

Player Paraphernalia

#125

ELEMENTAL
DISCIPLINES
NEW PSYCHIC
DISCIPLINES

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PLAYER PARAPHERNALIA #125

BY THE KNOTTY-WORKS



Welcome to issue one hundred and twenty-five 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 four new psychic disciplines modeled after the four primary elements, Air, Earth, Fire, and Water. Where the traditional schools and elemental domains focuses on the element itself, the psychic domains focus more on the spirit each plane represents.

DISCIPLINE OF AIR

Breath and vision, free from all restraints and concerns. You find the element of air represents true liberty to open your mind to reach new heights of clarity and focus. The element encompasses the freedom to seek your own path and the wisdom and insight to understand the obstacles in your path.

Alignment

Air is an agent of randomness and free flowing patterns that congeal for great effect, either to benefit life or wipe it from the face of the earth. You cannot bend your mind to the anarchic flow of air if you

are lawful in alignment, but for good or ill air inspires and conspires for its own desires.

Phrenic Pool Ability

Wisdom

Bonus Spells

Feather Fall (1st), *Euphoric Cloud* (4th), *Gaseous Form* (6th), *Air Walk* (8th), *Mind Fog* (10th), *Ethereal Jaunt* (12th), *Walk through Space* (14th), *Greater Shout* (16th), *Mass Suffocation* (18th).

Discipline Powers

Your mind reaches out in wispy tendrils of airy significance and envelops others with the touch of your psychic presence.

Temperamental Winds (Su)

You may generate a cone burst of wind that generates from you and extends up to 30 ft. distant (you may shorten the burst in 5 ft. increments when you create it) as a standard action. Creatures and objects of small size or less are subject to the bull rush combat maneuver, treating your class level as your base attack bonus when calculating your CMB. You make a single maneuver

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roll which is then used against the **CMD** of any creature that may be impacted. Small objects less than or equal to 1 lb. per your class level that are not secured are also blown back the distance of the cone. This effect immediately disperses any clouds, gases, or other air based obscuration within the area of the cone.

You may use this power by expending 1 point from your phrenic pool. You may also extend the range of the cone by empowering it with your phrenic pool by 30 ft. for each additional point spent.

Restless Wind (Ex)

At 5th level, you may generate a small but powerful wind column as a **standard action**. The column extends up to 10 ft. per class level and envelops the 5 ft. area you occupy and moves with you as long as you keep in contact with the ground. Any ranged attacks made against you or your area are automatically tossed to a random adjacent area 5 to 10 ft. distant (massive objects such as siege ammunition are not affected by this power). Any medium sized or smaller creature or object flying through the column must make a **Fly** skill check (adding your Intelligence modifier to the DC) or be flung to the ground in a random direction 10 to 20 ft. away.

Force or energy based ranged magical attacks are not affected by the wind column.

The wind column also grants you a +10 circumstance bonus to your **CMD** versus bull rush, dirty trick, disarm, grapple, overrun, or trip attempts made against you.

The column lasts for up to a number of rounds equal to your class level, though you must concentrate to maintain it each round as a **swift action** or it immediately dissipates. You may form the wind column a number of times per day equal to your Intelligence modifier.

Air of Confidence (Sp)

At 13th level, you may ignore the effects of strong winds, noxious gases, or other harmful effects generally associated with air for a total number of rounds per day equal to your class level. These need not be consecutive and may be initiated as a **free action**.

While this effect is active, you are immune to air-born poisons or other toxins and may freely move through any impediment created from air (such as wind, smoke, or fog) as if it wasn't there. And your vision and other senses are not impacted by clouds or fog that normally conceals the presence of others.

You must be conscious and not **helpless** to gain the benefits of this power.

DISCIPLINE OF EARTH

The cosmos is built upon a solid foundation of laws and principles that cannot be altered by anyone or anything. Building upon this surety, you believe that by understanding these binding rules of reality as solid as the earth upon which you stand, you are able to reach out and use these elemental properties to your advantage.

Alignment

Earth represents stability and order, and a rejection of chaos and anarchy.

As a result, you cannot be chaotic when focusing on the discipline of earth.

