

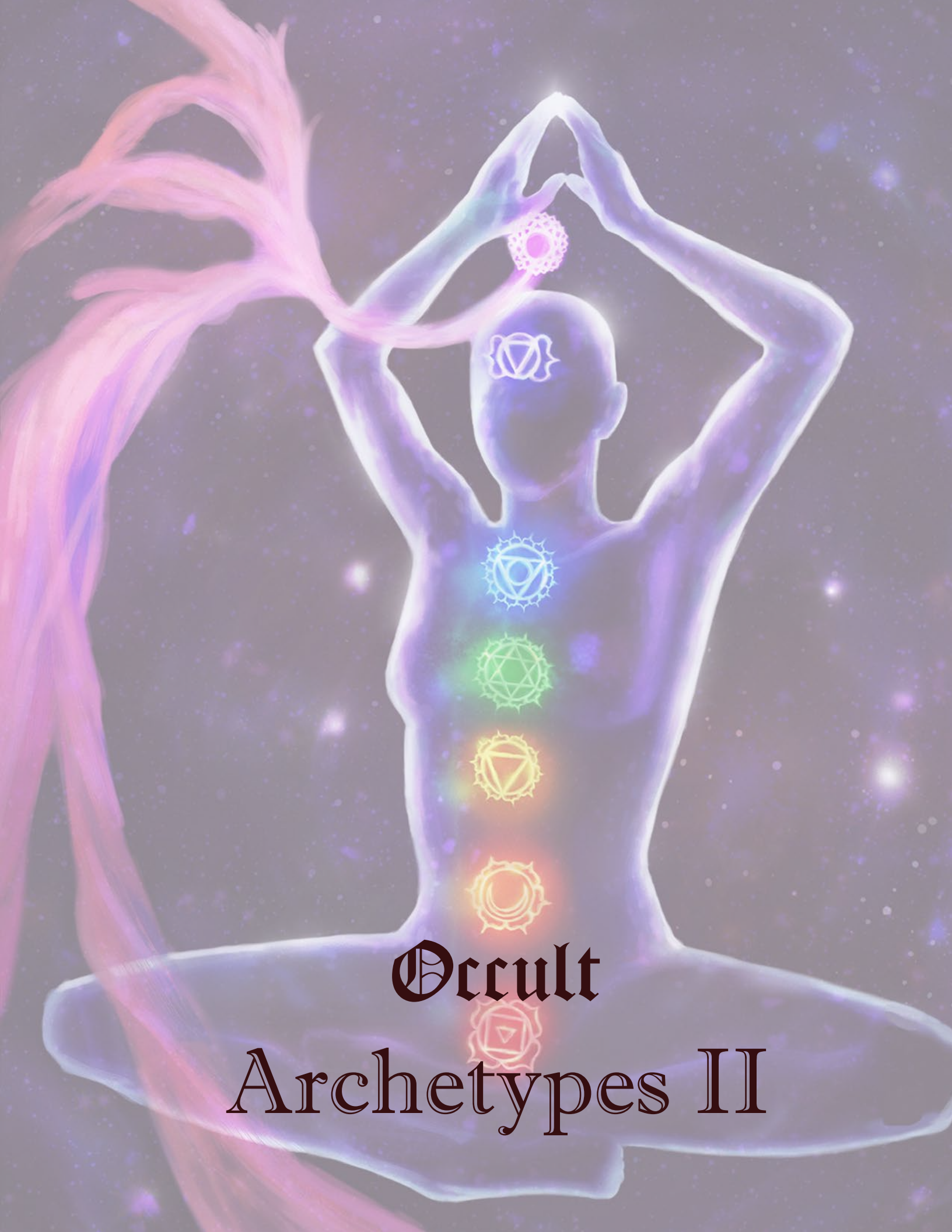
Occult Archetypes II



Julian Neale and Clinton J. Boomer

PATHFINDER
ROLEPLAYING GAME COMPATIBLE





Occult Archetypes II

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CREDITS

Author: Julian Neale and Clinton J. Boomer

Artists: Jesus Blones, Frank Hessefort, Dio Mahesa, Arrahman Rendi, Julio Rocha, Tanyaporn Sangsnit, Joe Slucher, Steve Wood

Design and Layout: Liz Courts

Legendary Games Team Members: Michael Allen, Alex Augunas, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortez, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

Editing and Development: Jason Nelson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

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3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com

What You Will Find Inside Occult Archetypes II?

