

Player Paraphernalia

#123

ARCANE DISCIPLINES
NEW PSYCHIC
DISCIPLINES

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PLAYER PARAPHERNALIA #123

BY THE KNOTTY-WORKS



Welcome to issue one hundred and twenty-three 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 eight new psychic disciplines modeled after the arcane schools detailed in the Pathfinder RolePlaying Game Core Rule Book™.

DISCIPLINE OF ABJURATION

Just as traditional practitioners of magic find the best course of action is always a good defense, you have chosen to hone your psychic defenses through meditation and focus.

Phrenic Pool Ability

Wisdom

Bonus Spells

Alarm (1st), *Mental Barrier I* (4th), *Thought Shield II* (6th), *Intellect Fortress I* (8th), *Tower of Iron Will I* (10th), *Intellect Fortress III* (12th), *Mind Blank* (14th), *Fool's Forbiddance* (16th), *Tower of Iron Will V* (18th).

Discipline Powers

Your powers flow from your ability to defend yourself physically and psychically.

Phrenic Field (Su)

You may spend 1 point from your phrenic pool as a **swift action** to gain a +1 **deflection bonus** to your AC for a number of minutes equal to your Intelligence modifier. Spending another point from your phrenic pool while this power is active does not add to this bonus, but extends the effect from the last time you activated it.

You may spend an additional point at 5th level and every 5 levels thereafter to increase the **deflection bonus** by +1.

Glancing Blow (Ex)

At 5th level, you may spend 1 point from your phrenic pool as an **immediate action** to negate the additional damage caused by either a critical strike or sneak attack (or other precision based damage).

At 10th level, you may expend the remainder of your phrenic pool (minimum of 1 point) as an **immediate action** when your hit points would be reduced to 0 or below by a physical attack. You ignore any damage that would reduce you below 1 hit point.

Repulsion (Sp)

At 13th level, you may generate a field that repels creatures as the *Repulsion* spell as a **swift action**. The range

of the field is 10 ft, though you can extend it by spending points from your phrenic pool, gaining 10 ft. per point spent. Once activated, the field may be maintained as a **free action** each round you choose to use it. The saving throw DC is equal to $10 + \frac{1}{2}$ your class level + your Intelligence modifier.

You may use this power a total number of rounds per day equal to your class level, though they do not need to be consecutive.



DISCIPLINE OF CONJURATION

Pulling items or creatures from the ether is not the purview of the arcane realm. You have learned the secrets of manipulating the energy of the cosmos to bend them to your will, whether to summon forth allies to do your bidding or quickly travel from point to point at the blink of an eye.

Phrenic Pool Ability

Charisma

Bonus Spells

Unseen Servant (1st), *Apport Object* (4th), *Ablative Barrier* (6th), *Minor Creation* (8th), *Plane Shift* (10th), *Dream Travel* (12th), *Instant Summons* (14th), *Create Demiplane* (16th), *Dream Voyage* (18th).

Complex Creation Items

Item	DC
Medium Armor	20
Heavy Armor	30
Early Firearm (requires Gunsmithing and GM approval)	25
Advanced Firearm (requires Gunsmithing and GM approval)	35

Discipline Powers

Your ability to summon elements from the ether to shape them as you see fit defines your powers.

Cosmic Sculpting (Su)


You may create an inanimate object made of simple materials (wood, glass, stone, and simple metals) as a **standard action**. The object cannot weigh more than 1 lb. per class level. As long as the item remains in your possession it lasts for up to 1 minute. After that time—or if the item leaves your grasp—it bursts in an innocuous flash of sparks.

If the item contains any moving parts you must make a **Craft** skill check to successfully render it (DC dependent on the complexity of the item, general guideline is DC $10 + 5$ per moving part - see chart for other examples). You may also make a **Craft** skill check when creating an item without moving parts, and if you meet or exceed a DC 20 the item is considered masterwork quality and you regain 1 point to your phrenic pool.

You may use this power a total number of times per day equal to $3 +$ your Intelligence modifier. You may only create one object at a time, using this power to create another item while one currently exists, the previous item immediately disappears.