Phrenic Pool Ability

Wisdom

Bonus Spells

Corrosive Touch (1st), *Chill Metal* or *Heat Metal* (4th), *Anchored Step* (6th), *Calcific Touch* (8th), *Passwall* (10th), *Stone Tell* (12th), *Phase Door* (14th), *Iron Body* (16th), *Imprisonment* (18th).

Discipline Powers

Reality is concrete but malleable, something to be molded by the might of your psychic resonance.

Immovable (Ex)

As long as you have 1 point in your phrenic pool, you use your class level instead of your base attack bonus when determining your CMD versus **bull rush**, **drag**, **overrun**, **reposition**, or **trip** attempts as long as you are touching the ground. If you spend 1 point from your phrenic pool, you gain a +2 **circumstance bonus** to your CMD versus those maneuvers as well. You may spend an additional point at 4th level and every four levels thereafter to increase the bonus by an additional +2.

Unstoppable (Ex)

You gain a +2 **circumstance bonus** to your **charge** attack as long as you have at least 1 point in your phrenic pool. You also use your class level rather than your base attack bonus when calculating your CMB while performing a **bull rush**, **drag**, **overrun**, **reposition**, or **trip** maneuver as long as your phrenic pool is not empty.

If you successfully knock an opponent 10 ft or further with a **bull rush** or cause them to go prone while performing an **overrun** or **trip**, you regain 1 point to your phrenic pool (not to exceed your daily maximum based on your class level and Intelligence modifier and other bonuses).

You may also spend 1 point from your phrenic pool when performing the





bull rush, **drag**, **overrun**, **reposition**, or **trip** to gain a +2 **circumstance bonus** to your CMB, though you will not regain any points to your phrenic pool if successful if you choose to spend points from your phrenic pool to empower your maneuver. You may spend an additional point at 5th level and every five levels thereafter to increase the **circumstance bonus** by an additional +2.

Terra Firma (Sp)

At 5th level, you may cause your skin to take on an earthy based texture as a **move action** for a number of rounds equal to ½ your class level. This power grants you a +2 **natural armor bonus** and a DR/5 non-metallic weapons. When struck by a metal weapon, the damage is reduced by 5 points. You also gain fire resistance 10, but if you suffer damage from flame or intense heat, your skin becomes fused into a glassy shell. Once your skin takes on a glassy coating, your **natural armor bonus** does not diminish, but you lose the **damage reduction** when attacked by metal weapons and you suffer a -4 penalty to your Dexterity. You may alter your skin back into its normal state as an **immediate action**, but cannot use this power again for a number of minutes equal to the





damage suffered by the flame or heat while infused with your sand skin.

You may use this power a total number of times per day equal to your Intelligence modifier. Once you reach 10th level, you may spend 1 point from your phrenic pool to increase the natural armor bonus to +4 and the damage reduction to 7. At 15th level, you may spend 2 points to gain a natural armor bonus of +6 and a damage reduction of 10.

Earthly Presentiment (Su)

At 13th level, you may see through natural earth (dirt, mud, stone, etc.) up to 60 ft. distant. Only lead, worked metals, or organic matter prevents your vision through such substances.

You may also spend 1 point from your phrenic pool as a **swift action** to gain blind-sense up to 60 ft. distant for a number of rounds equal to ½ your class level. At 18th level, you may spend 2 points from your phrenic pool to gain tremor-sense with a 60 ft. range. Both of these added benefits only work if both you and the creature you are sensing are both in contact with the ground.

DISCIPLINE OF FIRE

Consumption, destruction, pain, and loss. These all are aspects many attribute to the power of fire, but you understand the greater truth of it. Fire is not a monster, but a transformative agent, a force that can be channeled for cleansing and rejuvenation. You study its every aspect, unlocking secrets to powers that both consume and renew, providing a means to further your own agenda and achieve your inner most dreams and goals.

Alignment

While most see fire and those that wield such energy as evil and chaos incarnate, you understand its true value. You find laws and strictures unbecoming the elemental force you love, but you

find that such energy can be used for good or ill. As a result you cannot be lawful, but have no other restrictions.