This book opens up new vistas of psychic secrets and mental magic for your Pathfinder campaign! The new psychic rules and occult oddities found in *Pathfinder Roleplaying Game Occult Adventures* open up a vast new playground for heroes and villains of every kind, and within these pages you'll find incredible new options for psychic spellcasters and non-psychic classes that dabble in the magic of the mind! You'll find 16 awesome archetypes, from psychic warriors like the **iron mind** barbarian, **indomitable** kineticist, and **martial seer** paladin to scholars like the **astropsychic**, **tranquil occultist**, **kinetic wizard**, and **aura master**! You'll also find almost 20 innovative and exciting new feats for unlocking your character's psychic potential, like **Incredible Hidden Power** and **Serene Ascendancy**, or focusing the power they already have like **Accelerating Kinetics** and **Mask of Raw Divinity**! Whatever flavor of psychic strangeness is your favorite, *Occult Archetypes II* will make your occult campaign Legendary!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



Welcome to Occult Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with the rules for psychic magic and occultism found in the *Pathfinder Roleplaying Game Occult Adventures* rulebook. When you see the “Occult Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of that book, from mysterious magic and esoteric alchemy to psychics, dreamlands, cabalistic spiritualism, and creatures of mind-altering mystery. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find anywhere.

Special Electronic Features

We’ve hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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Table of Contents

Introduction	1
Alterationist (Alchemist Archetype)	1
Alchemist Discovery: Fire Blast	1
Archetype Variant: Philosophic Transmuter	2
Astropsychic (Psychic Archetype)	2
Aura Master (Investigator Archetype)	4
Indomitable (Kineticist Archetype)	5
Iron Mind (Barbarian Archetype)	6
Archetype Variant: Bronze Mind	7
Kinetic Wizard (Wizard Archetype)	7
Martial Occultist (Occultist Archetype)	9
Martial Seer (Paladin/Antipaladin Archetype)	10
Psychic Hunter (Psychic Archetype)	11
Psychic Oracle (Oracle Archetype)	12
Psychic Oracles and Rage Prophets	12
Rage Lord (Barbarian Archetype)	12
Designer's Note: The Rage Lord	14
Soulful Druid (Druid Archetype)	14
Designer's Note: Soulful Druids and Other Archetypes	17
Tranquil Occultist (Occultist Archetype)	16
Tranquil Occultists	17
Trick Master (Mesmerist Archetype)	17
New Feats	19

The following superscript notations are used to denote official Pathfinder Roleplaying Game rulebooks:

ACG	<i>Pathfinder Roleplaying Game Advanced Class Guide</i>
APG	<i>Pathfinder Roleplaying Game Advanced Player's Guide</i>
ARG	<i>Pathfinder Roleplaying Game Advanced Race Guide</i>
B1	<i>Pathfinder Roleplaying Game Bestiary</i>
B2	<i>Pathfinder Roleplaying Game Bestiary 2</i>
B3	<i>Pathfinder Roleplaying Game Bestiary 3</i>
B4	<i>Pathfinder Roleplaying Game Bestiary 4</i>
B5	<i>Pathfinder Roleplaying Game Bestiary 5</i>
CoC	<u>Softcover companion for corrupted champions in the <i>Pathfinder Roleplaying Game</i></u>
GMG	<i>Pathfinder Roleplaying Game Gamemastery Guide</i>
HA	<i>Pathfinder Roleplaying Game Horror Adventures</i>
ISG	<u>Hardcover supplement for gods of the Inland Sea in the official <i>Pathfinder Roleplaying Game</i> campaign setting</u>