Cosmic Portal (Su)

At 5th level, you may manifest a shimmering two-dimensional door of energy in your space as a **standard action** and another door up to 1 mile per class level away in a specific direction. The other



door will appear in an open area that will allow you passage. The door lasts until the end of you turn or until you move through it, whichever comes first. You can extend the duration of the door by 1 round by spending 1 point from your phrenic pool, though the door does instantly vanish once you step through. Others may use the door while it remains open.

Spectral Guardians (Su)

At 13th level, you may summon a spectral hound that function in all aspects as the watchdog summoned by the *Mage's Faithful Hound* spell as a standard action. The hound follows you and is considered to be in your space in regards to its threat range. The hound remains for an hour, though you can extend it by another hour by expending 1 point from your phrenic pool. Once the hound makes an attack, it returns back to the ether after a number of rounds equal to your class level.

You may use this power 3 + your Intelligence modifier times per day, though only one guardian may be summoned at a time. Summoning another hound immediately causes the previous hound to disappear.



DISCIPLINE OF DIVINATION

While others seek the favor of higher powers to gain a glimpse of the unknown, you know that you can obtain the same information by opening your third eye. You can access the knowledge of the cosmos bound in the Akashic Record, granting you the ability to predict the future, both immediate and long term.

Phrenic Pool Ability

Wisdom

Bonus Spells

Detect Thoughts (1st), *Anticipate Thoughts* (4th), *Mind Thrust III* (6th), *Telepathic Bond* (8th), *Remote Viewing* (10th), *Battlemind Link* (12th), *Vision* (14th), *Discern Location* (16th), *Foresight* (18th).

Discipline Powers

You open your mind to the cosmos unlocking the powers reaching beyond anything most can even comprehend.



Scry Sense (Su)

As long as you have at least 1 point in your phrenic pool, you automatically know when you are the specific target of an attempt to locate or sense you by means of a *divination* (scrying) spell, *spell-like ability*, or supernatural effect. You do not know who is attempting to spy on you, but you may spend 1 point from your phrenic pool as an *immediate action* if you are allowed a saving throw, rolling twice and taking the best result for the attempt to evade the *divination* effect.

Thought Detection (Su)

At 2nd level when you gain *Detect Thoughts* as a *spell-like ability*, you may use it a number of times per day equal to your Wisdom modifier rather than just once per day. If you successfully use the *Detect Thoughts* *spell-like ability*, you regain 1 point to your phrenic pool.

In addition, at 7th level you may spend 1 or more points from your phrenic



pool to use this ability, with the Will save DC equal to 10 + the number of points from the phrenic pool spent + your Intelligence modifier. You do not regain any points to your phrenic pool when using your phrenic pool to initiate this ability.

Mind Blast (Sp)

At 5th level, you may project a powerful blast of psychic energy that causes damage to everyone with an Intelligence of 1 or greater within a 60 ft. cone as a **standard action**. The blast causes 1d6 points of damage, plus an additional 1d6 at 8th level and every 3 levels thereafter (maximum of 6d6 at 20th level). Those affected are allowed a Will save with a DC equal to 10 + ½ your class level + your Intelligence modifier. This attack is a mind-affecting effect.

You may use this blast 3 + your Intelligence modifier times per day.

Quick Read (Su)

At 13th level, you may make a **touch attack** as a **standard action** against one opponent within reach. If successful, you gain a +4 **insight bonus** to attacks against

that opponent and a +4 **insight bonus** to your **AC** when attacked by that opponent. The opponent suffers a -4 penalty to any saving throws versus your spells or **spell-like abilities**. The effect lasts for the duration of the combat, but you may only use this on one opponent during an encounter.

You may use this power a number of times per day equal to 3 + your Intelligence modifier.



DISCIPLINE OF ENCHANTMENT

While the mesmerist may be seen as the virtuoso of bending the minds of others, you have delved into the intricacies of the psyche, id, and super id in order to enrapture others with ease.

You focus your energies into warping the thoughts and actions of others, manipulating them for good or ill as you see fit.

