; **Price** 30,000 gp; **Weight** 1 lb.

Description

This crystal collar has no obvious means of opening. When placed near a creature's throat, it seems almost to liquefy, flowing until it surrounds the neck entirely. The fit is tight, causing the creature some discomfort, though not enough to cause any harm or penalties.

Once per day with a command, the wearer can cause all creatures within 20 feet to make a DC 17 Will save or expel all of the air in their lungs. They also lose automatic use of their lungs. Affected creatures may spend a standard action gasping for breath; otherwise they start to suffocate, as per *crisis of breath*. This effect lasts for one minute.

The collar also starts choking the wearer for the duration of the effect on any affected creatures. He must hold his breath if he wishes to perform any action other than gasping for breath, as above. If the wearer falls unconscious or there are no affected creatures, all effects of the collar end immediately. A creature that cannot breathe can still activate the collar. Before it can be used, it needs to be attuned to the wearer for 24 hours.

Construction

Requirements Craft Wondrous Item, *crisis of breath*; **Cost** 15,000 gp

Surge Crystal

Aura Moderate telepathy; **ML** 7th
Slot headband; **Price** 15,000 gp (+1), 30,000 gp (+2), 60,000 gp (+3); **Weight** 0.5 lb.

Description

While inert, this crystal looks like a tiny crysmal, only red instead of its tell-tale green color. While its long, sharp legs occasionally twitch, the crystal is not alive and does not move beyond this occasional twitch, a reaction to latent psionic fields. However, when placed against the forehead, the crystal becomes active, its "legs" digging into the forehead of the user. Insertion imposes 2 points of Constitution drain while the crystal is inserted. This Constitution drain cannot be healed until the crystal is removed. Both insertion and removal are standard actions that do not provoke attacks of opportunity.

While the crystal is active, the wearer gains the ability to manifest powers with a wild surge, as a wilder with the free surge type. Different surge crystals carry different wild surge levels, and using the wild surge effect still carries the risk of psychic enervation. In addition, the wearer can activate a surge blast as a wilder of the same level, but doing so causes the wearer to suffer bleed damage equal to the level of the wild surge level of the crystal. The wearer cannot manifest a power with wild surge if their power point pool is empty.

A wilder who wields a surge crystal instead increases their wild surge by the wild surge level of the surge crystal, but does not increase the penalty from psychic enervation.

Construction

Requirements Craft Wondrous Item, wild surge class feature; **Cost** 7,500 gp (+1), 15,000 gp (+2), 30,000 gp (+3)

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

Sycophant's Ring

Aura Faint telepathy; **ML** 5th
Slot ring; **Price** 1,000 gp; **Weight** -

Description

The wearer of this simple silver band feels a strong sense of attachment and friendship to those he encounters. While wearing this ring and after having worn it for 24 hours to attune to it, the wearer does not count against the limit for any collective he is in. However, the wearer also rolls twice against any save against charm effects and the save to resist being forcibly added to a collective and takes the worse result.

Construction

Requirements Craft Wondrous Item, collective class feature; **Cost** 500 gp

Synaptic Masks

Aura moderate psychometabolism; **ML** 7th
Slot head; **Price** 9,000 gp; **Weight** 1 lb.

Description

A synaptic mask consists of several thin leather straps that affix to the wearer's face. Most of the wearer's face is visible through the leather webbing. The strands that make up the mask all come together at the wearer's left temple, where a setting is affixed. The setting contains a clamp in which owners can set various types of special stones. These masks use shards or meld stones to determine the effect granted to a character, thus ensuring that they are flexible in function.

Synaptic masks have an armor class of 5, 10 hit points, a hardness of 3, and break DC of 15.

Activation: Synaptic masks are always active while worn (they do not require activation). A synaptic mask confers an effect only when a shard or a meld stone rests in its setting.

Without a specified stone such as a shard in its setting, the synaptic mask confers no extra abilities. Normally, using a shard is a standard action (shards telepathically reveal their command word into the minds of psionic creatures who handle them). A shard grants a temporary competence bonus on one specific skill, ranging from +1 to +10. Normally, the bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Unless set in a synaptic mask, a shard disintegrates after use, even if its user doesn't utilize the bonus.

If a shard is placed in a synaptic mask setting (as a standard action), the wearer can use the shard's skill bonus indefinitely without using up the shard. The mask preserves the shard while at the same time allowing the wearer to continuously gain the shard's benefit. The wearer can remove the shard later to put another shard into the mask, though this results in the initial shard's disintegration as described above.

Construction

Requirements Craft Wondrous Item, creator must have ranks in the specified skill at least equal to the imprinted bonus, *modify matter*; **Cost** 4,500 gp

Synaptic Shards

Aura varies; **ML** varies
Slot -; Price 2,000 gp (medic), 16,000 gp (precision), 9,000 gp (shifting steps), 16,000 gp (guarded flank); **Weight** -

Description

Synaptic shards are like normal *shards*, but grant benefits other than bonuses to a specific skill. However, in order to work, they must be attached to a *synaptic mask*, but are not destroyed when removed from the mask as standard *shards* are.

Shard of the Medic: This shard allows the wearer to take 10 on Heal checks even when in combat. Aura Faint psychometabolism; ML 5th; Craft Wondrous Item, *natural healing*

Shard of Precision: This shard adds 1d6 points of damage to the wearer's melee attacks when he is flanking the creature struck. This damage is precision-based damage. **Aura** Moderate clairsentience; **ML** 9th; Craft Wondrous Item, *offensive prescience*

Shard of Shifting Steps: This shard allows the wearer to use his move action to take an additional 5 foot step, even if he has already taken a 5 foot step that round. Aura Faint psychometabolism; ML 5th; Craft Wondrous Item, *hustle*

Shard of the Guarded Flank: This shard grants the wearer a +2 bonus to his AC against enemies that are flanking him. **Aura** Faint clairsentience; **ML** 5th; Craft Wondrous Item, *ubiquitous vision*

Construction

Requirements Craft Wondrous Item, additional powers; **Cost** 1,000 gp (medic), 8,000 gp (precision), 4,500 gp (shifting steps), 8,000 gp (guarded flank)

Tactician's Chessboard

Aura moderate telepathy; **ML** 5th
Slot -; **Price** 8,000 gp; **Weight** 10 lbs.

Description

This finely-crafted crystal chessboard only functions when held by a creature with the collective class feature.

When held, it shows the precise relative location of all collective members within 100' and all enemies of which they are aware. The wielder can select a member of the collective and concentrate as a move action to see through that target's eyes, gaining any of the target's enhanced visual sensory abilities such as darkvision or low-light vision and using the target's Perception checks. Anyone holding the wielder's hands while using this ability similarly can see through the eyes of the target. If the members of the collective can communicate via telepathy, the wielder can attempt to use Aid Another to assist the target. These effects are active as long as the wielder maintains concentration as a move action.

A vitalist that is able to use Steal Health as a range attack may make such attacks from the selected member's square instead of from his own; this provokes attacks of opportunity from enemies adjacent to the vitalist himself, not the selected square.

A tactician that holds the chessboard treats his Charisma score as being two points higher when determining how long his strategies last.

Construction

Requirements Craft Wondrous Item, *sense link*; **Cost** 4,000 gp

Third Eyes

Aura varies; **ML** varies

Slot eyes; **Price** 10,000 gp (aware), 120,000 gp (conceal), 10,000 gp (concentrate), 120,000 gp (dominate), 7,200 gp (energy ray), 112,000 gp (expose), 10,000 gp (gather), 8,000 gp (penetrate), 10,080 gp (powerthieve), 43,200 gp (repudiate), 24,000 gp (sense), 9,000 gp (talented), 10,180 gp (view); **Weight** —

Description

These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the third eye to disengage). Only one third eye can be worn at a time.

A third eye is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Aware: This kind of third eye continually grants the wearer a +10 competence bonus on Perception checks. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Perception.

Conceal: While worn, a third eye conceal protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against all mind-affecting powers and effects as well as information-gathering by clairsentience powers or effects (except for *metafaculty*); this item affects the wearer as if he enjoyed the benefit of the *barred mind* power. Strong telepathy; ML 15th; Craft Wondrous Item, *barred mind*.

Concentrate: This kind of third eye continually grants the wearer a +10 competence bonus on concentration checks. Moderate telepathy; ML 10th; Craft Wondrous Item.

Dominate: The wearer of a third eye dominate can attempt to dominate a subject as with the power *mind control*, augmented to target any creature type it can affect, once per day (save DC 18). Strong telepathy; ML 15th; Craft Wondrous Item, *mind control*.

Energy Ray: This third eye allows the wielder to fire bolts their active energy type at a target within 30 ft. as a ranged touch attack three times per day. The bolt deals 5d6 points of damage of the wearer's active energy type; if the energy type is sonic, it instead deals 5d3 points of damage. Faint psychokinesis; ML 5th; Craft Wondrous Item, *energy ray*.

Expose: The wearer of this kind of third eye always knows when someone lies directly to him. Strong telepathy; ML 15th; Craft Wondrous Item, *bend reality*.

Gather: This kind of third eye continually grants the wearer a +10 competence bonus on Diplomacy checks made to gather information. Moderate clairsentience; ML 7th; Craft Wondrous Item, creator must have 10 ranks in Diplomacy.

Penetrate: While worn, a third eye penetrate grants the wearer a +2 bonus on manifester level checks to overcome a creature's power resistance. Strong clairsentience; ML 15th; Craft Wondrous Item, *bend reality*.

Powerthieve: While worn, a third eye powerthieve allows the wearer to borrow one power from a psionic target within 40 feet once per day. If the target fails a DC 16 Will save, it instantly loses one power of the wearer's choice, and the wearer instantly gains temporary knowledge of this power.

The wearer can manifest the borrowed power normally if she has sufficient power points to pay for its cost. The wearer retains knowledge of the power for up to 70 minutes, at which time she loses knowledge of the power and the former owner regains it, regardless of the distance between them. If the former owner is dead, the wearer still loses the borrowed power. Moderate telepathy; ML 7th; Craft Wondrous Item, *thieving mindlink*.

Repudiate: While worn, this powerful item allows the wearer to manifest *dispel psionics* once per day with a +20 modifier on the dispel check (the wearer uses the +20 modifier in place of his manifester level). Strong psychokinesis; ML 20th; Craft Wondrous Item, *dispel psionics*.

Sense: The wearer of this kind of third eye can manifest *clairvoyant sense* at will. Faint clairsentience; ML 3rd; Craft Wondrous Item, *clairvoyant sense*.

Talented: This third eye must be worn for 24 hours before its powers take effect. When worn by a non-psionic creature, it grants the user the Wild Talent feat and one psionic talent. The talent granted is determined at the time the third eye is created and cannot be changed. When using the talent, the wearer's manifester level is always treated as 1.

When worn by a psionic creature, the *third eye talented* instead grants the user the benefit of the Psionic Talent feat, and the psionic talent. The manifester level for the talent is the wearer's character level.

This item does not let a creature meet any prerequisites for feats or prestige classes it does not already meet, such as those requiring a power point pool, a manifester level, or the ability to manifest powers. Faint telepathy; ML 5th; Craft Wondrous Item, talent in the item.

View: The wearer of this kind of third eye can spin a quasireal version of himself and send it over virtually any distance or into other planes of existence, as if manifesting the *remote viewing* power, once per day. Moderate clairsentience; ML 7th; Craft Wondrous Item, *remote viewing*.

Construction

Requirements Craft Wondrous Item, creator must have ranks in appropriate skills or additional powers; **Cost** 5,000 gp (aware), 60,000 gp (conceal), 5,000 gp (conceal), 60,000 gp (dominate), 3,600 gp (energy ray), 56,000 gp (expose), 5,000 gp (gather), 4,000 gp (penetrate), 5,040 gp (powerthieve), 21,600 gp (repudiate), 12,000 gp (sense), 4,500 gp (talented), 5,090 gp (view)

Torc of Free Will

Aura faint telepathy; **ML** 3rd
Slot neck; **Price** 6,000 gp; **Weight** 2 lbs.

Description

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of free will is not affected by the *brain lock* power or items that produce *brain lock* effects (such as crystal anchors).

Construction

Requirements Craft Wondrous Item, *brain lock;* **Cost** 3,000 gp

Torc of Interrogation

Aura faint telepathy; **ML** 5th
Slot neck and headband (see text); **Price** 20,000 gp; **Weight** 2 lbs. (torc), -- (headband)

Description

This torc and matching headband bear the image of an eye weeping tears. The torc is placed on a creature to be questioned (this requires a successful combat maneuver check to grapple if the target is unwilling and not helpless), while the headband is worn by the character who will be the questioner.