MTT	<u>Softcover companion for melee tactics in the <i>Pathfinder Roleplaying Game</i></u>
NLFS	<u>Softcover guide to the land of super-science and starfalls in the official <i>Pathfinder Roleplaying Game</i> campaign setting</u>
OA	<i>Pathfinder Roleplaying Game Occult Adventures</i>
PotS	<u>Softcover companion for people from space and the stars</u>
PU	<i>Pathfinder Roleplaying Game Pathfinder Unchained</i>
TOHC	<i>Tome of Horrors Complete</i>
UCam	<i>Pathfinder Roleplaying Game Ultimate Campaign</i>
UC	<i>Pathfinder Roleplaying Game Ultimate Combat</i>
UE	<i>Pathfinder Roleplaying Game Ultimate Equipment</i>
UI	<i>Pathfinder Roleplaying Game Ultimate Intrigue</i>
UM	<i>Pathfinder Roleplaying Game Ultimate Magic</i>

Introduction

This book is a companion volume to the original *Occult Archetypes* from Legendary Games, which presented now are 18 new archetypes specifically designed for the 6 new psychic classes introduced in *Pathfinder Roleplaying Game Occult Adventures*: kineticists, mediums, mesmerists, occultists, psychics, and spiritualists. The sequel you are now reading further extends the options available to those psychic classes, but also draws in equal measure on other classes in the *Pathfinder Roleplaying Game*, taking alchemists, barbarians, paladins, wizards, and more on a strange journey to the center of the mind and unleashing in them powers unseen by their arcane, divine, and martial brethren. Campaigns that dabble in occult themes, from horror to intrigue and investigation, often call for a different kind of character, and we hope that the character options you find here help you create the perfect character to try something exciting and new.

Alterationist

(Alchemist Archetype)

Alterationists are psychic spellcasters whom create changes in themselves through psychic power. They do not bother with alembics, bottles and other alchemic paraphernalia; they do not brew mutagens, mix bombs, or create alchemical items. Most alterationists favor discoveries that improve their physical shape.

Creature Type: An alterationist must have the aberration type.

Spells: An alterationist casts psychic spells as a mesmerist, using Intelligence, rather than Charisma, to determine all class features relating to the alchemist class, such as bonus spells per day, maximum spell level she can cast, and the save DCs of her spells. She draws her spells known from the alchemist formulae list (this means that she does not gain the ability to cast 0-level spells). At 1st level, an alterationist gains *mindlink*^{OA} as a bonus spell known. However, an alterationist can never cast spells that require Wisdom damage/drain or sanity damage (such as those included in *Pathfinder Roleplaying Game Horror Adventures*).

This ability replaces alchemy (except bombs and mutagen).

Extra Bombs (Su): At 1st level, an alterationist gains *Extra Bombs*^{APG} as a bonus feat. This feat grants two additional uses of psychic blast instead of the normal benefit. If an alterationist selects Extra Bombs as part of her level-based feats, each such feat grants an additional two uses of psychic blast. This ability replaces Brew Potion.

Psychic Blast (Su): At 1st level, an alterationist can unleash a psychic blast. The rules are the same as for

ALCHEMIST DISCOVERY:

FIRE BLAST

When the alterationist unleashes a psychic blast, he can choose to have it inflict fire damage. (This discovery exists so that an alterationist alchemist can make a psychic fire blast. It does not have an * attached to it, because it is an alchemist's standard damage form for bombs.)

bombs, except that the damage is untyped and the ability is mind-affecting. A psychic blast involves none of the physical paraphernalia of a bomb, the aberrant simply creates it out of nothing. Alterationists can select bomb-related discoveries, and can apply those discoveries to her psychic blasts as if they are bombs. If a psychic blast deals energy damage, the blast is not mind-affecting. If the discovery creates a physical effect, such as a *tanglefoot bomb*^{UM}, any physical matter is created out of ectoplasm (which has no effect on the usual game effects, however). This ability replaces bombs.

Mutagen (Su): At the start of the day, an alterationist does not brew a dose of mutagen. Instead, she must meditate for an hour to channel enough psychic power so that she can activate her mutagen ability at a later time. An alterationist cannot have "spare" uses of mutagen, and if she has learned cognatogen or similar discoveries, instead or as well as mutagen, only one of these abilities can be prepared at a time. When she wishes to activate her mutagen, she simply uses a standard action to activate it. This ability alters mutagen.