Phrenic Pool Ability

Charisma

Bonus Spells

Hypnotism (1st), *Calm Emotions* (4th), *Ego Whip I* (6th), *Id Insinuation III* (8th), *Mind Fog* (10th), *Ego Whip IV* (12th), *Insanity* (14th), *Power Word Stun* (16th), *Divide Mind* (18th).

Discipline Powers

Your knowledge of the mind and its ability to be coerced by your own thoughts fuel your psychic powers.

Your Thoughts Are Not Your Own (Sp)

You can cast *Telepathic Projection* as the spell once per day as a **spell-like ability**. When you gain the ability to cast *Detect Thoughts* as a **spell-like ability** at 2nd level, you may choose to use either **spell-like ability** in place of the other. This includes sacrificing a spell slot to use the **spell-like ability**, using the level of the spell slot sacrificed to determine the required Will save DC.

Noisome Aura (Su)

At 5th level, you may generate an aura of psychic noise with a 10 ft. radius as a **swift action**. Anyone (other than you) within the area of the

effect attempting to cast a spell must make a concentration check in order to successfully work through the thought distortions caused by your aura. If the spell has a thought component, the -10 penalty applies unless the caster spends a **move action** to filter out the noise while centering themselves.

You may generate this aura a total number of rounds per day equal to your class level, though they do not need to be consecutive. Once you have initiated the aura, you may maintain it with a **free action**.

At 10th level you may spend 1 point from your phrenic pool each round to extend the range of the aura to 20 ft. At 15th level you may spend 2 points from your phrenic pool to extend the range of the aura to 30 ft. This is a mind-affecting effect.

Inimical Bond (Sp)

At 13th level, you may use your *Telepathic Bond* to forge a mental connection with your enemies instead of your allies. The casting time, range, and effect is identical to the *Telepathic Bond* spell, while the duration is only one round per class level. Anyone targeted by this effect is allowed a **Will** save with a DC equal to 10 + ½ your class level + your Intelligence modifier.

Once connected, you gain a +2 insight bonus to your AC and a +1 insight bonus on your attacks when attacked by anyone you have forged with which you have forged a link. Linked enemies suffer a -1 penalty to attack you as well as and saving throws made against your spells (-2 if the spell is an **enchantment**).

This power adds one additional use of *Telepathic Bond* per day, and you may use either effect as desired. You may also sacrifice a 4th level or higher spell when using this version of the bond, with the same benefits and restrictions as for the *Telepathic Bond* ability. This is a mind-affecting effect.



DISCIPLINE OF EVOCATION

While harnessing raw energy for explosive results seems to be easily attained by though that practice eldritch rituals, you have found to funnel such energies with just your mind. You have perfected the complexities of gathering nascent energies, coalescing them with spectacular results.

Phrenic Pool Ability

Wisdom

Bonus Spells



Ear-Piercing Scream (1st), *Shatter* (4th), *Force Punch* (6th), *Sending* (8th), *Sonic Thrust* (10th), *Blade Barrier* (12th), *Ectoplasmic Eruption* (14th), *Earthquake* (16th), *Implosion* (18th).

Discipline Powers

Capturing raw energy and multiplying it encapsulates the powers you attain through this discipline.

Harassing Hand (Sp)

You may manifest a hand composed of telekinetic force that is the same size as your own hand as a **swift action**. You may use this hand to perform the following combat maneuvers, using your class level to determine your combat maneuver bonus in place of your base attack



bonus: **disarm**, **grapple**, or **trip**. You may also use the hand to slap or punch an opponent as a normal unarmed attack, causing normal damage based on your size.

Such maneuvers do not provoke an **attack of opportunity** from the hand itself, though if you within the threat range of the target, you will still provoke an **attack of opportunity** from manifesting this power. The hand cannot be physically attacked and does not grant **flanking** bonuses.

You may manifest the hand up to 30 ft. away from your position. The hand remains until the beginning of your next turn. You may extend the duration of the hand by spending 1 point from your phrenic pool at the beginning of your turn as a **free action**, and you may move it to another space up to 30 ft. away from its current position with your **move action**. You may manifest the hand a number of times per day equal to 3 + your Intelligence modifier.