The headband grants the wearer a +10 circumstance bonus on Intimidate and Sense Motive checks made against the wearer of the torc. In addition, if the torc wearer lies, he must make a DC 14 Will save on each new lie or suffer 2d6 points of nonlethal damage as his body is wracked with pain. Each saving throw made (successful or not) inflicts a cumulative -1 penalty on further saves, as the target's will breaks down.

Construction

Requirements Craft Wondrous Item, *inflict pain*, *read thoughts*; **Cost** 10,000 gp

Torc of Leech Freedom

Aura faint telepathy; **ML** 5th
Slot neck; **Price** 12,000 gp; **Weight** 2 lbs.

Description

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of leech freedom automatically resists up to two uses of *power leech* against him per day.

Construction

Requirements Craft Wondrous Item, *power leech;* **Cost** 6,000 gp

Torc of Power Preservation

Aura strong clairsentience; **ML** 15th
Slot neck; **Price** 36,000 gp; **Weight** 2 lbs.

Description

This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a torc of power preservation manifests all powers by paying power points equal to the standard cost minus 1 (minimum of 1).

Construction

Requirements Craft Wondrous Item, *bend reality;* **Cost** 18,000 gp

Warrior's Bracers

Aura moderate psychometabolism **ML** 12th
Slot wrist; **Price** 15,000 gp; **Weight** -

Description

These leather bands grant the wearer access to a specific warrior path, as long as the wearer has the warrior's path class feature. If the wearer has already chosen the warrior path of the bracers, his psychic warrior level is treated as four higher for the purposes of the path's trance and maneuver.

If the wearer has not chosen the path of the bracers, three times per day for one minute per use, the character is treated as if having the warrior path granted by the bracers for the purposes of the path's trance and maneuver. The wearer may still only have one warrior path trance active at any time unless using the pathweaving class feature.

If the character does not have the warrior's path class feature, he gains no benefit.

Construction

Requirements Craft Wondrous Item, warrior's path class feature, **Cost** 7,500 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 sheathed weapon 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

Warblade Staff

Aura moderate telepathy; **ML** 9th
Slot -; **Price** 16,000 gp; **Weight** 5 lbs.

Description

This modified *psicrystal staff* grants all the normal benefits of the *psicrystal staff*, but in addition, when the psicrystal is docked, the staff can be transformed into a

crystal blade or back to a staff as a move action that does not provoke attacks of opportunity. When in crystal blade form, the *warblade staff* deals damage as a bastard sword and can be wielded either one-handed or two-handed, at the wielder's discretion. The wielder is always considered to be proficient with the crystal blade. The *warblade staff* is made of deep crystal, and so can be charged with power points as any deep crystal weapon. In addition, the wielder may deliver touch attacks with melee attacks when in crystal blade form. The *warblade staff* can be enchanted as if a masterwork weapon, allowing both the staff and bastard sword forms to be enchanted separately, but only one end of the staff.

Unlike a normal *psicrystal staff*, the *warblade staff* cannot have companion stones.

The *warblade staff* has the same hardness and hit points of a standard *psicrystal staff*. If the staff is sundered while a psicrystal is docked, the psicrystal undocks unharmed.

Construction

Requirements Craft Wondrous Item, Craft Magic Arms and Armor, Psicrystal Affinity, *mindlink*, **Cost** 8,000 gp

Warblade Staff, Greater

Aura moderate telepathy; **ML** 11th
Slot none; Price 20,000 gp; Weight 5 lbs.

Description

This improved version of the *warblade staff* has the additional ability to allow the wielder to generate a blast of light and energy by spending power points and expending psionic focus when the warblade staff is in crystal blade form. The blast deals 1d8 points of damage for every 2 power points spent; affected creatures with light sensitivity are dealt double damage. The blast is a burst effect centered on the wielder, with a radius of 20 feet and allows a Reflex save for half damage (DC 13 + 1/2 the number of power points spent). The wielder is immune to this effect.

Construction

Requirements Craft Wondrous Item, Craft Magic Arms and Armor, Psicrystal Affinity, *energy burst*, *mindlink*, **Cost** 10,000 gp

Wooden Shirt

Aura moderate psychometabolism; **ML** 9th
Slot body; **Price** 32,760gp; **Weight** 3 lbs.

Description

Most often worn under armor, this shirt looks to be made from wood, yet it is supple and flexible like any typical textile. Once per day, the wearer can transform his skin into bark, gaining the effects of the *oak body* power for 9 minutes.

Construction

Requirements Craft Wondrous Item, *oak body*, **Cost** 16,380 gp

Cursed Psionic Items

Psionic items, like magical items, can come with curses. Below are new curses for psionic items.

d%	Curse
01-33	Backfire
34-66	Exhausting
67-100	Subversive

Backfire: The imbedded psionic effect of the cursed item targets the user instead of its intended target.

Exhausting: A cursed item of this sort resembles a normal psionic item with a power that can be freely activated (chosen randomly), but it instead drains the user of the amount of power points needed to manifest the power whenever he activates its power.

Subversive: A cursed item of this sort appears identical to a standard psionic item. However, it holds an inner malice for the wearer, whose saving throws take a constant -2 penalty. The owner isn't instantly aware of this penalty but may become aware after a while, when it becomes clear that he fails saves that others make with the same result on the saving throw.

Specific Cursed Item

Reverse Capacitor

Aura strong telepathy; **ML** 15th
Slot none **Weight** 1 lb.

Description

A reverse capacitor doesn't store power points—it drains them, to the surprise and chagrin of a psionic character taken in by its resemblance to a cognizance crystal. Powers that identify psionic items incorrectly identify a reverse capacitor as a cognizance crystal 50% of the time.

A psionic character attempting to use the power points supposedly stored in a reverse capacitor instead loses 1d6 power points per round for 7 rounds. A crackling arc connects the brow of the character with the stone. If the character can put more than 40 feet between himself and the reverse capacitor, the effect ends. If the reverse capacitor drains more power points than the psionic character possesses, the draining effect ends.

The drained power points are simply lost. Each new attempt to use the power points supposedly stored in the reverse capacitor initiates the draining effect anew.

Strong telepathy; ML 15th; Craft Universal Item, bend reality, power leech; Price 112,000 gp; Weight 1 lb.

Psionic Artifacts

Artifacts are extremely powerful. Rather than merely another form of magical equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

Unlike normal psionic items, artifacts are not easily destroyed. Instead of construction information, each artifact includes one possible means by which it might be destroyed.

Artifacts can never be purchased, nor are they found as part of a random treasure hoard. When placing an

artifact in your game, be sure to consider its impact and role. Remember that artifacts are fickle objects, and if they become too much of a nuisance, they can easily disappear or become lost once again.

Minor Artifacts

Minor artifacts are not necessarily unique items, Instead, they are psionic items that no longer can be made, at least by common mortal means.

Sutra of Tranquil Thought

Aura strong telepathy; **ML** 20th
Slot none; **Weight** 3 lbs.

Description

This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. If a psionic character who is not evil studies the work during one week of solitary contemplation, he gains 17 bonus power points and experience points sufficient to place him halfway into the next level of experience. Those who use their powers for evil are punished for their impertinence in defiling the book; they are permanently drained of 1d4+1 points of Constitution and must atone (via the *atonement* spell) in order to gain any further experience. In addition, an evil psionic reader must make an immediate DC 15 Will save or become permanently confused as if affected by the *psychosis* power. Only *psychic chirurgery* or similarly extreme measures can restore sanity.

The minds of nonpsionic beings are too clouded to benefit from the secrets of this book. To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings. Once it is read, the book vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit twice from perusing its contents.

Destruction

The *Sutra of Tranquil Thought* is destroyed if it is read on a secret location on the Astral Plane.

Major Artifacts

Major artifacts are unique items—only one of each such item exists. They are difficult to find and dangerous to handle, but once found, are often even more difficult to destroy. A major psionic artifact has only a single, specific means of destruction.

Annulus

Aura strong psychoportation and telepathy; **ML** 20th
Slot none; **Weight** —

Description

This artifact is the ultimate psionic nullifier. Forged to keep enemies of vast psionic power at bay, the Annulus is an artifact that any psionic being should fear. It has been forgotten in the modern age, and merely finding it would precipitate a great upheaval across the planes.

The Annulus is a 1-foot-diameter ring of silvery material. Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ring provide an adequate surface for grasping the item.

The Annulus has several powers, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind. The wielder can access all powers of the Annulus at manifester level 20th.

The Annulus generates a continuous *catapsi* effect within a 100-foot-radius of the wielder (who is unaffected).

The wielder gains a +4 enhancement bonus on any attempt to resist an effect that deals ability damage.

Once per day, the wielder can trigger *ultrablast* as a standard action.

Three times per day, as a standard action, the wielder can trigger an effect similar to *wrench* that affects all creatures in a 50-foot radius.

The primary power of the Annulus, however, is psionic nullification. Once per year, the wielder can trigger this effect as a special action requiring 10 rounds of continuous concentration to complete. The wielder specifies a target or targets within a 100-foot radius, ranging from a specific psionic individual or item to a group of psionic beings that share the same philosophy. The nullification effect is accompanied by blasts of light, heat, and sound from the Annulus. Nonpsionic creatures and items are unaffected, as are nontargeted beings, but any psionic target—regardless of any protection it may possess—disintegrates in a terrific explosion. Nothing is left but floating dust.

Destruction

It is relatively easy to nullify a single target or a small group of targets, but nullifying a more powerful being (such as a demigod or greater entity) or another major artifact taxes the Annulus to its limits. If it is used to nullify a more powerful being or another major artifact, the Annulus succeeds but is destroyed in the process and cannot be retrieved by any means.

Psicrown of the Crystal Mind

Aura strong (all disciplines); **ML** 20th
Slot head; **Weight** —

Description

An elaborate crystalline psicrown etched with strange designs, this exceptional psicrown is so invested with power that it is considered an artifact.

The power points in the *Psicrown of the Crystal Mind* can be used to manifest any of the following powers at manifester level 20th (or at the wearer's manifester level if it is higher than 20th).

Burst
Catfall
Concealing amorpha, greater
Concussion blast
Detect psionics
Far hand
Float
Mind control
Mindlink
Inertial barrier
Telekinetic force
Telekinetic maneuver
Telekinetic thrust

Psychoport
Telepathic lash
Thicken skin
True metabolism

The wearer of the *Psicrown of the Crystal Mind* also gains power resistance equal to 10 + his manifester level.

The *Psicrown of the Crystal Mind* has 1,000 power points when discovered. Anyone who dons the crown instantly knows the number of power points it has at the current time. The crown recharges itself, gaining back 1 power point per day if it currently has fewer than 1,000 points.

Description

As a special one-time use of the psicrown, the wearer can channel all the remaining charges in the psicrown into an uncontrolled burst of energy. The wearer triggers this use as a standard action. All within 20 feet of the wearer take hit points of damage equal to half the power points left in the crown (Reflex DC 18 half). The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the psicrown is reduced to a burned-out cinder.

Creating Psionic Items

To calculate the costs involved in creating a psionic item, refer to Magic Item Creation in the *Core Rulebook*. Although that information deals with magic items, the price formulas presented there are identical to those for psionic items.

Creating psionic armor and psionic weapons is almost identical to the requirements for creating magic armor and magic weapons.

Creating Dorjes

To create a dorje, a character needs a small supply of materials, the most obvious being a chunk of crystal or the crystal shards of the dorje to be carved from or assembled. The cost of the materials is subsumed in the cost of creating the dorje—375 gp × the level of the power × the level of the manifester. Dorjes are always fully charged (50 charges) when created.

Alternatively, if you want to have a higher manifester level in the dorje, you must pay for the dorje as if the power was one level higher for each additional two manifester levels you want. For example, *energy missile* is a 2nd-level kineticist power with a minimum manifester level of 3rd. If you wanted to make a dorje of *energy missile* with a manifester level of 8th (five higher than the minimum), you would pay for the creation of the dorje as if *energy missile* was a 5th-level power. If an augmentable power is incorporated into a dorje at a higher manifester level than the minimum level required to manifest the power, each discharge of the power from the dorje is augmented to the limit of that higher manifester level.

The creator must know the power or powers to be imprinted in the dorje (or must have the power available in some other form). The act of working on the dorje costs a number of power points per day equal to the power point cost of the power that is being embedded in the crystal of the dorje.

Crafting a dorje requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wand.

Skill Used in Creation: Spellcraft, Craft (jewelry), or Craft (sculptures).

Creating Power Stones

To create a power stone, a character needs a supply of incense and fine etching tools, the cost of which is subsumed in the cost of encoding the power stone—12.5 gp × the level of the power × the level of the manifester. All materials used to imprint a power stone must be fresh and unused. A character must pay the full cost for encoding each power stone no matter how many times she previously has imprinted the same power.

