

Player Paraphernalia

#122

BAD TO THE BONE
HORRIBLE HYBRID
CLASSES
VOLUME II

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PLAYER PARAPHERNALIA #122

BY THE KNOTTY-WORKS



Welcome to issue one hundred and twenty-two of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces two more hybrid classes whose idea or initial design is far from stellar. Either they have no real special uniqueness to them or—on the surface—the classes do not seem to make sense joined together. The first class—the Draitrodair—combines the fighter's bonus combat feat track with the ability to study and cast arcane spells. The second class—the Síceachtrodair—combines the mental powers of the psychic with the martial prowess of the fighter. While they may appear generic, they are by no means over-powered nor are they flavorless.

Class names are derived from the Irish Gaelic. Trodaire is Irish for fighter. Draoi is Irish for wizard. And Síceach is Irish for psychic.

THE DRAITRODAIR

Whether its swinging a sword or making wild gestures that launch missiles of pure energy, the draitrodair walks a fine line between mage and martialist. While the arcane arts flow freely through the draitrodair's veins, the mental and physical training with arms and armor does take a toll on this wizard warrior. He never quite attains the same level of proficiency with his magical studies as others that devote themselves to the quest of magical supremacy.

Role

The draitrodair handles himself in the midst of battle with suitable finesse and daring, though his skill doesn't quite measure up to those that spend every waking minute in the pursuit of martial perfection. And his spell casting proficiency is quite handy both in and out of combat, but again not quite to the level that focus solely on the arts of magical study and contemplation. As a result, the draitrodair handles himself easily in most situations, though he can easily be overpowered by those that perfect a single form of artistry, be it magical or martial.

Alignment

Draitrodair may be of any alignment.

Hit Die

d8.

Parent Classes

Fighter and Wizard

Starting Wealth

5d6 X 10 gp (average 175 gp) plus one outfit worth 10 gp or less.

Class Skills

The draitrodair is skilled in [Climb](#), [Craft](#) (any), [Intimidate](#), [Knowledge](#) (arcane), [Knowledge](#) (dungeoneering), [Knowledge](#) (planes), [Linguistics](#), [Profession](#), [Ride](#), [Spellcraft](#), [Survival](#), and [Swim](#).

Draitrodair Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spells Per Day						
						0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+0	+0	+2	Arcane training	3	1	—	—	—	—	—
2	+1	+0	+0	+3	Bonus feat	4	2	—	—	—	—	—
3	+2	+1	+1	+3	Arcane armor training	4	3	—	—	—	—	—
4	+3	+1	+1	+4	Bonus feat	4	3	1	—	—	—	—
5	+3	+1	+1	+4	Arcane adept training	4	4	2	—	—	—	—
6	+4	+2	+2	+5	Bonus feat	5	4	3	—	—	—	—
7	+5	+2	+2	+5	Arcane armor training	5	4	3	1	—	—	—
8	+6/+1	+2	+2	+6	Bonus feat	5	4	4	2	—	—	—
9	+6/+1	+3	+3	+6	Arcane school training	5	5	4	3	—	—	—
10	+7/+2	+3	+3	+7	Bonus feat	5	5	4	3	1	—	—
11	+8/+3	+3	+3	+7	Arcane armor training	5	5	4	4	2	—	—
12	+9/+4	+4	+4	+8	Bonus feat	5	5	5	4	3	—	—
13	+9/+4	+4	+4	+8	Advanced arcane training	5	5	5	4	3	1	—
14	+10/+5	+4	+4	+9	Bonus feat	5	5	5	4	4	2	—
15	+11/+6/+1	+5	+5	+9	Arcane armor training	5	5	5	5	4	3	—
16	+12/+7/+2	+5	+5	+10	Bonus feat	5	5	5	5	4	3	1
17	+12/+7/+2	+5	+5	+10	Arcane School training	5	5	5	5	4	4	2
18	+13/+8/+3	+6	+6	+11	Bonus feat	5	5	5	5	5	4	3
19	+14/+9/+4	+6	+6	+11	Arcane armor mastery	5	5	5	5	5	5	4
20	+15/+10/+5	+6	+6	+12	Bonus feat	5	5	5	5	5	5	5

Skill Ranks per Level

2 + Int modifier.

Class Abilities

The draitrodair gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The draitrodair is proficient with simple and martial weapons. He is proficient with light, medium armor, and heavy armor as well as shields (except for tower shields).

If the draitrodair wears armor or uses a shield for his defense, he does suffer the normal chances of arcane spell failure while casting spells with a somatic component.