Telekinetic Charge (Sp)

At 5th level, you envelope yourself in a cocoon of hyperactive kinetic energy as a **swift action**. You then launch yourself in the desired horizontal direction as a **charge** attack. Anyone within that line of attack is susceptible to the force of your propelled **charge**, and you make an attack using your highest base attack bonus for each consecutive target until you successfully strike one or you reach a distance of twice your normal movement rate (or you hit a wall or other immovable object, see below). You stop at the first target you successfully strike, causing 3d6 points of force damage plus your Strength modifier. Targets that you fail to strike are treated as being **overrun** (you do not have to make a **CMB** check to perform the maneuver) and may attempt an **attack of opportunity** unless you have the **Improved Overrun** feat.

You gain the normal +2 attack bonus for the **charge** and suffer the -2 penalty to AC until the beginning of your next turn after the charge. You cannot stop



the charge until you strike a target, reach the distance granted the **charge**, or you hit immovable object. If you strike a physical barrier of stone or metal, you suffer the 3d6 points of damage. If the barrier is made of wood or lesser strength material, you only suffer 1d6 points of damage. Creatures of at least two size categories are treated as immovable objects for the purpose of this power.

If you end your movement over an open area, you will fall and take damage as normal for falling. You may use this power 3 + your Intelligence modifier times per day.

Energy Manipulation (Su)

At 13th level, you can use a **swift action** to enlarge or diminish the effects of a single source of energy (acid, cold, electricity, fire, or sonic) within 30 ft. Non-magical sources can be doubled in their effect and size or completely extinguished. Magical sources that are enlarged to cause an additional damage equal to a number of d6 equal to your Wisdom modifier. You may attempt to extinguish magical sources of energy as if casting the **Dispel Magic** spell.





You may use this power while casting an **evocation** spell that has an energy component. Spells that cause damage, add the same damage as granted for enlarging magical energy sources above. You may also use this effect when casting

DISCIPLINE OF ILLUSION

You understand that reality is a lie, subjective to how the senses perceive one's surroundings and the mind attempt to comprehend those results. You have learned how to alter those perceptions, melding your reality to overcome the senses of others.

Phrenic Pool Ability

Charisma

Bonus Spells

Quintessence (1st), *Hypnotic Pattern* (4th), *Mindscape Door* (6th), *Aura Alteration* (8th), *Seeming* (10th), *Mislead* (12th), *Synesthesia [Mass]* (14th), *Screen* (16th), *Microcosm* (18th).

Discipline Powers

Your powers allow you manipulate the senses and grant you the ability to alter your appearance and cause confusion for your opponents.

Cloak of Dimness (Su)

As a **swift action**, you may cause the ambient light level within a 30 ft. radius to drop by one level to a minimum of natural darkness, though it will affect both mundane and magical lighting conditions. The effect lasts as long as you concentrate to continue the effect as a **swift action** each round. You may spend 1 point from your phrenic pool to increase the area of effect by 30 ft. At 4th level and every four levels thereafter you may extend the range an additional 30 ft. by spending an additional point from your phrenic pool for each 30 ft. extension.

At 12th level, you may decrease the light level up to two levels by

a spell that grants resistance to a specific energy type, adding your Wisdom modifier to the resistance gained by the spell.

You may use this power 3 + your Intelligence modifier times per day.

spending 3 points from your phrenic pool when you initiate the power. At 18th level, you may decrease the light level up to three levels by spending 5 points from your phrenic pool when you initiate the power. You may never decrease the light beyond natural darkness.

You may use this power 3 + your Intelligence modifier times per day.

Master of the Disguise (Ex)

You gain **Disguise** as a class skill. When you attempt a **Bluff** or **Disguise** skill check, you may spend 1 point from your phrenic pool to roll twice, taking the better of the two results.