Alternatively, if you want to have a higher manifester level in the power stone, you must pay for the power stone as if the power was one level higher for each additional two manifester levels you want. For example, *energy missile* is a 2nd-level kineticist power with a minimum manifester level of 3rd. If you wanted to make a power stone of *energy missile* with a manifester level of 8th (five higher than the minimum), you would pay for the creation of the power stone as if *energy missile* was a 5th-level power. If an augmentable power is incorporated into a power stone at a higher manifester level than the minimum level required to manifest the power, when the power is manifested from the power stone, it is augmented to the limit of that higher manifester level.

The creator must know the power or powers to be imprinted in the power stone (or must have the power available in some other form). The act of encoding triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Power stones which cost 250 gp or less require only 2 hours to create. Encoding a power stone with a cost over 250 gp requires one day for each 1,000 gp of the base price (or fraction thereof).

Item Creation Feat Required: Scribe Scroll.

Skill Used in Creation: Spellcraft, Craft (jewelry), or Craft (sculptures).

Creating Psicrowns

To create a psicrown, a character needs a supply of materials, the most obvious being a circlet, crown, or the pieces of the crown to be assembled. The cost of the materials is subsumed in the cost of creating the psicrown. The cost varies depending on the type of psicrown being created: Lesser, Greater, or True.

Lesser psicrowns cost 100 gp × the level of the power × the level of the manifester for each power stored in the psicrown. Greater psicrowns cost double the cost of lesser psicrowns (200 gp x the level of the power x the level of the manifester for each power stored in the psicrown), and true psicrowns cost double the cost of greater psicrowns (400 gp x the level of the power x the level of the manifester for each power stored in the psicrown). Psicrowns are always created with full power points and have a maximum number of power points equal to ten times the psicrown's daily recharge rate. The type of a specific psicrown determines its daily recharge rate: 1/3 psicrown's manifester level (round down) for lesser, 1/2 psicrown's manifester level (round up) for greater, and equal to psicrown's manifester level for true.

If the manifester level of the psicrown is higher than the minimum manifester level needed to manifest the highest level power stored in the psicrown, you must pay for the psicrown as if the highest-level power is one level higher for each additional two manifester levels. The minimum manifester level for a psicrown is 8th for lesser, 11th for greater, and 14th for true.

The creator must know the power or powers to be imprinted in the psicrown (or must have the power available in some other form). The act of working on a psicrown costs a number of power points per day equal to the cost of manifesting each of the powers associated with the psicrown once per day.

Crafting a psicrown requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Staff.

Skill Used in Creation: Spellcraft, Craft (jewelry), or Craft (sculptures).

Creating Psionic Tattoos

The creator of a psionic tattoo must have a patch of uncovered skin free of hair and fur, and at least a few containers in which to mix dyes. In addition, he needs special materials, usually to create dyes. The costs for materials and dyes are subsumed in the cost for scribing the psionic tattoo— 25 gp × the level of the power × the level of the manifester. All ingredients and materials used to scribe a psionic tattoo must be fresh and unused. The character must pay the full cost for scribing each psionic tattoo. (Economies of scale do not apply.)

The cost of a crawling tattoo varies from that of a regular psionic tattoo —50 gp × the level of the power × the level of the manifester.

The user of the psionic tattoo is both the manifester and the target; therefore, powers that target another creature cannot be stored in psionic tattoo form. Powers with a range of personal can be made into psionic tattoos, but they cost double the price of standard psionic tattoos unless they are psychometabolism (healing) powers.

The creator must know the power to be placed in the psionic tattoo (or must have the power available in some other form). The act of scribing triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Scribing a psionic tattoo which costs under 250 gp requires 2 hours to create. Scribing a psionic tattoo which cost more than 250 gp requires one day.

Item Creation Feat Required: Scribe Tattoo.

Skill Used in Creation: Spellcraft, Craft (calligraphy), Craft (paintings), or Profession (Scribe).

Creating Universal Items

To create a universal item, a character usually needs some sort of equipment or tools to work on the item. He also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Universal item costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the given item prices as a guideline. Creating an item costs half the market value listed.

If powers are involved in the prerequisites for making the item, the creator must know the power to be placed in the item (or must have the power available in some other form). The act of working on the item requires a payment of power points appropriate to the power or powers associated with the item during each day of the item's creation.

Crafting a universal item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

Skill Used in Creation: Spellcraft or an applicable Craft or Profession skill check.

Special Psionic Materials

In addition to psionic items with imbedded powers, some substances have innate special properties.

Crystal, Deep: Deep crystal is crystal of above-average quality found at the hearts of large veins or deposits of mundane crystal (see below). Deep crystal is renowned for its strength and its psionically resonant nature. Mundane crystal is used for many items of psionic manufacture, such as dorjes, power stones, and psicrystals. Deep crystal is a better grade.

While a weapon made of deep crystal is no different from a mundane crystal weapon for a nonpsionic character, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that weapon deals. As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee weapon or ranged weapon made of deep crystal. For 2 power points, the deep crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again.

Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart. Any item could potentially be made out of deep crystal. Because deep crystal armor is considered to be made out of metal, druids cannot wear it.

Deep crystal has 30 hit points per inch of thickness and a hardness of 10.

Crystal, Mundane: Mundane crystal can be used in place of metal in weapons or armor, using a special forging process. The fortified crystal possesses the properties of a similar masterwork steel weapon or armor, except for visual appearance.

Weapons and armor made of mundane crystal cost the same amount to make as their masterwork counterparts. Any item could potentially be made with mundane crystal. Because mundane crystal armor is considered to be made out of metal, druids cannot wear it.

Mundane crystal properly forged has 25 hit points per inch of thickness and a hardness of 8.

Legendary Items

Although most adventurers eventually have powerful weapons, armor, and items that grant them special abilities and the might to vanquish the toughest of foes, it is normal in the *Pathfinder Roleplaying Game* that characters will replace their gear as stronger or better-suited options are found in the treasure hordes of slain foes or crafted by the party artificer. This sort of behavior, however, does not allow for the sort of stuff of legends where a hero of old carries a trusty sword their entire career.

Instead, characters who keep family heirlooms are often weaker than their counterparts who do not hold to sentimentality. Legendary items are meant to bridge this gap, growing in power as the wielder gains in levels, unlocking new abilities as the campaign progresses. In this fashion, the item can be given to a character early in their career without giving them a powerful artifact that makes encounters trivial.

Presented in this section are ten legendary items, presented in a standard format, with the background and description of the item first, then requirements to attune to the item, and finally the abilities the item grants as the character gains in levels.

Legendary Item Rules

Legendary items follow a standard format and set of rules, as detailed below.

- Legendary armor, shields, or weapons have a base legendary value which is usually a +1 enhancement bonus, such as a *+1 shield*, available even if the wearer is not attuned.
- For all other legendary items, the legendary item has a base item ability that the wearer can use even if he does not meet the requirements
- Each legendary item has requirements necessary to attune it to the wearer.
- If by 4th level for armor, shields, and weapons, or 5th level for all other legendary items, the wearer of the legendary item has met the requirements needed to attune the item, it increases in power to its second item level.
- Increasing a legendary item's power level occurs automatically once the wielder has gained the required wielder minimum level and is attuned to the item. For armor, shields, and weapons, this is every two character levels, and for all other legendary items, for every five character levels.
- Any psi-like abilities gained through the use of the legendary item are based on the wearer's highest mental characteristic (Int, Wis, or Cha).
- The manifester level for any effects of the item are based on the wearer's total Hit Dice.
- Only one owner can be attuned to a legendary item at any one time. If the owner dies or loses the item for more than a year and one day or intentionally parts with it, the item is free to become attuned to another.
- A character can only be attuned to one legendary item at a time.

Bonus Feats

Many of the legendary items presented grant bonus feats. Unless otherwise noted, these bonus feats remain in effect as long as the owner is physically wearing the item. The wearer does not need to meet the prerequisites for these bonus feats.

Crown of Chaos

The terrifying and brief reign of Magdylyne, the Queen of Chaos, is a dark secret that many noble houses have sought to bury for generations. Such is the effort spent rewriting history that there are few today that even know to which house she belonged.

Raised in the nobility, Magdylyne was a child prodigy, excelling equally in the fields of music, art and poetry, as well as political decorum, history and military strategy. Her parents had no sons, so Magdylyne acted as a surrogate, raised to take over command of her house when she came of age. But there were whispers that she had more than simple mortal talent on her side; that her parents had made an infernal pact to grant her beauty and skill.

The truth came out at her sixteenth birthday- her gifts were not devilry, but instead she possessed a keen talent of the mind. Over time she developed as a talented wilder, her natural gifts translating into tremendous psionic power.

A spoiled childhood left her bitter but ambitious as her house experienced a meteoric political rise to power. It had been obvious to most that one day Magdylyne would be queen, but no one expected the swiftness of her coup.

On her twenty-first birthday, Magdylyne appeared at court wearing a delicate crystal crown that twisted and writhed atop her head. She lashed out with bolts of psionic fury, reducing the old regime's most prominent members to ashen husks. No retaliatory attacks could touch her; as she walked through the room, any attacks made against her would twist away at the last moment or be intercepted by seemingly random events. In a few minutes of utter chaos, Magdylyne had taken the throne and bent a kingdom to its knee.

Her reign was not to last, however. The surviving nobility banded together and formulated a plan with layers of contingencies and redundancies. It took six months and nearly a score of attempted assassinations before one finally succeeded, ending the reign of the self-proclaimed queen of chaos. It took nearly a century before the instability she created had normalized, and her crown was never recovered.

Requirements

To successfully wield the *Crown of Chaos* to its fullest potential, a character must fulfill the following requirements.

Alignment: Any non-lawful
Feats: Overchannel
Skills: Bluff 5 ranks
Special: A character with the wild surge class feature does not need Overchannel

Crown of Chaos

Item Level	Wielder Minimum Level	Abilities
1	-	*Lesser psicrown of force and fire*
2	5	Power surge
3	10	Good fortune
4	15	*True psicrown of force and fire*
5	20	Shroud of chaos

Greater Psicrown of Force and Fire: The *Crown of Chaos* is always treated as a *greater psicrown of force and fire* (see above). However, unlike a standard psicrown, the wearer of the Crown of Chaos treats all powers in the psicrown as if they were on their class power list. If the power is on multiple class power lists, use the lowest level.

Power Surge (Su): At item level 2, whenever the wearer manifests a power, she can use the power of the crown to augment her powers instead of paying from her reserve. She must expend the power points to manifest the power normally, but any augmentations can be drawn from the crown. The wearer still cannot exceed her normal manifester level limit on power points spent on the manifestation. This power comes at a price: the wearer suffers 1d6 points of nonlethal damage for each power point spent by the crown.

Good Fortune (Ex): Upon reaching item level 3, the wearer of the *Crown of Chaos* gains fortuitous luck. Once per day, on a skill check, attack roll, ability check or saving throw, she can roll twice and choose the better result. She must decide before making the roll to use this ability.

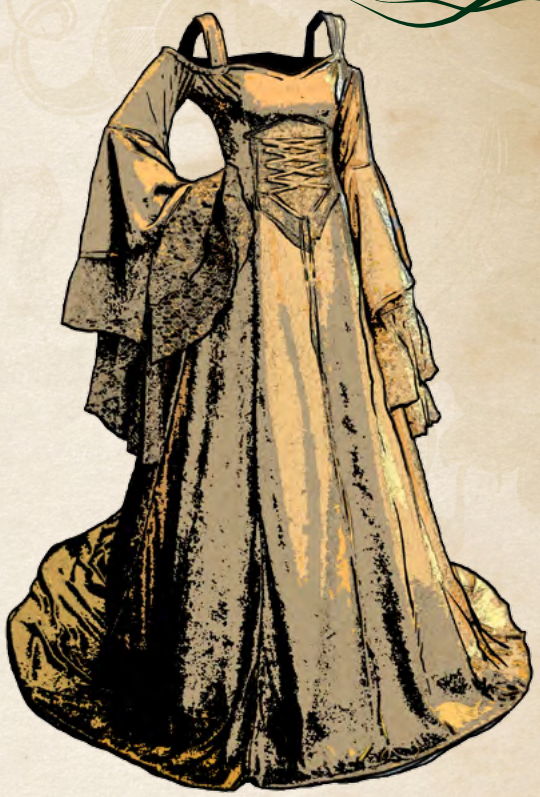
True Psicrown of Force and Fire: At item level 4, the *Crown of Chaos* is treated as a *true psicrown of force and fire* (see above). In addition, the wearer can as a free action command the *Crown of Chaos* to recharge itself once per day, recharging 14 power points. This recharging ability cannot be used if the wearer has already recharged another psicrown that day and he cannot later that day recharge a different psicrown.