Arcane Training (Sp)

Beginning at 1st level, the draitrodair learns to temporarily harness arcane energies to improve his martial skill. He may spend a **swift action** to energize his weapon, natural attack, or unarmed attack that lasts until the beginning of his next turn. While energized, the weapon, natural attack, or unarmed attack is treated as magical for purposes of overcoming **damage reduction**. The draitrodair may empower the weapon or appendage a number of rounds per day equal to his class level. Only one weapon or natural attack may be energized per use of this ability.

At 6th level, the draitrodair's training to enhance his weapon is not restricted to a single weapon or appendage, but the effect only works for the draitrodor.

The draitrodor may also sacrifice a prepared spell beginning at 3rd level to gain an **enhancement bonus** to a single weapon as a **swift action**. The bonus is equal to the level of the spell sacrificed and does stack with other enhancement bonuses granted through other means (such as a magic weapon or spell or supernatural effect), though this ability cannot grant a total **enhancement bonus** above +5. The effect lasts for a number of rounds equal to the draitrodair's class level.

Spells

The draitrodair has the ability to cast arcane spells from the **sorcerer/wizard** spell list. He must prepare his spells ahead of time after getting 8 hours of rest and spending an hour in study with his spell book. In order to learn and prepare a spell, the draitrodair must have an Intelligence of 10 + the level of the spell. Any associated saving throws for spells cast by the draitrodair have a DC of 10 + the level of the spell + the draitrodair's Intelligence modifier.

The draitrodair may only prepare and cast a certain number of spells per day as listed on the Draitrodair Progression Table. He also gains any bonus spells based on his Intelligence score as listed in the Ability Modifiers and Bonus Spells table found in the Pathfinder Roleplaying Game Core Rule Book™. In addition the draitrodair prepares a number of cantrips (0-level spells) per day that are not consumed when cast.

The draitrodair must keep a spellbook in which all his spells are stored. The draitrodair begins with a spellbook containing all the cantrips found in the Core Rule Book™ and three 1st level spells of his choice. The draitrodair adds two new spells of his choice at each level attained as long as they are of a level he can cast. He may also inscribe spells from other sources as a **wizard** of the same level.

Bonus Feat

At 2nd level, the draitrodair gains a bonus feat and an additional bonus feat



every even level thereafter. The feat must be either a combat feat, Item **creation** feat, or a metamagic feat. The draitrodair must meet any prerequisites for the feat chosen.

At 4th level and every four levels thereafter, the draitrodair may change out an existing feat for another feat he acquired as a bonus feat. He may not swap a feat that is a prerequisite for another feat, and it must be either a combat feat, item **creation** feat, or metamagic feat.

Arcane Armor Training (Sp)

At 3rd level, the draitrodair becomes more accustom to casting spells while wearing armor. The chance for arcane spell failure while wearing armor is reduced by 10% (minimum of 0%). At 7th, 11th, and 15th level the chance of arcane spell failure drops by another 10% (to a minimum of 0%).

If wearing **medium** armor and the effective chance of arcane spell failure is 0%, the draitrodair's movement

is not reduced due to the armor. The daitrodair's movement is still affected by encumbrance.

Arcane Adept Training (Sp)

At 5th level, the daitrodair may sacrifice a prepared spell as a **swift action** to grant a special ability to his weapon, armor, or shield. The weapon, armor, or shield does not need to be magical or even masterwork, but the special ability only functions while in the hands of the daitrodair or adorning his body. As soon as the weapon, armor, or shield leaves the daitrodair's possession, the effect immediately goes inert until the daitrodair takes possession again.

The special ability's bonus cost cannot exceed the level of the spell sacrificed, and the special ability lasts for a number of rounds equal to $\frac{1}{2}$ the daitrodair's class level. If the weapon, armor, or shield already possesses the special ability, this effect does not add any additional benefits for the daitrodair.

The daitrodair may only have one special ability in use at a time, regardless of how he applied it. If he uses this feature to grant another item a special ability, the previous effect immediately ends. At 10th level, the daitrodair may have two special abilities in effect at a time, though they must be on different items (such as a weapon and armor, armor and shield, etc.). At 15th level, the daitrodair may have three special abilities in effect at one time, but they must be on a weapon, armor, and a shield. He must still consume a prepared spell of the level of the bonus required to activate the special ability.