Phrenic Pool Ability

Charisma

Bonus Spells

Touch of Combustion (1st), *Boiling Blood* (4th), *Contagious Zeal* (6th), *Healing Warmth* (8th), *Explode Head* (10th), *Chains of Fire* (12th), *Firebrand* (14th), *Form of the Dragon II* (16th), *Fiery Body* (18th).

Discipline Powers

Your powers flow unbridled and unquenchable. However, if you are not careful, your powers may consume you in the process.

Fire Focus (Su)

If you have at least 1 point in your phrenic pool, you gain **energy resistance** 5 to fire. This resistance increases by 5 points at 6th level and every six levels thereafter to a maximum of 20 at 18th level.

You may spend 1 point from your phrenic pool when casting a spell that causes energy damage (other than fire) and change it to fire as a **swift action**.



Flaming Soul (Su)

At 5th level, you may form a single creature made of flames as a **full round action**. The creature may be any listed on the **Summon Monster II** spell. You may choose a creature from a higher level **Summon Monster** spell whose level doesn't exceed $\frac{1}{2}$ your class level (maximum of ninth level). The summoned creature gains fire resistance and causes fire damage based in addition to its natural attack damage based on its Hit Dice, and creatures with 5 or more Hit Dice gain the fire elemental's Burn special ability. The DC and the damage of the creature's Burn is based on its size, using the appropriate DC and damage of the same size fire elemental. Huge creatures are treated as huge fire elementals, gargantuan creatures are treated as greater fire elementals, and colossal or larger creatures are treated as elder fire elementals.

You may only summon one creature at a time and the summoned creature remains for up to a number of rounds equal to your class level. You may use this ability a number of times per day equal to your Intelligence modifier.

Fire Creature Resistance and Fire Damage Table

Hit Dice	Fire Resistance	Fire Damage
1 — 3	5	1d3
4 — 6	10	1d6
7 — 9	15	1d8
10+	Immune	2d6

Flame On (Su)

At 13th level, you can transform your body into pure flame or back to normal as a **standard action** that does not provoke **attacks of opportunity**. Your type changes to outsider (fire, native) and you become immune to bleed damage, critical hits, and sneak attacks as well as fire resistance 20, **vulnerability** to cold, and the burn ability based upon your size (maximum 2d6 points of damage). You also gain a +4 **natural armor** bonus, a

+2 **enhancement** bonus to your Dexterity, and a +4 **enhancement** bonus to your Constitution.

Anyone physically attacking you with a melee weapon that doesn't have reach or a natural or unarmed attack is also subject to your burn damage. The **Reflex** save DC to avoid catching fire is equal to $10 + \frac{1}{2}$ your class level + your Intelligence modifier.

You may take on this form a total number of minutes per day equal to your class level. These minutes do not need to be consecutive, but must be broken into one minute increments.

At 18th level, your size increases by one category, increasing your burn damage by one step (maximum of 2d8) and your natural armor increases to +6, you gain a +4 **enhancement** bonus to your Dexterity, and a +6 **enhancement** bonus to your Constitution.

DISCIPLINE OF WATER

The life blood of the all things, without water there is no life, and yet it has the force to snuff out those that would take it for granted. You find true inspiration and draw strength from the overpowering currents and frothing eddies that comprise this substance of true strength and resolve. As with water itself, nothing will stand in your way that you cannot batter down or move around with flexible ease.

Alignment

Of all the alignments, water is the most flexible and flows with the tides of time and current. You are not restricted in your alignment by investing in the discipline of water, and in fact, gain a better appreciation for the view points of others and how they all swirl together in the greater oceans of life.

Phrenic Pool Ability

Charisma

Bonus Spells

Air Bubble (1st), *River Whip* (4th), *Water Walk* (6th), *Ride the Waves* (8th), *Waves of Fatigue* (10th), *Freezing Sphere* (12th), *Waves of Ecstasy* (14th), *Seamantle* (16th), *Tsunami* (18th).

Discipline Powers

The energies swirl and ebb within your mind, easily focused and easily churned into a potent force of will when needed.