Shroud of Chaos (Su): Upon reaching item level 5, the wearer gains the ability to wrap herself in a shroud of chaotic energy as a swift action. While the shroud is active, ranged attacks made against the wearer suffer a 20% miss chance. Additionally, any creature except the wearer making a skill check or saving throw within 30 feet of the wearer must roll 2 dice and choose the worse result. This effect lasts for one minute and can be used once per day.

Dancing Robes of Sharatwan

Sharatwan, known as the Peace Bringer, was respected not for her exceptional ability on the battlefield, but for her preference to try to reach peaceful solutions instead of resorting to conflict and bloodshed. Yet despite her predilection for non-violent solutions, Sharatwan believed in ferociously defending her people from aggressors if the peace was breached and set about enforcing peace through force as a last resort. The Peace Bringer was said to always be the first to approach under the flag of a truce, yet the last person a commander wanted to face in battle.

The stories tell that Sharatwan the Peace Bringer was a whirling dervish in combat, her unusual dancing gown cutting the air in a blur of faintly-glowing cloth as she moved about the field faster than the eye could follow. Legends



claim her hands became lances of light that struck down all the enemies around her and even devastated leaders from afar. When she raised her hands, aglow with her inner power, high into the air, it was her sign to all enemies to negotiate a peace or face the deadly consequences of battle against her and her allies.

For years, Sharatwan's diplomatic nature combined with the warning light of her hands were able to avoid countless conflicts, while her deadly skills on the battlefield helped to end those few that did occur.

Eventually, Sharatwan was betrayed and killed by those she thought of as allies, but who viewed her as a threat to their power. Yet even in her death, it is said that her hands shone in a light that infused her robes and enveloped anyone who donned the garment and understood that the time for combat was only after the time for negotiations.

Requirements

To successfully wield the *Dancing Robes of Sharatwan* to its fullest potential, a character must fulfill the following requirements.

Mind Blade: Ability to form two mind blades
Feats: Two-Weapon Fighting, Weapon Finesse
Skills: Diplomacy 4 ranks, Intimidate 4 ranks

Dancing Robes of Sharatwan

Item Level	Wielder Minimum Level	Abilities
1	-	*+1 Dancing robes*
2	4	Speed of Thought
3	6	Hands alight
4	8	*+2 Dancing robes*
5	10	Twin strike

6	12	*Physical acceleration* (3/day)
7	14	*+3 determination dancing robes*
8	16	The Price of Peace
9	18	Energized blades
10	20	*+4 determination dancing robes*

Dancing Robes: The *Dancing Robes of Sharatwan* may look like a gown for a party, but are specially toughened fabric and are treated as masterwork padded armor to determine the armor bonus to AC, maximum dexterity bonus, and arcane spell failure chance.

Speed of Thought: Once the *Dancing Robes of Sharatwan* has had the 2nd armor level reached, the wearer gains Speed of Thought as a bonus feat.

Hands Alight (Su): Starting at the 3rd item level, the wearer of the *Dancing Robes of Sharatwan* can wreath her hands in light as a free action, which grants a +2 circumstance bonus on Intimidate checks, but the wearer fails any Stealth check against a creature with vision. This light does not otherwise alter her attacks or any other abilities, but does give off light as a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this has no effect. The color of the light is chosen by the wearer. The effect lasts until it is dismissed; dismissing the effect is a free action.

Twin Strike: Upon reaching the 5th item level, the wearer of the *Dancing Robes of Sharatwan* gains the Twin Strike blade skill as a bonus blade skill. This blade skill is only available while wearing the *Dancing Robes of Sharatwan*.

Physical Acceleration (Ps): At the 6th item level, the wearer of the *Dancing Robes of Sharatwan* gains the ability to use *physical acceleration* as a psi-like ability three times per day.

The Price of Peace (Su): If the wearer of the *Dancing Robes of Sharatwan* attempts to use Diplomacy on a creature that then attacks her, that creature must make a Will save (DC 10 + 1/2 character level + Charisma modifier) or be shaken for a number of rounds equal to the wearer's Charisma modifier.

Energized Blades (Su): Upon achieving armor level 9, the wearer of the *Dancing Robes of Sharatwan* can charge her mind blades with electricity. Activating or deactivating this ability is a free action. While this ability is active, the wearer's mind blades deal electricity damage instead of physical damage and as such are not subject to damage reduction, but are subject to electricity resistance, immunity, or vulnerability.

DISRUPTOR

Thiroc was born into a family who viewed psionic energy and wielders of it as abominations who were cursed and must be destroyed. It was to their dismay that they discovered Thiroc was naturally gifted with psionics, for he discovered he could shape a blade from only his own internal energy. But rather than kill their child, Thiroc's parents viewed this as an opportunity to strike at the cursed psionic creatures that seemed to be everywhere. So it was that Thiroc was trained from an early age in the use of his mind blade, wielding the sword and learning how to sense those who had psionic talent. Thiroc was taught that his abilities were magical, a gift from the gods to strike down these aberrations of nature who wielded psionic power.

And that was exactly what Thiroc did, hunting down and killing those individuals who studied and wielded psionic power.

As his skills grew, Thiroc faced stronger and more skilled manifesters, and found that his opponents were more unpredictable and powerful.

To protect himself, Thiroc had a special shield crafted that channeled the energy of his mind blade and could block the psionic attacks that he faced from his enemies.

It was said that Thiroc could not be struck by psionic energy as long as he was wielding his shield *Disruptor* and Thiroc became a feared predator among the manifesters of his time.

Legend says that Thiroc was stopped not by a manifester or old age, but by a single stray arrow, and that the dreaded Mind Slayer was finally defeated not by the strongest wielders of psionic energy, but simply by bad luck. What happened to Thiroc's special shield, *Disruptor*, is unknown, leading his followers to scour the world for the tool that will help them stop those who wield psionic energy.

Requirements

To successfully wield *Disruptor* to its fullest potential, a character must fulfill the following requirements.

Soulknife Blade Skill: Mind Shield
Feats: Shield Focus
Skills: Knowledge (psionics) 4 ranks

DISRUPTOR

Item Level	Wielder Minimum Level	Abilities
1	-	*+1 crystalline shield*
2	4	*Detect psionics*
3	6	Evasion
4	8	Block ray
5	10	*+2 crystalline shield*
6	12	Power resistance
7	14	Improved evasion
8	16	Absorb energy
9	18	*+3 crystalline shield*
10	20	Nullify power

Crystalline Shield: *Disruptor* is a *crystal grip* that is fashioned to resemble a shield made of crystal. It functions as a standard *crystal grip*.

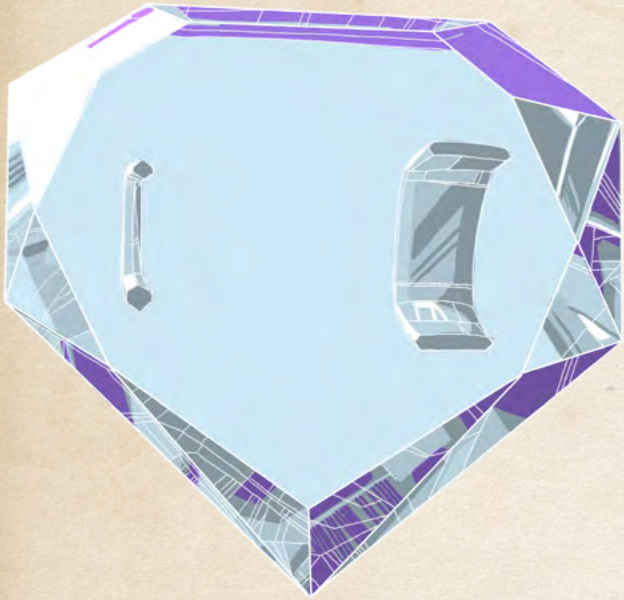
Detect Psionics (Ps): The wielder of *Disruptor* can use *detect psionics* as a psi-like ability at will as long as he is holding *Disruptor*.

Evasion (Ex): The wielder of *Disruptor* gains Evasion as a rogue equal to his character level.

Block Ray (Ex): Starting at item level 6, the wielder of *Disruptor* adds the shield bonus to his AC against any ray effects that target him.

Power Resistance (Su): Once *Disruptor* has reached item level 6, the wielder gains power resistance equal to 12 + character level while wielding *Disruptor*.

Improved Evasion (Ex): The wielder of *Disruptor* gains Improved Evasion as a rogue equal to his character level.



Absorb Energy (Su): Starting at item level 8, the wielder of *Disruptor* can use the crystal shield to absorb energy from powers manifested against him and convert that energy into harmless light. The wielder can choose to use this ability at the time the effect occurs. *Disruptor* can absorb up to 5 power points of effects per class level the wielder possesses per day. If the effect to be absorbed cost more power points than are remaining to be absorbed, this ability cannot be used on that effect. For example, if *Disruptor* is wielded by a 17th level soulknife, it can absorb up to 85 power points worth of effects per day. If it has already absorbed 80 power points and the wielder was targeted by an effect that cost 6 power points, the effect could not be absorbed. Effects that do not cost power points, such as spells, are not absorbed. Psi-like abilities are treated as if they cost the creature's effective manifester level in power points, even if the creature did not spend any power points. Effects that target an area, such as *energy ball* are only absorbed for the portion that would target the wielder of *Disruptor*; the remaining area is still affected normally.

Nullify Power (Su): At item level 10, *Disruptor* allows its wielder to negate psionic effects entirely. As a free action, *Disruptor's* wielder can make a *dispel psionics* attempt against any harmful power or effect that would affect him, including targeting psionic weapons used to attack him. The manifester level of the *dispel psionics* check is equal to the wielder's character level. After being used, this ability cannot be used again for two rounds.

DISSONANCE, WIND OF THE MIND

When a heavy amethyst meteorite pierced the crust of the world and hit the camp of drow enslaved by the intellect devourers of XaaTil Knok, they saw it as a portent of their freedom. Their warlocks recognized the strange properties of the crystal and immediately sought to build a weapon that would help them cast off the shackles of their oppressors. They had few tools to work with, chipping away with the edges of manacles and drilling with simple tools. Over time, they created a pair of spheres that punished the mental energies of their vicious overlords.

When the heads were finally completed, the drow had only one warrior healthy enough to be worthy of such a weapon: the graceful gladiator Kiern. Using the remnants of manacles from the hewn hands of lesser warriors, a glorious weapon was made with twin crystal balls at either end of a ten-foot chain. As the crystals spun in the air, they emitted a terrifying shriek which made concentration nearly impossible and rendered the psionic monsters helpless. As the spheres built up momentum, Kiern battered his foes' weapons aside with winds of psionic energy. Armed with his whistling weapon, Kiern quickly fought off the guards and won freedom for himself and his people.

But seldom is a drow's tale this simple or altruistic. Kiern won his own freedom, but fled as the intellect devourers retaliated to suppress the insurgence. Rumors of his exploits have spread through the underworld, weaving a glorious tale of bloodshed, destruction, and death. In every story he is accompanied by a cacophonous song, and through its discord he brings a harmony of unity in death.

Recently tales have trickled though that Kiern has finally been silenced – some say ambushes in the dead of night, others pitfalls impossible to avoid, or mental afflictions impossible to ignore. There is a terrible thread of truth that runs through these most recent tales, something too similar to be ignored pointing to the demise of the wielder of the chain with crystal spheres. It is possible that the famous weapon has been found by another, but by whom remains to be seen.

This heavy chain has two heavy, violet crystalline heads - each riddled with oddly acoustic dimples that whistle as they spin. This sound is irritating enough to normal opponents, but cuts like a knife into the brains of those attuned to the psionic arts. When the heads spin fast enough, it causes gales of psionic wind to rend the air, throwing objects into the air.

Requirements

To successfully wield *Dissonance* to its fullest potential, a character must fulfill the following requirements.

Feats: Exotic Weapon Proficiency (meteor hammer), Weapon Focus (meteor hammer)

Skills: Perform (wind instruments) 4 ranks

Dissonance

Item Level	Wielder Minimum Level	Abilities
1	-	*+1/+1 meteor hammer*
2	4	Psychic static
3	6	*+1 whistling/+1 meteor hammer*
4	8	Psychic cacophony
5	10	*+1 whistling/+2 meteor hammer*
6	12	Deafening static
7	14	*+2 whistling/+3 meteor hammer*
8	16	Psychic whirlwind
9	18	*+3 whistling/+3 whistling meteor hammer*
10	20	*Psychic maelstrom*

Psychic Static (Su): When the 2nd weapon level is reached, the whirling heads of *Dissonance* create a distracting crackling in the minds of nearby psionic creatures. As a standard action that does not provoke an

attack of opportunity, the wielder can begin spinning the chain. This causes a penalty on concentration checks equal to the bonus of the meteor hammer (i.e., a +1 weapon causes a -1 penalty to concentration) to all psionic creatures within 15 feet. The wielder can maintain this effect as a free action as long as he is wielding the meteor hammer.