Arcane School Training

The daitrodair becomes intimately familiar with one of the arcane schools at 9th level. The daitrodair choose one of the seven traditional schools of arcane study (the daitrodair may not choose the universal school) or an appropriate sub-school, and gains the powers granted to 1st level wizards, treating the daitrodair's

effective **wizard** level equal to $\frac{1}{2}$ his class level for determining the effects of the power including any associated saving throw DCs that may be required for the power's effect. Once the school is chosen by the daitrodair, it cannot be changed later.

At 17th level, the daitrodair gains the school power granted to the **wizard** at 6th level or later. The daitrodair's effective class level for any effects or saving throw DCs for the power is equal to $\frac{1}{2}$ his class level.

Advanced Arcane Training (Sp)

At 13th level, the daitrodair gains the ability to change a prepared spell for another prepared of the same or greater level as a **free action**. In effect, the daitrodair may prepare his spells normally, but may swap out any of his spells for another he has prepared as long as he hasn't already cast the spell for the day. He must select which prepared spell he is expending in order to use this feature and may not use that spell to swap out another unless he prepared it for more than one spell casting and has at least one left.

The daitrodair may use this ability a number of times per day equal to his Intelligence modifier.

Arcane Armor Mastery

At 19th level, the daitrodair suffers no chance of arcane spell failure while wearing any type of armor or hefting a shield. If the daitrodair defensively casts a spell, he adds the **armor bonus** of any armor worn to his concentration check to successfully cast the spell.

THE SÍCEACHTRODAIR

While those that take up arms for a living generally rely on martial skills and intense physical training, there are some that understand that only by harnessing the inner-self can one master the body and harness the true potential required for combat.

The síceachtroair learns to focus his inner reserve of psychic energy to enhance his martial skills, eventually mastering the ability to summon psychic effects normally accessible to psychics.

Role

The síceachtroair is fully qualified to wield weapons for offensive and defensive purposes. His skills and ability to absorb the shock of combat allows him to tackle nearly any type of martial threat, and his psychic mindfulness of his surroundings and himself provides an unnatural edge while wading into combat.

Alignment

The síceachtroair may be of any alignment.

Hit Die

d10.

Parent Classes

Fighter and Psychic.

Starting Wealth

4d6 X 10 gp (average 140 gp) plus one outfit worth 10 gp or less.

Class Skills

The síceachtroair is skilled in Climb, Craft (any), Fly, Intimidate, Knowledge (dungeoneering), Knowledge (engineering), Perception, Profession, Ride, Sense Motive, Survival, and Swim.

Skill Ranks per Level

2 + Int modifier.

Class Abilities

The síceachtroair gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The síceachtroair is proficient with all simple and martial weapons as well as all armor and shields (including tower shields).

Knacks (Sp)

The síceachtroair gains access to 0-level psychic spells (knacks) at 1st level as long as he has an Intelligence of 10 or higher. Any associated DCs for saving throws involving his known knacks is equal to 10 + the síceachtroair's Intelligence modifier. Casting a knack does not consume a daily spell slot, and the síceachtroair may cast any known knack as desired.

The síceachtroair knows one knack at 1st level and gains additional knacks as listed on the Síceachtroair Spells Known Table. The síceachtroair gains no additional known knacks due to a high Intelligence score.

Phrenic Amplification

The síceachtroair learns to empower his martial prowess through nearly supernatural focus and the ability to harness his inner reserves of mental energy. By amplifying his phrenic energy (see Phrenic Pool below), the síceachtroair may choose a single method from the phrenic amplifications below at 1st level. He may choose another phrenic amplification at 7th level and 13th level.

A phrenic amplification may only be chosen once. Once the síceachtroair gains another phrenic amplification, he may only initially manifest one per round, but he may maintain multiple effects as a swift action as long as they are different phrenic amplifications and there is no additional cost in points from his phrenic pool.