Son of the Sea (Su)

You gain a swim speed equal to your base land speed, which also grants you a +8 bonus to any *Swim* skill checks. If you already possess a natural swim speed, you gain a +10 ft. bonus to your base swim speed.

In addition, as long as you have at least 1 point in your phrenic pool, you can hold your breath for a number of rounds equal to four times your Constitution score before you are subject to ability checks to avoid drowning each round. You may spend 1 point from your phrenic pool as an *immediate action* to gain the ability to breathe water as easily as you breathe air for a number of rounds equal to your class level.

Power of the Sea (Sp)

You may spend 1 point from your phrenic pool as a *standard action* to generate a blast of water that can knock over an opponent as the *Hydraulic Push* spell. You use your class level as the effective caster level for this *spell-like ability* and use your Intelligence modifier to determine the CMB of the *bull rush* maneuver attempt.

At 6th level, you may spend 2 points from your phrenic pool and generate a more powerful blast equal to the effects of a *Hydraulic Torrent* spell.

Power of the Tides (Ex)

At 5th level, you can tap the life and death dealing properties of water as you see fit. By spending 1 point from your



phrenic pool as a *standard action* you can envelop one individual within 30 ft. with a thin coating of water. The water may be used to be used to refresh and revitalize the target or drown the target. If used to heal, the target regains a number of hit points equal to your class level. If used to drown, the target becomes *staggered* for 1 round, and if it fails its *Fortitude* save begins to drown, dropping to 0 hit points and falls *unconscious* and begins dying, suffering an additional 1 point of damage each round thereafter. The target is allowed a *Fortitude* saving throw with a DC equal to $10 + \frac{1}{2}$ your class level + your Intelligence modifier. Creatures that do not breathe (or breathe water) or cannot be healed with positive energy are not affected by this power. Once a creature is targeted by this power, it is immune to any further uses you attempt for 24 hours.

Fury of the Rip Tide (Sp)

At 13th level, you may create a *Vortex* as the spell with a *standard action*. The whirlpool created lasts for a number of rounds equal to your class level and anyone of large or smaller stature that comes into contact with it is allowed a *Reflex* save with a DC equal to $10 + \frac{1}{2}$ your class level + your Intelligence modifier to avoid being damaged by it, and medium and smaller



creatures must make a second save if they fail on the first one or be sucked into the column of water. Unlike the spell, you may use a **move action** each turn to move the whirlpool up to 10 ft. by spending 1 point from your phrenic pool.

You may use this power once per day, gaining an additional use at 16th and 19th levels. You may only have one whirlpool active at a time, if you create another one while the first one is in effect, the previous whirlpool immediately dissipates.

Elemental Amplifications

In addition to specific bonus spells and discipline powers, the psychic that takes on an Elemental discipline have access to specific phrenic amplifications as defined below.

General Elemental Amplifications



Any psychic that follows one of the four elemental disciplines has access to the following phrenic applications.

Amplified Resistance (Su)

The psychic may spend 1 point from her phrenic pool while casting a spell from the school of **abjuration** and gain **Energy Resistance 5** for a number of rounds equal to the level of the linked spell. The type of **energy resistance** is based upon the psychic's elemental discipline. If the spell grants **energy resistance**, use of this phrenic amplification increases it by 5

Discipline / Energy Table

Discipline	Energy
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold



as long as it is set to resist the same type of energy. The psychic may not use this phrenic amplification to gain resistances to more than one type of energy at a time. This amplification does not stack with other powers or abilities that grant **energy resistance** other than the linked spell.

At 9th level, the psychic may spend 2 points to gain **Energy Resistance** of 10, 3 points at 15th level to gain **Energy Resistance** 15, and 4 points at 20th level to gain **Energy Resistance** 20. The same benefits and limitations for the enhanced resistance applies.

Elemental Discipline Blessing (Su)

The psychic may spend 1 point from her phrenic pool when casting a spell that generates some sort of energy (acid, cold, electricity, fire, or sonic) and convert the energy type of the linked spell to the associated energy of the psychic's elemental discipline.