Whistling (Su): When the 3rd weapon level is reached, *Dissonance* gains the whistling weapon property on one head (see below). At weapon level 9th, both heads have this power.

Psychic Cacophony (Su): When the 4th weapon level is reached, the wielder's skill with the weapon can cause its static to reach a deafening crescendo. For each additional hit with a melee attack with *Dissonance* in a round, the penalty from psychic static is applied an additional time. This additional penalty lasts for one round.

Deafening Static (Su): When the 6th weapon level is reached, the screeching of the spheres transcends the psychic realm and enters the minds of normal spellcasters. All spellcasters within 15 feet suffer the same penalty as psionic characters from *Dissonance*. In addition, the range against psionic characters is increased to 30 feet.

Psychic Whirlwind (Su): When the 8th weapon level is reached, the wielder gains access to a more potent version of psychic static. The wielder can impose the psychic static penalties on all psionic creatures within 60 feet and spellcasters within 30 feet. In addition, he may make a free disarm attempt against any creature that fails a concentration check within 15 feet to make them drop one held object of the wielder's choice.

Psychic Maelstrom (Su): When the 10th and final weapon level is reached, *Dissonance* can creates an impossible barrage of psychic noise. As a swift action once per day, the wielder of *Dissonance* can whirl the chain to create a swirling maelstrom that rends the very air. Any psionic creature within 60 feet attempting to manifest a power must make a DC 20 concentration check. Additionally, the wielder may make a disarm attempt against all creatures within 30 feet to cause them to drop one held object.

GROUNDSCORN BOOTS OF THE TWICE-LOVED

The adventurous Katrina was a beautiful and graceful woman even before her transformation into an elan. She and her oft-lover Boriz were daring dungeoneers, seeking fame and fortune in the lost places of the world, seldom separated and always eager.

This cavalier attitude led the duo into the lair of an undead dragon of exceptional age and wealth. They, along with a small group of like-minded treasure seekers, cornered the great wyrm with its hoard and a great battle ensued. The beast fought like a demon, sending the adventurers fleeing. Boriz barely limped out with his life, and Katrina was seemingly slain.

The tale doesn't end here, however. Months later, drowning his woes in ale, Boriz met a woman named Ykatrime. Physically, she bore such a resemblance to his lost Katrina he couldn't believe his eyes. The two began to adventure together, slowly falling in love. In truth, Ykatrime was Katrina reborn; the strange elans having decided that she was worthy of their secret ritual. She remembered none of her past life, nor her near-death at the hands of the undead dragon. Ykatrime was psionically gifted and grew in power as an elocater, free of the bounds of gravity and the earth. Her somewhat alien personality was both intriguing and frustrating for Boriz, but in the end they found their love overcame any differences.

However, this separation, both physical and metaphysical in nature, soon began to wear on the twice-fallen lovers. Seeing that they could overcome at least one limitation, Ykatrime poured a part of herself into a pair of boots that mimicked some of her powers over the forces of gravity. Now her lover could overcome some of the same physical limitations as she, allowing them to at least be physically together.

Rumours persist that the duo returned to the dragon's lair, but their fate remains unknown.

Requirements

To successfully wield the *Groundscorn Boots* to their fullest potential, a character must fulfill the following requirements.

Feats: Lightning Reflexes, Step Up
Skills: Acrobatics 5 ranks

Groundscorn Boots

Item Level	Wielder Minimum Level	Abilities
1	-	*Boots of skating*
2	5	Up the Walls
3	10	Teleportation dance
4	15	Air strider
5	20	Unshakable

Boots of Skating: The *Groundscorn Boots* function as *boots of skating*.

Up the Walls: At item level 2, the wearer gains Up the Walls as a bonus feat.

Teleportation Dance (Su): Upon reaching item level 3, the wearer gains the ability to tap into nearby teleportation effects. Once per day when the wearer is within 30 ft. of a

teleportation effect (such as *fold space* or *psychoport*), he can choose to have the same effect apply to him. He appears in a random location within 30 ft. of the teleported creature's destination, or the nearest space available if there is no open space within 30 ft.

Air Strider (Su): Upon reaching item level 4, as long as the wearer is maintaining psionic focus, he can walk on the air, rising as if under the effects of *defy gravity*. If this effect is dispelled, it will reactivate on the wearer's next turn as a free action.

Unshakable (Su): At item level 5, the wearer of the boots gains the ability to mimic the movement modes of nearby creatures. Activating this ability is a free action and grants the wearer all of the movement modes of a creature within 10 ft., including benefits to movement such as those from fly or the elocater's scorn earth, feats like Speed of Thought or Fleet, or the like. The wearer can use this ability for up to 10 rounds per day and can use them in single-round increments or can continue the effect from the previous round, but the creature from which the movement mode is mimicked must have been within 10 ft. of the wearer within the past round.

THE HEARTSTAFF

Loneliness, one of the most powerful emotions and motivations in the world. It drives us into relationships we should avoid; it makes us friends with people who abuse us; it can make us seek out company just to have companionship, any companionship. Loneliness was the motivation for Negrath, a powerful but very lonely psion. His abilities allowed him to reshape the very fabric of reality, yet he found no connection to others, no spark of similarity to build camaraderie and lasting relationships. His only lasting companion was his psicrystal, yet since it was just a shard of his own mind, it was more like talking to a reflection of himself than having a true friend.

One bright summer day, when the weather was beautiful, Negrath decided to do something about his loneliness. He wanted to share the world with someone who could appreciate his viewpoints, had the intelligence to understand what he meant, and perhaps even challenge him so that he could grow mentally. He channeled all of his psionic abilities into his staff, the vessel that would bridge his mind and that of his psicrystal, and through mysteries now lost to the world, he set his psicrystal free into a unique, sentient creature.

The freed psicrystal blossomed into its own individual personality, gaining great powers and abilities. For a long time, the two were good friends and allies, allowing Negrath to once again turn his focus to the wonders of the world, uncovering ancient powers and defeating horrible monsters.

All was well, until one day it simply wasn't. His psicrystal, Geroth, had grown tired of his "master" after spending years together and simply left, not being bound by the normal link of psicrystal and master. Negrath decided to simply create a new psicrystal, and once again bound it to the staff and awakened it. Yet in time, the next psicrystal grew weary of the psion and left, for Negrath's personality would chafe even those who were spawned from his own mind, his quirks which kept him from building relationships with others growing tiresome and annoying to even those he himself had created. Every time Negrath created a new psicrystal, it would eventually grow weary and depart. Some say all of the psicrystals returned one day in a swarm to claim the staff so that they could reproduce, as they themselves had grown lonely.

While Negrath disappeared, his staff always resurfaces after long stretches of time before once again disappearing. With every reappearance, a new psicrystal is set free to roam the world. Some say that from the shadows, unblinking eyes and cold hearts wait for their numbers to grow, for the freedom for the crystalline companions to come, and for the secret of reproduction to be wrenched from their makers.

Requirements

To successfully wield *Heartstaff* to its fullest potential, a character must fulfill the following requirements.

Feats: Psicrystal Affinity, Psicrystal Containment
Skills: Spellcraft 5 ranks

The Heartstaff

Item Level	Wielder Minimum Level	Abilities
1	-	*Psicrystal staff*
2	4	Improved mobility, willful psicrystal
3	6	Enhanced psicrystal
4	8	Blindsense
5	10	*Greater psicrystal staff*
6	12	Safe dock
7	14	Alertness
8	16	Blindsight
9	18	Augment psicrystal
10	20	*Cloud mind*

Psicrystal Staff: *Heartstaff* functions as a standard *psicrystal staff*.

Improved Mobility: Upon reaching the 2nd item level, a psicrystal that gains the benefits of *Heartstaff* can activate

its self-propulsion ability at will as a free action, instead of the master having to do it as a standard action. If the psicrystal has the flight ability, this benefit applies to that as well. In addition, all forms of the psicrystal's movement are improved by 10 ft.

Willful Psicrystal: Every time a new item level is reached for *Heartstaff*, there is a 5% chance that the psicrystal will leave its master. When this happens, *Heartstaff*'s wielder must wait one week before he can create a new psicrystal.

Enhanced Psicrystal: When the 3rd item level has been reached, as long as *Heartstaff*'s wielder's psicrystal gains the benefits of the psicrystal staff, the bonus it grants to its wielder from its personality is improved by 50% (rounded down). If the psicrystal has multiple personalities, such as those from the Improved Psicrystal feat, each bonus is similarly affected.

In addition, the psicrystal gains *far hand* as a psi-like ability usable at will, with a manifester level of 1.

Blindsense (Ex): Once the 4th item level has been unlocked, *Heartstaff* grants the wielder's psicrystal the blindsense ability with a range of 40 ft.

Greater Psicrystal Staff: Upon achieving the 5th item level, *Heartstaff* is treated as a *greater psicrystal staff*.

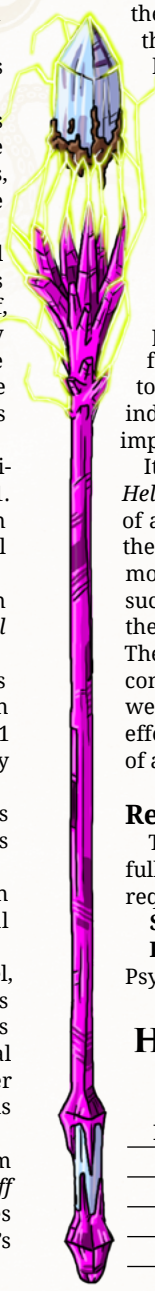
Safe Dock (Su): At 6th item level, *Heartstaff* grants the psicrystal the ability to teleport back to it as an immediate action. The psicrystal must be within 1 mile of *Heartstaff* to use this ability and this ability may only be used once a day.

Alertness: At the 7th item level, *Heartstaff* grants the wielder's psicrystal the Alertness feat as a bonus feat.

Blindsight (Ex): Once the 8th item level has been unlocked, *Heartstaff* grants the wielder's psicrystal the blindsight ability with a range of 40 ft.

Augment Psicrystal (Su): At the 9th item level, *Heartstaff* allows the wielder to augment his psicrystal with powerful abilities. Once per day as a standard action, the wielder can turn his psicrystal into an astral construct as if he manifested the power astral construct with a manifester level equal to his character level.

Cloud Mind (Ps): Upon achieving the 10th item level, a psicrystal that gains the benefits of *Heartstaff* can use *cloud mind* as a psi-like ability three times per day, with a manifester level equal to its master's manifester level.



HELM OF THE HYDRA

Creatures of truly monstrous appearance have a way of instilling fear in people before they ever make an aggressive move. The Metabolic Masters knew this and harnessed the ability to join their forms into a single monster as a way to control people through the terror such an appearance caused. It was said that the Metabolic Masters were once able to terrify an entire village so completely that the villagers eventually starved to death rather than leave the safety of their homes and face the dreadful beast. So skilled were the Metabolic Masters that they did not have to resort to torture or physical assault, they used only the threat of it to achieve their goals. And rumors tell that they viewed true fear, not that created by the manipulation of the mind, as the sign of a true master, and they considered the manufacturing of fear through the use of telepathy to be something only rank amateurs did.

When not transformed, the Metabolic Masters could be recognized by their signature *Helms of the Hydra*, which carried the mark of the beast for which the helms were named. Before the Metabolic Masters disbanded, it is said that more than a dozen of these *Helms of the Hydra* were created. Many believe that these helms were how the masters were capable of joining together in such terrifying ways.

No one knows for sure why the Metabolic Masters parted ways, but one rumor is that it was because the frequent fusing into a single creature was causing them to want to meld permanently. Because they valued their individuality, the group dissolved to protect against this impulse.

It was not until two hundred years had passed that the *Helms of the Hydra* reappeared, this time worn by a guild of assassins. In their hands, the helms were used to allow the guild to coordinate their activities, rising to become the most effective and feared hit men. Eventually, the guild's success brought the attention of those more powerful, and the guild was broken up and the helms destroyed or lost. The records from the purging of the assassin's guild are conflicted, saying anywhere from nine to twelve helms were destroyed, yet any time an unusually coordinated or effective group arises, the possibility of the reappearance of a *Helm of the Hydra* is voiced.

Requirements

To successfully wield the *Helm of the Hydra* to its fullest potential, a character must fulfill the following requirements.