Body Double (Sp)

At 5th level, you may create an exact duplicate of yourself to appear up to 30 ft. away as a **standard action**. The double may then take a **standard action** upon **creation**. The duplicate is made of shadowstuff and has the same **AC** you have and half as many hit points, disappearing once it is reduced to 0 or fewer hit points.

The duplicate may cast spells, attack, and perform other actions (including the use of copied magic items you may possess) as if it were you as you direct each round, having access to any remaining spell slots you have. However, any effects or damage caused by the double are completely illusory in nature, any one subjected to its attacks is immediately granted a **Will** save to realize the attack isn't real (DC 10 + ½ your class level + your Intelligence modifier). Once an individual realizes that the attacks aren't real, it does not need to make another **Will** save. Otherwise the damage will seem real and may render a victim unconscious (but

not dead) until the duplicate dissipates or it makes a **Will** save to realize the **illusion** for what it is, at which point the damage is immediately removed. A victim rendered unconscious from the double's attacks revive at the beginning of their next round and any damage from the duplicate is removed.

The duplicate may be dispelled (treat it's effective spell level equal to $\frac{1}{2}$ your class level - 1) and attacked normally (with AC and hit points given above). The body double remains for a number of rounds equal to your class level and you may only have one such duplicate at a time. It is of the **illusion (shadow)** subtype. You may create one body double per day, gaining an additional use at 10th and 15th levels.

Phantasmagoria (Su)

At 13th level, you designate an area with a 30 ft. radius up to 60 ft. away as the target of a phantasmagoric field as a **standard action**. Anyone passing through this area must make a **Will** save (DC 10 + $\frac{1}{2}$ your class level + your Intelligence modifier) or be subjected to phantasmal images of their darkest fears and become **shaken** while they are within the field and an additional 1d4 rounds thereafter. In addition, those within the field cannot make **attacks of opportunity** and suffer a -2 penalty to any perception checks.

The field remains while you concentrate on it, spending at least a **move action** each round after for a maximum number of rounds equal to your class level. The field may be moved by spending 1 point from your phrenic pool and using a **standard action** as long as it is centered no further than 60 ft. away from you. If you move more than 60 ft. away from the center of the field, it immediately collapses and its effects disappear from those affected.

You can generate a number of phantasmagoric fields equal to 3 + your Intelligence modifier times per day, though only one field may be active at a time. The field is a mind-affecting effect.



DISCIPLINE OF NECROMANCY

While others see energy as wide spectrum, you truly understand that only two types exist within the cosmos, positive and negative, providing not just energy and matter, but both life and unlife as well. You have spent your life in contemplation and study of these forces in an attempt to master both life and death and what comes beyond.

Phrenic Pool Ability

Charisma

Bonus Spells

Interrogation (1st), *Scare* (4th), *Purge Spirit* (6th), *Riding Possession* (8th), *Psychic Crush I* (10th), *Object Possession [Greater]* (12th), *Finger of Death* (14th), *Possession [Greater]* (16th), *Akashic Form* (18th).

Discipline Powers

You meld the very essence of life and death with your mind as your powers allow you to transcend beyond both.

Feign Death (Su)

You have learned how to still the life forces within you through extreme meditation and focus. You may spend a **standard action** to take on the aspects of death, appearing dead to anyone that inspects your body through both

mundane and magical means. While in this state you cannot be reduced below 0 hit points unless subjected to a **death attack** or a coup de grace.

You may maintain this effect for a number of minutes equal to your class level per day. This time does not need to be consecutive, but consumes one minute increments when used. You may revive yourself at any time as a **free action**. You still suffer the effects of damage if reduced to 0 hit points or any other conditions you were suffering before you went into this trance.

Minor Quidditic Transfer (Su)

At 5th level, you may transfer your life essence to another or vice versa through touch as a **standard action**. The source of the transfer suffers 1d6 points of nonlethal damage while the target gains 1d6 temporary hit points. Temporary hit points remain for up to an hour and the transfer between two individuals may only occur once every 24 hours. If you are attempting to draw the life force from another, it requires a **melee touch attack** and only functions on living creatures.