Discoveries (Su) Discoveries that refer to extracts or formulae should instead be treated as referring to the alterationist's spells, while discoveries that refer to bombs should instead be treated as referring to psychic blast. If an alterationist has selected discoveries that alter the body (such as *preserve organs*^{UM}, *mummification*^{UM}, or *vestigial arm*^{UM}), she retains the use of those discoveries in any form she has polymorphed into. An alterationist must select fire blast (see below) before selecting any discovery with an asterisk (*) after its name. An alterationist cannot select the following discoveries: *alchemical simulacrum*^{UM}, *alchemical zombie*^{UM}, *bottled ooze*^{UM}, *concentrate poison*^{APG}, *delay bomb*^{APG}, *dilution*^{APG}, *doppelganger simulacrum*^{UM}, *elixir of life*^{APG}, *greater alchemical simulacrum*^{UM}, *infuse mutagen*^{APG}, *infusion*^{APG}, and *sticky poison*^{APG}. For sources outside of the *Pathfinder Roleplaying Game Advanced Class Guide* and *Pathfinder Roleplaying Game Ultimate Magic*, GMs should decide whether other discoveries are suitable or

ARCHETYPE VARIANT:

PHILOSOPHIC TRANSMUTER

Philosophic transmuter is a variant of the alterationist archetype. While alterationists are aberrations, other types of creature have discovered how to use their techniques, usually as a means to fight against aberrations. Some philosophic transmuters prefer calling themselves "alterationists", and others call themselves "aberrants".

Creature type and the night sight ability change as follows, and the resist unearthly corruption class feature is gained instead of resist magic. Also, *detect aberration*^{APG} is gained as a bonus spell known (instead of *mindlink*^{OA}).

Creature Type: A philosophic transmuter must have not have the aberration type.

Night Sight (Ex): At 2nd level, a philosophic transmuter gains low-light vision. If she already has low-light vision, she gains darkvision with a range of 30 feet. If she already has darkvision, the range of her darkvision is increased by 30 feet. This ability replaces poison use and swift alchemy.

Resist Unearthly Corruption (Ex): At 6th level, a philosophic transmuter gains a +2 bonus on saves against the exceptional, supernatural, and spell-like abilities of aberrations and oozes. This bonus is doubled at 18th level. This bonus does not stack with the bonus granted by stable mind. This ability replaces swift poisoning and instant alchemy.

not for selection by an alterationist. This ability alters discoveries.

Night Sight (Ex): At 2nd level, an alterationist's darkvision range increases by 30 feet. This ability replaces poison use and swift alchemy.

Stable Mind (Ex): At 2nd level, an alterationist gains a +2 bonus on all saving throws against confusion and insanity effects, madness^{HA}, and effects that allow a saving throw against Wisdom damage or drain. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an alterationist becomes completely immune to confusion and insanity effects, madness, and Wisdom damage or drain; if he suffers from any form of madness upon reaching this level, they

are removed. This ability replaces poison resistance and poison immunity.

Resist Magic (Ex): At 6th level, an alterationist gains a +2 bonus on saves vs. divination and enchantment spells and effects. This bonus is doubled at 18th level. This bonus does not stack with the bonus granted by stable mind. This replaces swift poisoning and instant alchemy.

Discoveries: The following discoveries complement this archetype: fast bombs^{APG}, grand mutagen^{APG}, greater mutagen^{APG}, mummification^{UM}, preserve organs^{UM}, spontaneous healing^{UM}, and vestigial arm^{UM}.

Astropsychic

(Psychic Archetype)

Astropsychics are psychics with a deep curiosity for the mysteries of space, whether for the stars, planets, and other physical space phenomena, or the void and the creatures that are said to exist there, or both. They are voracious readers, learning a great deal about the creatures and locations of other worlds, and even stranger places. Astropsychics tend to split into two types; those who are interested only in the facts of such topics, and scoff at astrology, and those who are equally interested in astronomy and astrology. Most astropsychics have the abomination or lore discipline; those with other disciplines are less inclined to follow this path, but that does not prevent them from taking it.