Skills: Intimidate 5 ranks

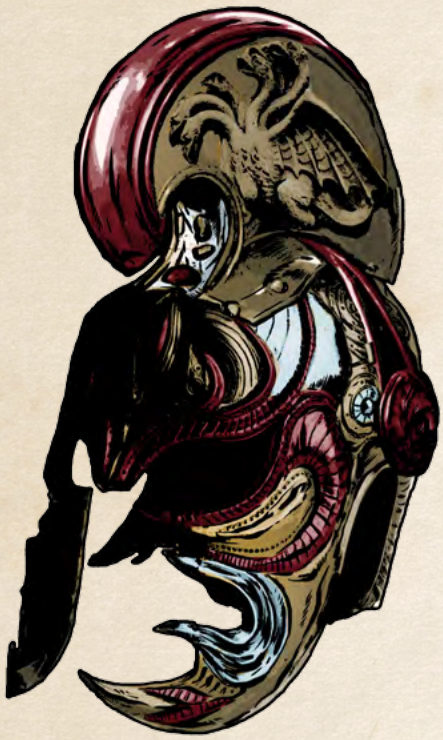
Psionics: Ability to manifest a power of the Psychometabolism discipline

Helm of the Hydra

Item Level	Wielder Minimum Level	Abilities
1	-	*Helm of the hydra*
2	5	Physical resonance
3	10	*Metaconcert*
4	15	*Monstrous fusion*
5	20	Fast healing 5

Helm of the Hydra: The wearer of the *Helm of the Hydra* treats his collective as if his class level were four levels higher. If the wearer does not have a collective, he gains one as a tactician equal to his class level (see below). In either case, the wearer and all members of the collective can communicate with each other telepathically as long as they are in the collective.

Physical Resonance (Su): The *Helm of the Hydra* is stronger the more people are networked to its wielder. For every four people in the wearer's collective (including the wearer), the wearer's manifester level is increased by 1 when manifesting powers of the Psychometabolism discipline.



Metaconcert: The wearer of the *Helm of the Hydra* gains *metaconcert* as a power known once the 3rd item level is reached. The power is only available while the *Helm of the Hydra* is worn and does not count against the wearer's total number of powers known.

Monstrous Fusion (Ps): When the *Helm of the Hydra* has reached 4th item level, once per day, the wearer can join himself and any of the members of his collective into a hideous creature. This function as the *form of doom* power, except the wielder may include any member of his collective in the effect. Each affected member is absorbed into the wielder's form and increases the wielder's damage reduction from *form of doom* by 1 per affected collective member. Absorbed members can only take purely mental actions until the effect ends. Should the wearer die while one or more members of the collective are absorbed, they immediately reform in the space nearest to the wearer's location upon death and are sickened for one round.

The duration of *monstrous fusion* is 1 hour per level of the wielder, but can be dismissed by the wearer at any time as a free action.

Fast Healing (Su): Upon unlocking the *Helm of the Hydra's* 5th item level, the wearer gains fast healing 5.

Moldev, the Secret Strike

In the long history of burglary, some perpetrators of daring crimes stand out more for their character than their achievements. Such was the case for a pair of twin soulknives named Moldev and Voldem.

Moderately successful petty criminals, the pair made a fairly lucrative living amassing a horde of precious stones. This kept them from poverty, but was still a far cry from being truly wealthy. Voldem's avarice grew as their successes mounted, and he started to seek increasingly lucrative scores, showing little regard to the fates of their previous owners. He developed a cruel streak, leaving anyone who interfered in their heists maimed or worse. Over time, and still achieving only limited success, Voldem saw this lack of truly big scores as the fault of his twin brother, the kind-hearted Moldev.

Seeking a way to be rid of his weakling brother without losing his valuable talents, Voldem researched a method to combine the twins' powers and keep them as his own. He tricked his brother into helping him craft a ring that would trap the talent of a soulknife and transfer it to another. In doing so, Voldem stole Moldev's powers, and then killed him.

However, some small part of Moldev remained, and the ring granted only non-lethal powers, always trying to alter the attack to subdue foes instead of killing them. This ultimately lead to Voldem's downfall, when he encountered a particularly vicious treasury guardian immune to the ring's subduing power. The guardian defeated the would-be thief's and added his treasures to its master's horde. The location of this hoard has been lost to memory, awaiting rediscovery by some opportunistic adventurer.

Requirements

To successfully wield *Moldev* to its fullest potential, a character must fulfill the following requirements.

Mind Blade: Form mind blade class feature, enhanced mind blade class feature

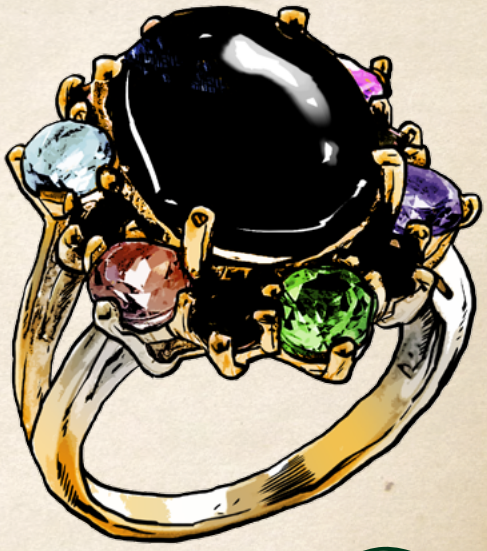
Feats: Up the Walls

Skills: Stealth 5 ranks

Moldev, the Secret Strike

Item Level	Wielder Minimum Level	Abilities
1	-	Form mind blade, improved enhanced mind blade
2	5	Knockout
3	10	Suppression
4	15	Clip wings
5	20	Scramble mind

Form Mind Blade (Su): The wielder of *Moldev* gains the ability to form a basic mind blade, as a 1st level soulknife, except the weapon is always a light piercing weapon with a critical range of 19-20/x2. If the wielder already has the



ability to form a mind blade, he can still alter the mind blade as normal (such as selecting a two-handed form or slashing damage).

Improved Enhanced Mind Blade (Su): A soulknife (or other character that already possesses the ability to form a mind blade) treats their level as 2 higher than it actually is for purposes of the enhanced mind blade ability. This includes determining when weapon special abilities can be selected.

Knockout (Su): Upon reaching the 2nd item level, the wielder can make subduing strikes against his opponents. On a successful hit, the wielder can force his opponent to make a DC 13 Fortitude save or fall unconscious, as if with the knockout* weapon quality. This ability can be used three times per day.

Suppression (Su): At the 3rd item level, the wielder gains the ability to make strikes against his opponents' defenses. On a successful hit, the wielder can choose to make a targeted *dispel psionics* check against his opponent, as the suppression weapon special ability. This ability can be used three times per day.

Clip Wings (Su): Once the 4th item level has been reached, the wielder can make a special attack that hinders a foe's movement. On a successful hit, the wielder can force his opponent to make a Reflex save (DC 10 + the wielder's base attack bonus) or suffer a -10 ft. penalty to one form of movement of the wielder's choice. Additionally, if a special form of movement is affected, such as burrowing, the creature loses access to that form of movement for 1 round. This movement penalty stacks (to a minimum speed of 5 feet) and lasts until the creature has had at least 8 hours of rest or has been healed by an effect such as *mend body*.

Scramble Mind (Su): Upon reaching the 5th item level, the wielder gains the ability to debilitate his opponent with a blow that scrambles consciousness and leaves the struck creature helpless. Once per day, the wielder can make a touch attack that deals no damage. Instead, the target must make a Will save (DC 10 + the wielder's base attack bonus) or gain the helpless condition. This is a mind-affecting effect. This effect lasts for 24 hours.

SEVERIS, THE SCOURGE SLAYER

As long as there have been tales of the tentacled nightmares known as phrenic scourges, there have been legends of an axe named *Severis*, an axe which made its wielder impervious to the dreaded creatures, but that draws the phrenic scourges to it like iron to a lodestone. Some say that within the axe is the energy of the progenitor of the phrenic scourge race, and that the scourges are able to sense that energy. Others contend that within the axe is the secret to destroy the phrenic scourges and all of their ilk forever, and that the scourges learned of the threat and developed ways to find it. The more sinister rumors claim that should the scourges ever manage to unlock the secrets of the axe, that they will gain the power to enslave every intelligent being.

Whatever the truth, the history of the axe has always been one where its wielder decimated the forces of the phrenic scourges, yet was eventually overwhelmed by the constant attacks by the scourge forces and their use of subterfuge. The last known wielder of *Severis* was a half-giant named Urlac, who, before he came to wield *Severis*, would travel the lands liberating slaves and fighting dictators. His successes in these endeavors are unknown, for little was

recorded of him until he gained fame during a particularly effective invasion by the phrenic scourge, when village after village fell under the scourges' control.

The scourge infiltrators chose to target smaller villages first, using caravans and traders to work their way into larger settlements as they consolidated the smaller groups. Eventually, the scourges were breeding so rapidly that for every phrenic scourge that was found and destroyed, two more defenders fell under the sway of the scourge.

How Urlac came to wield *Severis* is still a mystery, but he led a contingent of phrenic slayers against the hordes of tentacled monsters and their unwilling slaves, freeing those he could from the painful fate of being scourge breeding hosts, and ending the suffering of those he could not. Urlac's presence, or more accurately, the presence of *Severis*, caused the phrenic scourge to abandon their expansion efforts and focus exclusively on gaining the axe, which allowed Urlac's allies to stem the tide and free some of the settlements from scourge control. As those allies were inexorably cut down, Urlac withdrew from the throngs of tentacled beasts in an effort to regroup. His actions instead caused the scourges to pursue him with more zeal, and his whereabouts, and those of *Severis*, are unknown to this day.

Requirements

To successfully wield *Severis* to its fullest potential, a character must fulfill the following requirements.

Base Attack Bonus: +4
Feats: Power Attack
Skills: Knowledge (psionics) 4 ranks

Severis, the Scourge Slayer

Item Level	Wielder Minimum Level	Abilities
1	-	*+1 battleaxe*
2	4	Scourge resonance
3	6	*+1 scourgebane battleaxe*
4	8	Implant protection
5	10	*+2 scourgebane battleaxe*
6	12	Power resistance
7	14	*+3 scourgebane battleaxe*
8	16	*Personal barred mind*
9	18	*+3 scourgebane battleaxe*
10	20	Phrenic liberation

Scourge Resonance (Su): When the 2nd weapon level is reached, the psionic power of *Severis* can detect the presence of phrenic scourges, but likewise emits an energy that phrenic scourges can detect. The wielder of *Severis* can detect phrenic scourges, or those of their ilk, within 30 ft. as a free action. This does not allow the wielder to locate the creature with pinpoint accuracy, but only detect that there is a member of the phrenic scourge family somewhere within 30 ft. Phrenic scourges and their ilk, however, can detect the presence of *Severis* within 100 ft. and know the direction of the axe once they are within 30 ft.

Scourgebane: At 3rd weapon level, *Severis* gains the scourgebane* weapon special ability.

Implant Protection (Su): Starting at the 4th weapon level, the wielder of *Severis* gains an additional Fortitude save every round after a successful implant attack to fight off the larva (using the same DC as the original save). If any of the Fortitude saves are successful, the larva dies, saving the wielder from death from the larva reaching his brain.

Power Resistance: At the 6th weapon level, the wielder of *Severis* gains power resistance 15 while wielding the axe.

Personal Barred Mind (Ps): Once the 8th weapon level has been reached, three times per day, the wielder of *Severis* can use *personal barred mind* as a psi-like ability with a manifester level equal to the wielder's character level.

Phrenic Liberation (Su): Upon reaching the 10th weapon level, if a creature struck by *Severis* is under the control of a creature of the phrenic scourge family, including the enthrall ability of a puppeteer, the *mind control* psi-like ability of the phrenic scourge, or similar, the damage is empathically redirected to that controlling creature, and the struck creature is unharmed.

Phrenic Scourge Ilk

The powers of Severis are not merely tied to the phrenic scourge creature itself, but also to all creatures related to the phrenic scourge. This includes puppeteers and flesh harrowers, as well as any creature implanted by the phrenic scourge that survives but does not become a phrenic scourge itself.

TEMPEST'S BLADE

The dark tempests pride themselves on being shrouded in mystery, and their greatest warrior, known only as the Tempest, is no different. Known for wearing a mask that hid his visage and a crystalline blade that spun so quickly the eye couldn't follow it, some say the Tempest was actually not a singular person, but the progression of greatest warriors among the dark tempests, and that the crystalline blade and mask were a mark of his rank.

It is believed that the dark tempests did not view the crystalline blade as a reward to be earned, but that the greatest warrior should wield the greatest weapon to achieve the greatest result.

It was said that it was at the Locus that the greatest warrior was found, as the members of the dark tempests would challenge each other in duels, finding and eliminating their own weaknesses as a master blacksmith hammers out the imperfections of a sword blade. Only the greatest of warriors entered into this challenge, for it was a battle to the death, allowing only the fastest and most skilled to rise to the top. Those who fell in battle had fallen to find the greatest among them and were honored for their sacrifice.