You may transfer an additional 1d6 points by spending 1 point from your phrenic pool when initiating this power once you reach 9th level. You may spend an additional point every three levels thereafter to a maximum of 5d6 at 18th level.

You may use this power 3 + your Intelligence modifier times per day.

Life and Death (Su)

At 13th level, you can transpose your essence from life to unlife and back again as a **free**

action. You take on the undead type when you do so and gain many of the undead's traits. You effectively lose your Constitution score and use your Charisma to determine additional hit points, Fortitude saving throw adjustments, etc. You become immune to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning and are not affected by nonlethal damage. You are treated as undead for the purpose of the cleric's channel positive or negative energy class feature as well as **conjuration (healing)** spells.

You may maintain this state for a total number of rounds per day equal to your class level plus your Constitution modifier (minimum of 0), though they do not need to be consecutive. Changes in your hit points take effect immediately and when you take back your life force you are **fatigued** for 1 round. You may not use this power while you are **fatigued** or **exhausted**.



Phrenic Pool Ability

Wisdom

Bonus Spells

Charge Object (1st), *Time Shudder* (4th), *Telekinetic Maneuver* (6th), *Condensed Ether* (8th), *Fabricate* (10th), *Ethereal Jaunt* (12th), *Resonating Word* (14th), *Etherealness* (16th), *Time Stop* (18th).

DISCIPLINE OF TRANSMUTATION

The world is your playground. You understand that matter is energy and energy is matter and that by tapping into the very essence of earth, time, and space, you can alter the physical world to your liking.

Discipline Powers

From granting a boost to your own physiological system to altering your very form, your powers provide a true means of transformation.

Cognitive Burst (Ex)

You may spend 1 point from your phrenic pool as a **swift action** to gain +4 **enhancement bonus** to an ability or skill check. If the bonus is granted to Strength, Dexterity, or Constitution, you are **fatigued** until the end of your next turn after making the ability or skill check. If the bonus is granted to Intelligence, Wisdom, or Charisma, you are **dazed** until the end of your next turn after performing the skill check.

At 8th level, you only suffer the effects of the granted bonus (**fatigued** or **dazed**) until the beginning of your next turn. At 16th level, you no longer suffer the ill effects of the **enhancement bonus** granted.

Expanding Appendages (Su)

At 5th level, you can focus your psychic energies to enlarge one or more of your appendages as a **swift action**, gaining one of the following advantages from the power.

- Gain a slam natural attack for 1d6 points of bludgeoning damage (1d4 if you are small or 1d8 if you are large) as a primary attack that does not provoke an **attack of opportunity**.
- Wield a weapon designed for a creature one size category larger than yourself without any penalty.
- Treat your melee attacks as if they have reach. You may not extend the reach of a weapon that already grants you reach.
- Gain a +2 **circumstance bonus** to your CMB and CMD while performing (or subject to) a **bull rush**, **disarm**, **grapple**, **overrun**, or **trip** maneuver. You are still subject to **attacks of opportunity** unless you have a feat or ability that negates it.

Once the choice has been made, the effect cannot be changed unless you decide to initiate the power again. You suffer a -1 penalty to your base attack bonus while using this power, regardless of the effect.

The appendage(s) remain enlarged for a number of rounds equal to your class level. You may use this power once per day, gaining another use at 10th level and every five levels thereafter.

Skin Conversion (Su)

At 13th level, you can alter your skin to take on the physical properties of another object as a **swift action**. This change grants you a hardness of the material touched for a number of rounds equal to your class level.

If the material has a hardness of 10 or greater, your unarmed or natural attacks increase in damage to the next highest die (or dice). Thus if you are a medium sized humanoid you normally cause 1d3 points of damage with an unarmed attack, but your hardened skin causes 1d4 points of damage (plus any applicable Strength modifiers). If you are also using your Expanding Appendages power with the slam attack, the damage increases to 1d8 (1d6 if you are small and 2d6 if you are large).

You may use this power 3 + your Intelligence modifier times per day. If you are currently altered by this power and choose to alter your skin to another material, the effect of the previous use immediately ends and you take on the properties of the new material.



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