Spells: An astropsychic has the following spells (which are included in the appendix) on his spell list, in addition to his psychic spells.

4th—*planetary adaptation*.

6th—*planetary adaptation (mass)*.

This ability alters psychic spellcasting.

Revelation: At 1st and 7th level, an astropsychic gains an *oracle*^{APG} revelation. He selects these revelations from the dark tapestry^{UM} or heavens^{APG} mysteries, but cannot choose mantle of moonlight^{APG}, many forms^{UM}, or read the tapestry^{UM}. At other levels, when the astropsychic is eligible to learn a new phrenic amplification, he may select a phrenic amplification (or major amplification at 11th level and higher) or a revelation from the above-mentioned mysteries. Use the astropsychic's level as his oracle level for purposes of selecting and determining the effects of each revelation, and treat any reference to Charisma as referring to Intelligence instead. Where relevant, the saving throw DC against an astropsychic's revelation is equal to 10 + 1/2 the astropsychic's level + the astropsychic's Intelligence modifier. An astropsychic can select both cloak of darkness^{UM} and coat of many stars^{APG}, but cannot use both at the same time. This ability replaces the phrenic amplifications gained at 1st and 7th level.



Xenolore (Ex): At 2nd level, an astropsychic receives a morale bonus on all Knowledge checks equal to 1/2 her astropsychic level (minimum +1), when making skill checks to identify the abilities and weaknesses of creatures that are aliens. Aliens are those creatures which originate from locations that are not the astropsychic's home world (such as other planets or the Dark Tapestry), and that are from the Material Plane. This bonus also applies on Knowledge (local) checks to ascertain the rules and peculiarities of any alien cultures that the astropsychic encounters. In addition, the GM may share any additional information with the astropsychic's player about the current political situation affecting a particular location. This ability replaces *detect thoughts*.

Final Revelation: At 20th level, an astropsychic can choose which class feature to gain. He can gain remade self as normal, or he can gain the final revelation gained by an oracle of the Dark Tapestry or heavens mystery. The astropsychic can select the Dark Tapestry final revelation only if he has an equal number of or more Dark Tapestry revelations than heavens revelations; similarly, he can select the heavens final revelation only if he has an equal number of or more heavens revelations than Dark Tapestry revelations. Once made, the choice cannot be changed.

PLANETARY ADAPTATION^{PotS}

School transmutation; **Level** alchemist 5, cleric 4, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 hour/level (D)

This spell functions as *planar adaptation*^{APG}, except that it works on worlds of the Material Plane. The cold void of space is considered a single world for the purpose of this spell, allowing you to survive in vacuum.

PLANETARY ADAPTATION, MASS^{PotS}

School transmutation; **Level** cleric 6, sorcerer/wizard 7, summoner 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *planetary adaptation*, except as noted above.

Aura Master

(Investigator Archetype)

Aura masters are investigators who have greatly empowered their minds with psychic training. They know nothing of alchemy, but instead learn to generate powerful psychic auras that become larger as they become more experienced. Many naturally fall into roles as tactical battle leaders, while others use their skills to supplement their more traditional skills and abilities.

Psychic Sensitivity: At 1st level, an aura master gains *Psychic Sensitivity*^{OA} as a bonus feat.

Tough Minded (Ex): At 2nd level, an aura master gains a +1 bonus on all saving throws against mind-affecting effects. This bonus increases to +2 at 5th level, and then again to +3 at 8th level. This bonus is doubled against fear effects. At 10th level, an aura master becomes completely immune to fear effects. This ability replaces poison lore, poison resistance, and poison immunity.

Psychic Aura (Su): At 2nd level, an aura master learns how to create psychic auras. She can create a personal psychic aura as a swift action, which affects the aura master only. When the aura master uses this ability, she must select one type of psychic aura to create (chosen from those below).

At 3rd level, an aura master can create a ranged psychic aura with a 10-ft. radius as a swift action. As she gains levels, the ranged aura increases to encompass a larger area; at 5th level, and every 2 levels thereafter, an aura master's ranged aura increases in radius by 5 ft., up to a 50-foot radius at 19th level. When the aura master uses this ability, she must select one type of psychic aura to create (chosen from those below). The aura master and her allies gain the benefit of this ranged aura as long as they are within the aura.