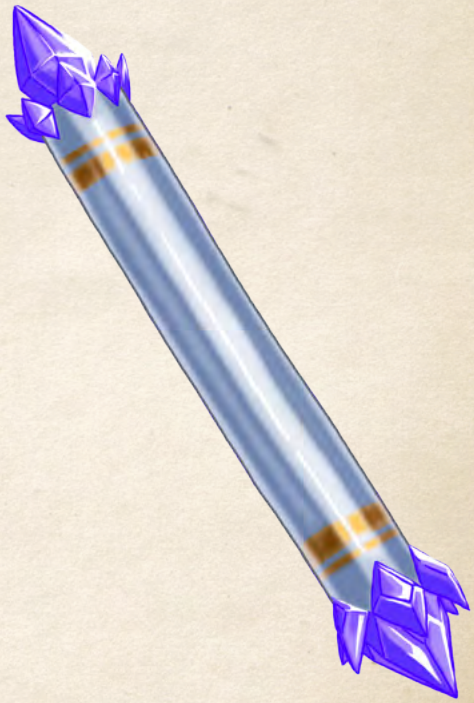
When the greatest was finally found, the crystalline blade was bestowed upon him and elevated his ability in battle, driving him to be a perfect wielder of the mind blade, sapping the will of his enemies to fight and besting hordes of lesser creatures without difficulty.

Some say that the Tempest was driven by his desire for perfection in combat to seek out greater and more difficult challenges and enemies. Others say that when the Tempest fell in battle, the blade was lost and the Locus destroyed. Attempts were made to reforge the crystalline blade, but all were pale imitations to the double-sided crystalline form of the Tempest's Blade.

Requirements

To successfully wield *Tempest's Blade* to its fullest potential a character must fulfill the following requirements:

Blade Skill: Additional configuration
Feats: Weapon Finesse
Skills: Knowledge (psionics) 4 ranks



Special: A character with the mind blade finesse blade skill does not need to have the Weapon Finesse feat.

Tempest's Blade

Item Level	Wielder Minimum Level	Abilities
1	-	*+1 crystal focus*
2	4	Double weapon
3	6	*Dazzling swordplay* (3/day)
4	8	Bladewind
5	10	*+2 crystal focus*
6	12	*Call to hand*
7	14	Third configuration
8	16	*Wither* (3/day)
9	18	*+3 crystal focus*
10	20	Dueling weapon

Crystal Focus: This mithral and gold rod encases two crystal shards that focus the psionic energy of a mind blade. It functions as a standard *crystal hilt*.

Double Weapon: At item level 2, *Tempest's Blade* allows the wielder to form his mind blade into a double weapon that deals 1d8 points of damage for each end (there is no enhancement penalty as is normal for forming two mind blades). You can use a double weapon to fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The user may choose to enhance each end separately with his Additional Configuration blade skill. The user may assign the damage type as normal, but both ends must be the same type (bludgeoning, piercing, or slashing).

Dazzling Swordplay (Ps): At item level 3, three times per day, the wielder can use *dazzling swordplay* as a psi-like ability with a manifester level equal to the wielder's character level.

Bladewind: At 4th item level, the wielder gains the bladewind blade skill as a bonus blade skill.

Call to Hand (Ps): Once the 6th item level has been reached, as a move action, the wielder can at will call *Tempest's Blade* to his hand using telekinesis, so long as *Tempest's Blade* is within 30 ft. of the wielder.

Third Configuration: At item level 7, the wielder gains a third configuration for the mind blade. This functions like the secondary configuration of the additional configuration blade skill, but the wielder can assign this third configuration after a 1 hour of concentration instead of the normal 8. This configuration may only be used on a mind blade formed through *Tempest's Blade*. If *Tempest's Blade* is not in hand, only the standard configurations may be used.

Wither (Ps): At item level 8, three times per day, the wielder can use *wither* as a psi-like ability with a manifester level equal to the wielder's character level.

Dueling Weapon: At the 20th item level, as long as the wielder has *Tempest's Blade* in hand, it grants him a +4 bonus on Initiative checks, a +2 bonus on disarm checks and feint checks, a +2 bonus to CMD to resist disarm attempts, and a +2 to the DC to perform a feint against him.

Appendix

Presented below are the different creatures referenced in this book, the astral construct, astral swarm, and psicrystal.

Astral Construct

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

Combat

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

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

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Special Abilities: Every time an astral construct is created, the manifester can choose to apply one special ability to the construct. When the manifester finishes manifesting the *astral construct* power, he chooses one or more special abilities from a menu of abilities appropriate to that level of astral construct.

Creating an Astral Construct

When manifesting the *astral construct* power, the manifester assembles the desired creature from a menu of choices, as specified in the construct's statistics block. A manifester can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

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

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

Astral Construct Menu A

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

Buff (Ex): The astral construct gains an extra 5 hit points.

Celerity (Ex): The astral construct's land speed is increased by 10 feet.

Cleave (Ex): The astral construct gains the Cleave feat.

Deflection (Ex): The astral construct gains a +1 deflection bonus to Armor Class.

Fly (Ex): The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex): The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex): The astral construct gains the Improved Natural Attack feat.

Mobility (Ex): The astral construct gains the Mobility feat.

Power Attack (Ex): The astral construct gains the Power Attack feat.

Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex): The astral construct is streamlined and shark like, and gains a swim speed of 30 feet.

Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

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

Compact Form: The astral construct is summoned in a smaller form, coming one size category smaller than normal. Its Strength is reduced by 2, its Dexterity is increased by 2, and its modifiers based on size are adjusted appropriately.

Energy Touch (Ex): The astral construct deals an extra 1d4 points of damage of your active energy type (fire, cold, sonic, or electricity) when you manifest the construct.

Extra Attack: If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier x 1-1/2. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex): The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Deflection (Ex): The astral construct gains a +4 deflection bonus to Armor Class.

Improved Buff (Ex): The astral construct gains an extra 15 hit points.

Improved Critical (Ex): The astral construct gains the

Improved Critical feat with its slam attacks.

Improved Damage Reduction (Ex): The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

Improved Swim: The astral construct is streamlined and shark-like, and gains a swim speed of 60 feet.

Muscle (Ex): The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex): If the astral construct hits with a melee attack, the target is affected by astral poison.

Poison (Su): astral poison – injury; *save* Fort DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier; *frequency* 1/minute for 2 minutes; *effect* 1 Con damage; *cure* 1 save.

Pounce (Ex): If the astral construct charges a foe, it can make a full attack.

Smite (Su): Once per day the astral construct can choose one target to focus on, dealing additional damage. The astral construct deals extra damage equal to its Hit Dice to this target until the target is dead, the astral construct's duration is destroyed, expired, or dismissed, or the manifester who summoned it rests to regain daily power points.

Trample (Ex): As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + 1/2 astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a –4 penalty.

Astral Construct Menu C

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

Blindsight (Ex): The astral construct has blindsight out to 60 feet.

Concussion (Sp): The astral construct can manifest *concussion blast* (manifester level 7th) as a free action once per round.

Constrict (Ex): The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Dimension Slide (Sp): The astral construct can manifest *dimension slide* (manifester level equal to Hit Dice) as a move action once per round.

Energy Bolt (Sp): The astral construct can manifest *energy bolt* (manifester level 8th) as a standard action once per round. The creator's active energy type determines the type of energy used. Kineticists are not restricted to an active energy type when choosing this menu option.

Extra Buff (Ex): The astral construct gains an extra 30 hit points.

Extreme Damage Reduction (Ex): The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.

Extreme Deflection (Ex): The astral construct gains a +8 deflection bonus to Armor Class.

Natural Invisibility (Su): The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Power Resistance (Ex): The astral construct gains power resistance equal to 10 + its Hit Dice.

Rend (Ex): The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.

Spring Attack (Ex): The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex): The astral construct gains the Whirlwind Attack feat.

1st-Level Astral Construct CR ½

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

Defense

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)
HP 15 (1d10+10)
Fort +0, **Ref** +2, **Will** +0
Construct traits

Offense

Speed 30 ft.
Melee Slam +4 melee (1d4+3)
Space 5 ft.; **Reach** 5 ft.

Statistics

Str 15, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +1, **CMB** +2; **CMD** 14
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

One ability from Menu A
Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

2nd-Level Astral Construct CR 1

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

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
HP 31 (2d10+20)
Fort +0, **Ref** +2, **Will** +0
Construct traits

Offense

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

Statistics

Str 17, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +2, **CMB** +5; **CMD** 17
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

One ability from Menu A
Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

3rd-Level Astral Construct CR 2

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

Defense

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

Offense

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

Statistics

Str 21, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +3, **CMB** +8; **CMD** 20
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

One ability from Menu A
Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

4th-Level Astral Construct CR 3

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

Defense

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

Offense

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

Statistics

Str 25, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +5, **CMB** +12; **CMD** 24
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

One ability from Menu B
Construct Traits: An astral construct has immunity to poison, *sleep,* paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

5th-Level Astral Construct CR 5

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

Defense

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)
HP 68 (7d10+30)
Fort +2, **Ref** +3, **Will** +2
DR 5/magic; Construct traits

Offense

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

Statistics

Str 29, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +7, **CMB** +17; **CMD** 28
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

One ability from Menu B
Construct Traits: An astral construct has immunity to poison, *sleep,* paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

6th-Level Astral Construct CR 7

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

Defense

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)
HP 85 (10d10+30)
Fort +3, **Ref** +4, **Will** +3
DR 10/magic; Construct traits

Offense

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

Statistics

Str 33, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +10, **CMB** +22; **CMD** 33
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

One ability from Menu B
Construct Traits: An astral construct has immunity to poison, *sleep,* paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

7th-Level Astral Construct CR 8

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

Defense

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)
HP 101 (13d10+30)
Fort +4, **Ref** +5, **Will** +4
DR 10/magic; Construct traits

Offense

Speed 40 ft.
Melee 2 slams +24 melee (1d8+12)
Space 10 ft.; Reach 10 ft.

Statistics

Str 35, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +13, **CMB** +26; **CMD** 37
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

One ability from Menu C
Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

8th-Level Astral Construct CR 9

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

Defense

AC 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)
HP 118 (16d10+30)
Fort +5, **Ref** +6, **Will** +5
DR 15/magic; Construct traits

Offense

Speed 40 ft.
Melee 2 slams +29 melee (1d8+14)
Space 10 ft.; **Reach** 10 ft.

Statistics

Str 39, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +16, **CMB** +31; **CMD** 42
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

One ability from Menu C
Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

9th-Level Astral Construct CR 10

0 XP (included with master)
N Huge construct
Init +0; Senses darkvision 60 ft., low-light vision, Perception -

Defense

AC 33, touch 8, flat-footed 33 (+25 natural, -2 size)
HP 144 (19d10+40)
Fort +6, **Ref** +6, **Will** +6
DR 15/magic; Construct traits

Offense

Speed 50 ft.
Melee 2 slams +33 melee (2d6+16)
Space 15 ft.; **Reach** 15ft.

Statistics

Str 43, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 10
BAB +19, **CMB** +37; **CMD** 47
Feats -
Skills -

Ecology

Environment Any
Organization Solitary
Treasure none

Special Abilities

Two abilities from Menu C
Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

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

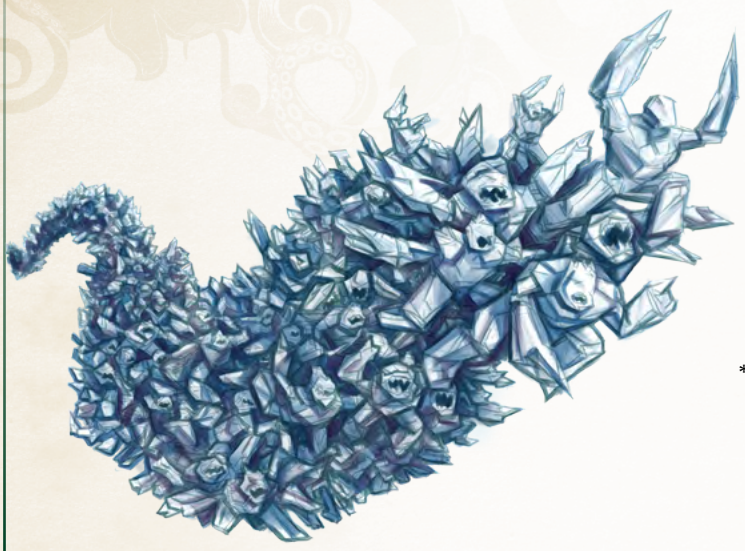
Str 1, **Dex** 18, **Con** -, **Int** -, **Wis** 11, **Cha** 10
Base Attack +14; **CMB** -; **CMD** -

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.



PSICRYSTAL

A small crystal, about the size of a hand, walks on spidery legs and glows with an inner light.