Síceachtrodair Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Psychic Spells Per Day			
						1 st	2 nd	3 rd	4 th
1	+1	+0	+0	+2	Knacks, phrenic amplification, phrenic pool, psychic discipline, psychic sensitivity	—	—	—	—
2	+2	+0	+0	+3	Bonus feat	—	—	—	—
3	+3	+1	+1	+3	Combat senses +1	—	—	—	—
4	+4	+1	+1	+4	Bonus feat	1	—	—	—
5	+5	+1	+1	+4	Discipline power , discipline spell	1	—	—	—
6	+6/+1	+2	+2	+5	Bonus feat	1	—	—	—
7	+7/+2	+2	+2	+5	Combat senses +2, phrenic amplification	1	1	—	—
8	+8/+3	+2	+2	+6	Bonus feat, discipline spell	1	1	—	—
9	+9/+4	+3	+3	+6	Discipline power	2	1	—	—
10	+10/+5	+3	+3	+7	Bonus feat	2	1	1	—
11	+11/+6/+1	+3	+3	+7	Combat senses +3, discipline spell	2	1	1	—
12	+12/+7/+2	+4	+4	+8	Bonus feat	2	2	1	—
13	+13/+8/+3	+4	+4	+8	Phrenic amplification	3	2	1	1
14	+14/+9/+4	+4	+4	+9	Bonus feat , discipline spell	3	2	1	1
15	+15/+10/+5	+5	+5	+9	Combat senses +4	3	2	2	1
16	+16/+11/+6/+1	+5	+5	+10	Bonus feat	3	3	2	1
17	+17/+12/+7/+2	+5	+5	+10	Discipline power	4	3	2	1
18	+18/+13/+8/+3	+6	+6	+11	Bonus feat	4	3	2	2
19	+19/+14/+9/+4	+6	+6	+11	Combat senses +5, major amplification	4	3	3	2
20	+20/+15/+10/+5	+6	+6	+12	Bonus feat	4	4	3	2

Archery Augmentation (Su)

The síceachtrodair may expend **psychic** energy from his phrenic pool as a **move action** while throwing or launching a ranged weapon. The síceachtrodair may spend 1 point from his phrenic pool to gain the effects of the Point Blank feat. If he already has the Point Blank feat, he ignores the first -2 range increment penalty as well.

The síceachtrodair may expend 2 points from his phrenic pool to also gain the benefits of the **Precise Shot** feat as well. If the síceachtrodair already has the **Precise Shot** feat, he ignores any partial **cover** penalties when other combatants are in the way of his intended target.

The effects of this power last until the beginning of the síceachtrodair's next turn. He may spend an additional point from his phrenic pool to extend the effect for another turn as a **swift action**.

Armor Augmentation (Su)

The síceachtrodair may expend **psychic** energy from his phrenic pool as a **swift action** to treat his armor as a second skin. When using this amplification, the síceachtrodair ignores any armor check penalties and maximum Dexterity bonus modifiers for any armor worn as well as any penalties to his movement caused by the armor. The cost of initiating this amplification is dependent on the

armor being augmented. Light armor requires 1 point, medium armor requires 2 points, and heavy armor requires 3 points from the síeachtrodair's phrenic pool.

Once initiated, the síeachtrodair may maintain the effect at the beginning of his turn by spending 1 point from his phrenic pool as a **swift action** (regardless of the type of armor being augmented).

Hardened Armor (Su)

The síeachtrodair may expend 1 point from his phrenic pool as a **move action** to fortify his adorned armor. The armor is treated as masterwork and gains a hardness bonus equal to $\frac{1}{2}$ the síeachtrodair's class level. If the armor is already of masterwork quality, it grants the síeachtrodair DR 1/-. This **damage reduction** does not stack with any other type of DR the síeachtrodair may gain from other effects.

The síeachtrodair may maintain the effect each round thereafter as a **swift action** without expending any additional points from his phrenic pool.

Hardened Blade (Su)

By expending 1 point from his phrenic pool as a **move action**, the síeachtrodair psychically fortifies a single melee weapon he is wielding. The weapon is treated as a masterwork weapon and the síeachtrodair adds $\frac{1}{2}$ his class level to its hardness. If the weapon is already of masterwork quality, the síeachtrodair gains a +1 bonus to any damage rolls when successfully striking an opponent.

The síeachtrodair may maintain the effect each round after the first by focusing on the weapon as a **swift action** without spending any additional points. Once he stops focusing on the weapon (or if it leaves his hand), the effect immediately ends.

Hardened Fist (Su)

The síeachtrodair may expend 1 point from his phrenic pool to infuse his hands with deadly force with a **move action**. Once initiated, the síeachtrodair is

Síeachtrodair Spells Known Table

Level	0	1 st	2 nd	3 rd	4 th
1	1	—	—	—	—
2	2	—	—	—	—
3	3	—	—	—	—
4	4	2	—	—	—
5	4	3	—	—	—
6	5	4	—	—	—
7	5	4	2	—	—
8	5	4	3	—	—
9	5	5	4	—	—
10	5	5	4	2	—
11	5	5	4	3	—
12	5	6	5	4	—
13	5	6	5	4	2
14	5	6	5	4	3
15	5	6	6	5	4
16	5	6	6	5	4
17	5	6	6	5	4
18	5	6	6	6	5
19	5	6	6	6	5
20	5	6	6	6	5

treated as having the **Improved Unarmed Strike** combat feat. If the síeachtrodair already possesses the **Improved Unarmed Strike** feat, the damage caused by his strike increases by one die type (d3 becomes d4, d4 becomes d6, etc.).