Once activated, an aura lasts until the aura master changes the aura to a different one or she falls asleep or unconscious, at which point all of the bonuses immediately end. As a swift action, she can change a personal aura to another type of personal aura, or a ranged aura to another type of ranged aura.

As she gains levels, an aura master can have an increasing number of psychic auras active at the same time. She may have one personal aura active at 2nd level, two at 7th level, three at 13th level, and four at 19th level, and one ranged aura active at 3rd level, two at 9th level, and three at 16th level.

Destruction: This aura fills the recipients with supernatural wrath, granting a +1 morale bonus on all weapon damage rolls (including natural weapons and unarmed strikes). This bonus increases at 6th level, and every 6 levels thereafter, by +1.

Healing: The aura master is surrounded by a healing light. Recipients of the aura automatically stabilise when at fewer than 0 hit points, and bleed effects cease after one round of bleeding. Additionally, a recipient heals an extra hit point when subject to any cure spell or channel positive energy or lay on hands effect. The recipient heals an additional extra hit point at 5th level, and every 5 levels thereafter, to a maximum of +5 at 20th level.

Perception: This aura makes the recipients more alert, granting a +2 morale bonus on Initiative and Perception checks. This bonus increases at 5th level, and every 5 levels thereafter, by +1.

Piercing: This aura makes the recipients' spells more potent, granting a +1 morale bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases at 6th level, and every 6 levels thereafter, by +1.

Protection: This aura surrounds the recipients with a protective aura, granting a +1 insight bonus to Armor Class against attacks of opportunity and attack rolls made to confirm critical hits against them. This bonus increases at 5th level, and every 5 levels thereafter, by +1.

Puissance: This aura fills the recipients with combat puissance, granting a +1 morale bonus on all attack rolls. This bonus increases at 6th level, and every 6 levels thereafter, by +1. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Purity: This aura protects the recipients from the taint of their foes, granting a +1 resistance bonus on all saving throws. This bonus increases at 5th level, and every 5 levels thereafter, by +1. At 10th level, the bonus is doubled against curses, diseases, and poisons.

Resiliency: This aura makes the recipients resistant to harm, granting DR 1/magic. This DR increases at 5th level, and every 5 levels thereafter, by +1. At 10th level, this DR changes from magic to one alignment (chaotic, evil, good, or lawful) that is opposite the aura master's. If she is neutral, this DR can change from magic to one material (cold iron or silver), instead of an alignment type.

Resistance: This aura shields the recipients with a flickering aura, granting 5 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the aura is activated. This energy resistance increases at 6th level, and every 3 levels thereafter, by +3. If a recipient already has a particular type of energy resistance, the aura's resistance stacks with the existing resistance (but not that of another resistance psychic aura), as long as they both resist against the same energy type. Multiple versions of this psychic aura can be active at the same time, but each aura must provide resistance against a different type of energy.

Skilled: At the start of the day, the aura master picks one investigator class skill (except Perception) in which she has at least one skill rank. For the rest of the day, when the aura master activates this aura, it grants recipients a +2 morale bonus on skill checks with that skill. This bonus increases at 5th level, and every 5 levels thereafter, by +1. The aura master can choose the same or a different skill each day. Unlike other auras, the aura master does not receive this bonus.

Smiting: This aura bathes the recipients' weapons in a glowing light. The recipients' master's weapons count as magic for the purposes of bypassing damage reduction. At 6th level, the recipients' weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction, as chosen by the aura master. The type selected must match one of the aura master's alignments. If the aura master is neutral, she can choose to have the recipients' weapons also count as one material type (cold iron or silver) for the purpose of bypassing damage reduction, instead of counting as an alignment type. At 10th level, the recipients' weapons also count as adamantite for the purpose of overcoming damage reduction (but not for reducing hardness).

This ability replaces alchemy (including the ability to use extracts) and swift alchemy.

Investigator Talents: An aura master selects investigator talents as normal, except she cannot select the alchemist discovery investigator talent. This ability alters investigator talents.