Psicrystal CR -

XP 0 (included in master's)
Diminutive construct (alignment as master)
Init +2 **Senses** Sighted 40 ft., Perception +6

Defense

AC 16, touch 16, flat-footed 14 (+4 size, +2 Dex*)
HP ½ master's
Fort *, **Ref** *, **Will** * - * as master's saves
Hardness 8

Offense

Speed 30 ft., climb 20 ft.*
Melee -
Space 1 ft.; **Reach** 0 ft.

Statistics

Str 1*, **Dex** 15*, **Con** -, **Int** 6, **Wis** 10, **Cha** 10
BAB +0; **CMB** -9; **CMD** +3
Feats -
Skills Climb +10*, Perception +6, Stealth +14

Ecology

Environment Any
Organization Solitary
Treasure None

Special Abilities

Construct traits: A psicrystal has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Psicrystals do not have the usual construct traits of darkvision and low-light vision.

Psicrystal Granted Abilities: The psicrystal described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality (If its master chooses not to activate the self-propulsion ability, the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

Skills: A psicrystal (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.

*With self-propulsion ability activated.

The psicrystal described here is that of a 1st-level manifester.

The externalization of a fragment of a manifester's consciousness, a psicrystal is rarely found far from a character with the ability to manifest psionic powers.

A psicrystal's characteristics depend on its master. For the purpose of effects related to number of Hit Dice, use the master's total level in psionic classes. The psicrystal's hit points are equal to half its master's and its saving throw bonuses are the same as its master's.

Glossary

Presented below are a variety of commonly-used terms for ease of reference. They are presented in alphabetical order.

Ability Burn: A special form of ability damage that cannot be magically or psionically healed, even by effects that remove ability drain. It is caused by the use of certain psionic feats and powers. It returns only through natural healing.

Active Energy Type: The current selected type of energy (cold, electricity, fire, or sonic). Most psionic powers with the [Energy] descriptor deal damage based on the active energy type. Kineticists may change their active energy type freely, and wilders may temporarily change their active energy type during a wild surge; otherwise, a psionic character may change his active energy type when gaining psionic focus. The psionic character need not maintain psionic focus to maintain an active energy type.

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.

Collective: A group of creatures joined together by a psionic bond. A collective may, but does not always, allow the ability to share effects and communicate.

Discipline: One of six types of psionic powers. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Discipline Power: A psionic power that usually can only be learned by psions that specialize in that specific discipline.

Display: A cosmetic auditory, material, mental, olfactory, or visual effect that accompanies the primary effect of a psionic power, as indicated in the power's description. No power's display is significant enough to create consequences (such as damage or a distraction) during combat. A manifester may manifest a power without its usual displays with a successful concentration check (DC 15 + the level of the power).

Focus: See Psionic Focus

Incorporeal: Creatures with the incorporeal condition do not have a physical body. Incorporeal creatures are immune to all nonmagical and nonpsionic attack forms. Incorporeal creatures take half damage (50%) from magic and psionic weapons, spells, powers, spell-like effects, psi-like effects, and supernatural effects. Incorporeal creatures take full damage from other incorporeal creatures and effects, as well as all force effects.

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

Key Ability Score: The ability score used to determine bonus power points, the maximum power level a character can manifest, and the save DCs of powers. For example, this is Intelligence for psions, Wisdom for psychic warriors, and Charisma for wilders.

Manifest: To cause a psionic power or psi-like ability to take effect. The process of manifesting a power is akin to casting a spell, but with significant differences. A power is manifested when a psionic character pays its power point cost. Some psionic creatures have psi-like abilities, which they can manifest without paying a power point cost.

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.

Manifester Level Check: A check made by rolling 1d20 and adding the character's effective manifester level.

Metapsionic Feat: A type of feat which modifies a power being manifested. Using metapsionic feats typically requires expending psionic focus (see Psionic Focus) and may require spending additional power points on the power. Any additional cost to manifest a power using a metapsionic feat may not result in the power costing a total number of power points greater than the character's effective manifester level.

Mind-affecting: A mind-affecting power or effect works only against creatures with an Intelligence score of 1 or higher.

Mindless: A creature with no Intelligence score. Constructs, most oozes, some plants, some undead, and most vermin are mindless.

Negative Levels: For each negative level a creature has, it takes a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels, and manifesters do not lose access to powers, nor suffer a decreased power point pool. If a creature's negative levels equal or exceed its total Hit Dice, it dies.

Network (descriptor): A power that carries special benefits when used by a character with a collective.

Null Psionics Field: A field where psionics are suppressed. This can be naturally occurring or created via other means, such as the null psionics field power.

Power: A psionic power is a one-time psionic effect. It is akin to a spell, but relies upon psionic energy rather than magical energy.

Power Point: A measure of psionic energy. Power points are spent to manifest powers or use special abilities. Spent power points can be replenished after 8 hours of rest, akin to casters regaining spent spell slots.

Power Point Pool: See power point reserve.

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.

Power Resistance: Power resistance is the extraordinary ability to avoid being affected by powers. Some powers also grant power resistance. To affect a creature that has power resistance, a manifester must succeed on a manifester level check (1d20 + effective manifester level) at least equal to the creature's power resistance. Only powers and psi-like abilities are subject to power resistance; extraordinary and supernatural abilities (including enhancement bonuses on psionic weapons) are not.

Psicrystal: A fragment of a psionic character's personality given physical form by the Psicrystal Affinity feat. Psicrystal abilities are determined by the character's total levels in psionic classes.

Psionic (descriptor): A power, item, or effect created by or enhanced with psionic energy, such as a weapon or armor with an Enhancement bonus from a psionic crafter.

Psionic (subtype): A creature with a power point reserve or psi-like abilities. A psionic creature can gain psionic focus.

Psionic Class: A class that grants or requires a power point reserve or psi-like abilities. If a character is a member of a psionic race and chooses to gain an extra power point for taking a level in a favored class, or chooses to take a psionic feat, that does not determine a psionic class; the class itself must grant or require the power point reserve or psi-like abilities. Classes that grant the Wild Talent feat or that require the character be of a psionic race or have levels in a psionic class are also considered to be psionic classes.

Psionic Feat: A type of feat which can only be taken by creatures with the psionic subtype.

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.

Psionic-Magic Transparency: The default rule for interaction between psionic effects and magic effects. Under this rule, psionic effects are treated the same as magic effects and vice versa when determining interaction of different effects. Spell resistance is treated as power resistance and vice versa, *dispel magic* can *dispel psionics* and vice versa, *null psionics fields* are treated the same as *anti-magic fields* and vice versa, bonuses against spells are similarly granted against powers and vice versa, and so on.

Psi-like Ability: A psionic effect which can be manifested without paying a power point cost. When manifesting a psi-like ability, the creature's effective manifester level is equal to its hit dice unless specified otherwise. Some psi-like abilities duplicate existing psionic powers; unless specified otherwise, such psi-like abilities are manifested as if the psionic power were augmented to the limit of the creature's effective manifester level. Psi-like abilities are subject to power resistance and *dispel psionics*. They do not function in areas where psionics are suppressed or negated (such as a *null psionics field*). Psi-like abilities can be dispelled as normal. A creature with psi-like abilities gains the psionic subtype.

Purely Mental Action: An action which can be taken without physical movement, such as casting a spell without somatic or verbal components. All psionic powers and psi-like abilities are purely mental actions to manifest unless specified otherwise, although subsequent actions (such as making a melee touch attack) may not be. A character may take purely mental actions when paralyzed, pinned, or otherwise physically restrained (although a concentration check is required to manifest powers while grappled, pinned, or entangled), but not when stunned, dazed, unconscious, or otherwise mentally incapacitated.

Telepath: A psion who has chosen the Telepathy discipline.

Telepathy (ability): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language.

Telepathy (discipline): One of the six psion disciplines.

Temporary Power Points: Certain effects give a character temporary power points, usually for a set duration (10 minutes unless specified otherwise). Any power points spent are deducted from these temporary power points first (the manifester may spend both temporary power points and power points from his own power point reserve when manifesting). When the duration wears off, any unspent temporary power points are lost. Spent temporary power points cannot be regained through normal means (although the character could gain additional temporary power points through the same or another effect). If the character gains additional temporary power points while existing power points remain, they overlap (they do not stack) so only the highest total remains, and the duration is reset to the latest temporary power points' duration.

Trigger (descriptor): A psionic power that has a secondary effect that must be triggered by a particular set of criteria.

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Psionic Bestiary, © 2013, Dreamscarred Press.

Psionics Augmented, © 2013, Dreamscarred Press

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Ultimate Psionics Character Sheet

Character Name | Alignment | Player

Character Class and Level | Deity | Homeland

Race | Size | Gender | Age | Height | Weight | Hair | Eyes

	Ability Score	Ability Modifier	Temp Score	Temp Modifier
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

HP Hit Points — Total: ____ hp

Wounds

Damage Reduction

Non-lethal Damage

Init Initiative = ____ (DEX) + ____ Misc

Speed Land: ____ ft ____ sq — with Armor: ____ ft ____ sq

Fly: ____ ft (Maneuverability: ____) | Swim: ____ ft | Climb: ____ ft | Burrow: ____ ft

Temp Modifiers

AC Armor Class = 10 + ____ Armor Bonus + ____ (DEX) + ____ Deflection Modifier + ____ Size Modifier + ____ Natural Armor + ____ Misc

Touch Armor Class

Flat-Footed Armor Class

Modifiers

Saving Throws

	Ability Modifier	Base Save	Magic Modifier	Misc Modifier
Fortitude	CON			
Reflex	DEX			
Will	WIS			

Modifiers

BAB Base Attack Bonus

PR/SR Power / Spell Resistance

CMB Armor Class = ____ Base Attack Bonus + ____ (STR) + ____ Size Modifier

Modifiers

CMD Armor Class = 10 + ____ Base Attack Bonus + ____ (STR) + ____ (DEX) + ____ Size Modifier + ____ Deflection + ____ Misc

	Weapon	Attack Bonus	Critical	Type	Range	Ammunition	Damage
Weapon			×				
Weapon			×				
Weapon			×				
Weapon			×				
Weapon			×				
Weapon			×				
Weapon			×				

Skills

Skill Names (‡ Trained Only)	Total Bonus	= Ability Modifier	+ Ranks	+ Class Skill +3	+ Feats & Racial	+ Misc	- Armor Check
Acrobatics		= STR		☐			
Appraise		= INT		☐			
Autohypnosis		= WIS		☐			
Bluff		= CHA		☐			
Climb		= STR		☐			
Craft ____		= INT		☐			
Craft ____		= INT		☐			
Craft ____		= INT		☐			
Diplomacy		= CHA		☐			
Disable Device ‡		= DEX		☐			
Disguise		= CHA		☐			
Escape Artist		= DEX		☐			
Fly		= DEX		☐			
Handle Animal ‡		= CHA		☐			
Heal		= WIS		☐			
Intimidate		= CHA		☐			
Knowledge (Arcana) ‡		= INT		☐			
Knowledge (Dungeoneering) ‡		= INT		☐			
Knowledge (Engineering) ‡		= INT		☐			
Knowledge (Geography) ‡		= INT		☐			
Knowledge (History) ‡		= INT		☐			
Knowledge (Local) ‡		= INT		☐			
Knowledge (Nature) ‡		= INT		☐			
Knowledge (Nobility) ‡		= INT		☐			
Knowledge (Planes) ‡		= INT		☐			
Knowledge (Psionics) ‡		= INT		☐			
Knowledge (Religion) ‡		= INT		☐			
Linguistics		= INT		☐			
Perception		= WIS		☐			
Perform ____		= CHA		☐			
Perform ____		= CHA		☐			
Profession ‡ ____		= WIS		☐			
Profession ‡ ____		= WIS		☐			
Ride		= DEX		☐			
Sense Motive		= CHA		☐			
Sleight of Hand ‡		= DEX		☐			
Spellcraft ‡		= INT		☐			
Stealth		= DEX		☐			
Survival		= WIS		☐			
Swim		= STR		☐			
Use Magic Device ‡		= CHA		☐			

Modifiers

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Armor

Armor / Shield	Special Properties	Armor Bonus	Check Penalty	Spell Failure	Weight
			–	%	
			–	%	
			–	%	
			–	%	
			–	%	

Inventory

	Weight
Total Weight	

Light load | Medium load | Heavy load

Money

pp	gp	sp	cp
Platinum	Gold	Silver	Copper

Feats and Special Abilities

Psionics

PP Power Points ____ per day = Base Points (from class) + (Stat (INT or WIS or CHA) × Level / 2) + Racial Points + Misc

Power Points

Powers known

Max power level

Max power point cost

Power Level	Point Cost	Power Save DC	Wild Surge Save DC
1	1		
2	3		
3	5		
4	7		
5	9		
6	11		
7	13		
8	15		
9	17		

Psionic Powers

Power Level		Point Cost