Elemental Fusion (Su)

The psychic may apply the minor elemental infusion (see templates below) by spending 1 point from her phrenic pool when casting a **conjunction** spell that summons one or more creatures. The elemental template infusion must match the discipline chosen by the psychic.

At 8th level, the psychic may apply the moderate elemental infusion to any summoned creatures by spending 2 points from her phrenic pool. At 15th level, the psychic may spend 3 points from her phrenic pool to apply the major elemental infusion to creatures summoned. The limitation on the element infusion chosen is still limited to the discipline chosen by the psychic.

Air Amplifications

Psychics that follow the path of the discipline of Air have access to the following phrenic amplifications

Air Burst (Sp)

The psychic may spend a number of points from her phrenic pool equal to the level of the linked spell cast that damages one or more creatures. Anyone that suffers damage from the linked spell is also subject to a free **bull rush** attempt from the psychic from the direction the spell was cast. The psychic makes a single **CMB** check using her class level instead of her base attack bonus and the result is compared against the **CMD** of everyone damaged by the spell to determine the effectiveness of the **bull rush**. Only creatures of the psychic's size or smaller are affected by this amplification.

Allied Wings (Sp)



The psychic may spend a number of points from her phrenic pool equal to the level of the linked spell while casting a spell that grants or slows movement through the air on herself (such as **Feather Fall**, **Levitate**, or **Fly**). She may choose one individual of the psychic's size or smaller within 30 ft. and grant them the effects of the spell as well with the same duration and effect. The creature is allowed a **Will** save based on the spell being cast if it chooses not to gain the benefits of the spell.

Earth Amplifications

Psychics that follow the path of the discipline of Earth have access to the following phrenic amplifications.

Penetrating Pulse (Su)

The psychic may spend a number of points from her phrenic pool equal to the level of the linked spell cast that targets one or more individual creatures. The spell may penetrate solid stone or other physical barriers up to a foot thick per 4 levels of the psychic. Adamantine, cold iron, lead, or precious metals (copper, silver, gold, or platinum) also block the spell from penetrating a large barrier. This amplification does not grant the psychic the ability to see through such barriers



and concealment rules still apply. This amplification cannot be used with spells that affect a general area.

Taking Root (Su)

The psychic may spend a number of points from her phrenic pool equal to the level of the linked spell cast that affects one or more creatures. If the creature fails its saving throw or successfully struck by the spell and it relies on movement on the ground, it's limbs touching the ground become entrapped by the material of the floor and it must make an **Escape Artist** check or a Strength check to break free from the entrapment. The DC to break free is equal to the DC of the link spell (or 10 + the spell level of the linked spell + the psychic's Intelligence modifier). The ground releases the subject after 1d4 + the psychic's Intelligence modifier if it doesn't break free before then, at the beginning of its turn. The victim may also attempt to **sunder** the material entrapping it, and the ensnaring formation has a hardness based on the material of the floor and has a number of hit points equal to level of the linked spell + the psychic's Intelligence modifier.

Fire Amplifications

Psychics that follow the path of the discipline of Fire have access to the following phrenic amplifications.

Mind Fire (Su)

The psychic may spend 1 point from her phrenic pool when casting a spell with the mind-affecting descriptor. If the target(s) of the spell fail their **Will** save or if they are successfully struck by the psychic's spell, they also suffer 1d6 points of fire damage for a number of rounds equal to the level of the linked spell. This damage will affect targets even if they are normally immune to mind-affecting effects unless they are also immune to fire damage. Those affected by the mind fire are allowed a new **Will** save at the beginning of their turn to end the effects of the fire damage before

the total allotted number of rounds based on the level of the linked spell. Energy resistance to fire does apply to this effect.

Sulfurous Winds (Su)

When casting a spell with a fire descriptor, the psychic may spend 1 point from her phrenic pool to also cause the area of effect of the spell to cause creatures to become **sickened** for 1d4 rounds from a retching sulfurous stench that fills the area. Creatures within the area of effect are allowed a separate **Fortitude** saving throw to avoid the **sickened** condition, with the same save DC as the original spell (or DC 10 + the level of the linked spell + the psychic's Intelligence if the linked spell normally doesn't grant a saving throw).