The síeachtrodair may maintain the effect each round after the first by focusing on his fists with a **swift action** without expending any additional points from his phrenic pool.

This amplification does not count as the actual **Improved Unarmed Strike** feat for purposes of any other feat prerequisites.

Two-Weapon Focus (Su)

The síeachtrodair may expend 1 point from his phrenic pool as a **move action** to become supernaturally **adept** at wielding two weapons at once. He treated as having the **Two-Weapon Fighting** feat when initiating this amplification. If the síeachtrodair already has the



Two-Weapon Fighting feat, he adds his full Strength modifier to the damage bonus of his off-handed weapon, regardless of its actual size.

The síeachtrodair may maintain the effect each round after the first by focusing on his weapons with a **swift action** without expending any additional points from his phrenic pool.

This amplification does not count as the actual **Two-Weapon Fighting** feat for purposes of any other feat prerequisites.

Phrenic Pool (Su)

The síeachtrodair begins with a pool of psychic energy that he may use to empower his amplifications and other class abilities at 1st level. The maximum number of points within his phrenic pool is equal to ½ his class level + the modifier appropriate to his chosen psychic discipline (see below). This psychic energy is replenished each morning after 8 hours of rest or meditation, though these do not need to be consecutive. Feats, magic-items,

spells, or **spell-like abilities** may extend this maximum as well.

The síeachtrodair does qualify for any feat that requires a phrenic pool as a prerequisite.

Psychic Discipline

The síeachtrodair chooses a **psychic discipline** at 1st level. These disciplines are identical to those granted to psychics, though the síeachtrodair is limited to which disciplines from which he may choose and includes: abomination, faith, pain, and self-perfection. The síeachtrodair may not change the discipline chosen once selected.

The síeachtrodair treats his class level as his effective **psychic level** - 4, gaining the first discipline power at 5th level. However, his phrenic pool modifier determined by the **psychic discipline** is applied at 1st level. The second discipline power is gained at 9th level, and the third gained at 17th level.

The síeachtrodair also gains bonus spells from his chosen discipline. He gains the first level bonus spell at 5th level, the second level bonus spell at 8th level, the third level bonus spell at 11th level, and the fourth level bonus spell at 14th level.

Psychic Sensitivity

The síeachtrodair gains the **Psychic Sensitivity** feat as a bonus feat at 1st level.

Bonus Feat

At 2nd level, the síeachtrodair may choose from a combat feat or the following **psychic feats** as a bonus feat. The síeachtrodair must meet any pre-requisites listed for the desired feat.

Psychic feats include **Chakra Adept**, **Chakra Initiate**, **Chakra Master**, **Empath**, **Expanded Phrenic Pool**, **Psychic Combatant**, **Psychic Defender**, and **Third Eye**. The síeachtrodair treats his phrenic pool as a ki pool in regards to gaining the chakra feats and empowers his chakras with the psychic energy from his phrenic pool.

Combat Senses

At 3rd level, the síeachtrodair's senses become attuned to his environment through the benefit of his reserve of psychic energy. As long as the síeachtrodair has at least 1 point within his phrenic pool, he gains a +1 **circumstance bonus** to his initiative rolls and **Reflex** saving throws. The **circumstance bonus** increases to +2 at 7th level and an additional +1 every four levels thereafter (maximum of +5 at 19th level).

Spells

The síeachtrodair gains access to psychic spells at 4th level. He may cast any spell he knows drawn from the **psychic spell list** without preparing it ahead of time. He must have an Intelligence of at least 10 + the spell level in order to learn and cast the spell, and any DCs associated to saving throws granted from such spells equal 10 + the spell level + the síeachtrodair's Intelligence modifier.

The number of spells the síeachtrodair may cast per day is given under the Spells Per Day of the Síeachtrodair Progression Table, and the síeachtrodair may cast additional spells per day if his Intelligence is high enough as listed in the Ability Modifiers and Bonus Spells table found in the Pathfinder Roleplaying Game Core Rule Book™. However, he only learns a limited number of spells known as listed in the Síeachtrodair Spells Known table based on his class level. The síeachtrodair gains no additional spells based on his Intelligence. He does not have to prepare his spells, but may cast any known spell as desired. However, if he chooses to enhance the spell with a metamagic effect, the casting time of the spell is increased by one increment due to the spontaneous nature of the spell casting.

The síeachtrodair's effective caster level is equal to his class level - 3. He may cast any spell he knows up to the number of spells per day he may cast based on his class level, he does not have to prepare them

ahead of time. The síeachtrodair regains the ability to cast spells each morning after 8 hours of rest or meditation, and these do not need be consecutive.

At 7th level, the síeachtrodair may replace a single known spell with another from the **psychic** spell list as long as it is the same level as the spell being replaced and at least one level lower than the highest level spell the síeachtrodair may cast. He may exchange another spell at 10th and 13th level.

Major Amplification

At 19th level, the síeachtrodair may choose a powerful phrenic amplification to enhance his combat abilities. Once chosen, the major amplification cannot be changed.

The síeachtrodair may maintain active phrenic amplifications when initiating or extending the effects of the major amplification as long as the phrenic amplifications only require a swift action to continue and cost no additional points from his phrenic pool.

Psy-Blast (Su)

The síeachtrodair may launch a blast of **psychic** energy as a ranged **touch attack** as a **standard action**. The range increment of the blast is 10 ft. per Wisdom modifier (minimum of 10 ft.) and the blast causes 1d8 points of damage per point spent from his phrenic pool. The síeachtrodair may use a full-round action to sacrifice a spell slot in place of spending points from his phrenic pool, causing d6 worth of damage per spell level sacrificed.

The blast causes an untyped energy damage, ignoring **damage reduction** or **energy resistance**. The damage may be negated by anti-magic, **immunity** to mind-affecting spell effects, and **spell resistance**.

Psychic Sword (Su)

The síeachtrodair may imbue a melee weapon with his **psychic** impressions by spending 3 points from his

phrenic pool as a **move action**. While so imbued, the síceachtrodair may cast spells with an emotion component even while he is affected by a mind-affecting fear or emotion based effect. In addition, the síceachtrodair may focus himself as a **swift action** when making concentration checks involving **psychic** spells with the thought component, negating the +10 penalty to the concentration check normally caused by such spells.

The sword remains imbued for a number of rounds equal to $\frac{1}{2}$ the síceachtrodair's class level. He may extend the effect as a **swift action** by spending another 3 points from his phrenic pool. If the síceachtrodair drops or loses the imbued weapon, the effect is lost until the síceachtrodair regains the weapon. Others cannot benefit from the síceachtrodair's imbued weapon.

Thought Shield (Su)

The síceachtrodair may manifest a shield of psychic force as a **move action** by expending 3 points from his phrenic pool. The shield grants a +3 **deflection bonus** and a **shield bonus** equal to the síceachtrodair's Wisdom modifier. The shield has no weight and imparts no **armor check penalty** to the síceachtrodair, and is effective against attacks from incorporeal creatures. The shield is supernatural in nature, and cannot be sundered or destroyed, though it can be dispelled (treat its effective spell level equal to $\frac{1}{4}$ the síceachtrodair's class level), and it immediately disappears if the síceachtrodair is rendered **unconscious** or dead.

The síceachtrodair may choose to sacrifice the shield as an **immediate action** to gain the overall bonus (**deflection bonus** plus Wisdom modifier) of the shield to any Will saves versus **psychic** spells or **spell-like abilities** that affect the síceachtrodair's mind or will. Otherwise, the shield remains for a number of rounds equal to $\frac{1}{2}$ the síceachtrodair's class level and can be extended for the same number of rounds as a **swift action** by

expending 3 more points from his phrenic pool.

Thought Sword (Su)

The síceachtrodair may manifest a single light, one-handed, or two-handed melee weapon for which he has proficiency by expending 3 points from his phrenic pool as a **move action**. The weapon is treated as a magical force weapon for the purposes of overcoming **damage reduction** or combating incorporeal creatures. The weapon cannot be sundered or destroyed, though it can be dispelled (treat its effective spell level equal to $\frac{1}{4}$ the síceachtrodair's class level), and it immediately disappears if the síceachtrodair is rendered **unconscious** or dead or if the weapon is dropped or handed to another.

The weapon remains for a number of rounds equal to $\frac{1}{2}$ the síceachtrodair's class level and can be extended for the same number of rounds as a **swift action** by expending 3 more points from his phrenic pool.

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