The stench remains in the area until the beginning of the psychic's next turn or for the duration of the spell, whichever is longer. And a saving throw is required each round a creature stays or passes through the area of effect of the stench.

Water Amplifications



Psychics that follow the path of the discipline of Water have access to the following phrenic amplifications.

Blow Back (Su)

The psychic may spend 1 point from her phrenic pool when casting an area effect spell that has an instantaneous negative effect upon the targets and allows a saving throw to partially or totally negate the effects of the spell. Anyone that fails the saving throw of the linked spell also gets knocked prone from a gush of water that pours down upon the area at the termination of the linked spell's effect.

Rippling Reservoir Wall (Su)

When casting a spell from the school of **abjuration**, the psychic may spend 1 point from her phrenic pool to generate a rippling barrier of water that shields her from incoming attacks once she casts the linked spell. The barrier grants



her cover from one side of her immediate area, specified when the spell is cast. The barrier does not move with the psychic but remains for a number of rounds equal to the spell level of the linked spell or until the psychic moves at least 5 ft. away from the barrier, whichever comes first.

Elemental Infusion Templates

These templates offer acquired or inherited templates that can be applied to any living creature. Any creature that gains one of these templates retains its original base statistics and type. The creature gains the Elemental subtype though there are some differences in the traits gained and the creature does not gain the immunity to critical hits, *flanking* or precision based attacks. Infused living creatures still must eat, breathe, and sleeps based on the original creature type.

The creature uses its Hit Dice as its effective casting level for all spell-like abilities. Creatures that gain the Moderate or Major Elemental Infusions gain some additional elemental abilities listed in italic. These function identically to the normal elemental ability except where noted.

Minor Infusion

CR +0

Immune to Sleep effects, +2 vs Poisons.

Air *glide* and *Obscuring Mist* 1/day as spell-like abilities, +1 deflection AC bonus.

Earth acid resistance 5, *Mighty Fist of the Earth* 1/day spell-like ability applied to primary natural attack.

Fire fire resistance 5, *Flare Burst* 1/day as a spell-like ability.

Water swim movement equal to normal movement rate, *Air Bubble* 1/day as a spell-like ability.

Moderate Infusion

CR +1

Immune to Poison, Sleep, and Stun effects.

Endure Elements as a spell-like ability 1/day.

Air *air mastery*, fly at its normal movement rate (good maneuverability), *Gust of Wind* and *Obscuring Mist* 3/day as spell-like abilities, +2 deflection AC bonus.

Earth *earth mastery*, burrow at its normal movement rate, acid resistance 5, *Binding Earth* and *Mighty Fist of the Earth* 3/day as spell-like abilities.

Fire *burn* (as fire elemental) as one size category less (small creatures cause 1d2 points of damage and Reflex DC is 9), fire resistance 5, *Burning Gaze* and *Flare Burst* 3/day as spell-like abilities.

Water *water mastery*, water breathing, swim with +10 feet to its normal movement rate, *drench* (as water elemental) 3/day as a spell-like ability.

Major Infusion

CR +2

Immune to Poison, Sleep, and Stun effects.

Endure Elements as an at-will spell-like ability.

Air *air mastery*, *whirlwind* 1/day as elemental of same size, fly with +10 to normal movement rate (perfect maneuverability), *Obscuring Mist* at will as a spell-like ability, *Gust of Wind* 3/day as a spell-like ability, +4 deflection AC bonus.

Earth *earth mastery*, *earth glide* (as earth elemental), acid resistance 10, *Mighty Fist of the Earth* at will as a spell-like ability, *Binding Earth* 3/day spell-like ability.

Fire immune to fire, *burn* (as fire elemental of the same size) as a supernatural ability, *Flare Burst* at will as a spell like ability, *Burning Gaze* 3/day as a spell-like ability.

Water *water mastery*, water breathing, swim with +30 feet to its normal movement rate, *drench* (as water elemental of the same size) at will as a spell-like ability, *vortex* (as water elemental of the same size) 1/day as a supernatural ability.

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