Second Aura (Ex): At 8th level, whenever an aura master activates her psychic aura ability, she selects up to two different auras (instead of one), in any combination of personal or ranged auras. As a swift action, she can change two active auras to other types of psychic aura.

Third Aura (Ex): At 16th level, whenever an aura master activates her psychic aura ability, she selects up to three different auras (instead of two), in any combination of personal or ranged auras. As a swift action, the aura master can change three active auras to other types of psychic aura.

Indomitable

(Kineticist Archetype)

Some people just don't get hurt easy. Such people are the ultimate survivors: blessed—or cursed—to endure horrors untold without a scratch, suffering abject agonies that would shatter any dozen lesser creatures. Of course, the heart and mind of such a creature are not likewise invulnerable; an indomitable may well find herself weeping, alone and unscarred, bowed amongst the devastated remains of all that she once loved and held

dear. Anyone can burn out eventually, beaten by the pain itself.

Prerequisite: An indomitable must be a geokineticist; as such, she must select earth as her elemental focus at 1st level, but she may thereafter select a different expanded element as she desires.



Limited Versatility (Ex): An indomitable does not gain the basic geokinesis utility wild talent; likewise, she does not gain any other utility wild talents at higher level and may never gain the Extra Wild Talent feat. See bonus feats below.

Fighting Focus (Ex): While attacking with an unarmed strike, an indomitable treats her base attack bonus as if it were equal to her kineticist level, plus any base attack bonus for other classes or racial Hit Dice. Her unarmed strike deals 1d6 points of damage (1d4 if she is Small).

At 5th level, an indomitable gains a +1 bonus on attack rolls and damage rolls with her kinetic fist form infusion. This bonus increases by 1 at 9th level and every 4 levels thereafter.

She gains these benefits only when wearing light or no armor, not using a shield, and carrying a light load.

This ability replaces the 7th-level infusion.

Unbreakable Fist (Su): At 1st level, an indomitable gains Improved Unarmed Strike as a bonus feat. She gains the kinetic fist form infusion and it costs 0 points of burn instead of 1 point of burn.

She cannot use her kinetic blast without a form infusion, nor can she ever use her kinetic blast with the chain, extended range, extreme range, foe throw, flurry of blasts or many throw form infusions, nor may she use her kinetic blast with any form infusion that requires a ranged attack roll or a ranged touch attack roll.

This ability alters kinetic blast.

Ordinary Power (Ex): An indomitable—as long as she is only a geokineticist—appears to be both a normal and non-magical member of her race. She may freely pass for mundane even while using her elemental overflow or gather power class abilities, and such abilities can be detected by *detect magic* or similar divinations only if the caster succeeds on a caster level check with a DC of 11 + her kineticist level.

If an indomitable ever gains command over another element—such as aether, flame, or cold—she always reveals her power as normal for her class when using her abilities.

Bonus Feats: At 2nd level, and every two levels thereafter, an indomitable can gain a single bonus feat from the following list: Absorb Violent Energies*, Bloody Assault^{APG}, Bludgeoner^{UC}, Combat Expertise, Counterpunch^{ACG}, Cleave, Cudgeler Style^{MTT} [Cudgeler Sweep, Cudgeler Takedown], Dazing Fist^{ACG}, Deflect Arrows, Destructive Persuasion^{CoC}, Dodge, Diehard, Endurance, Felling Smash^{UC}, Force-Focusing Oath*, Furious Focus^{APG}, Godhood From the Bottom of a Bottle*, Great Cleave, Great Fortitude, Heroic Defiance^{APG}, Heroic Recovery^{APG}, Improved Bull Rush, Improved Great Fortitude, Kinetic Leap^{OA}, Power Attack,

Psycho-Crusher*, Reverse Feint^{ARG}, Staggering Fist^{ACG}, Terrifying Blow* (the unarmed strike of an indomitable is treated as a slam natural attack for purposes of this feat), Toughness, Vital Strike [Improved Vital Strike, Greater Vital Strike], Weapon Focus (Unarmed Strike)

An indomitable must meet all of the normal prerequisites for any feat selected, save for racial prerequisites.

This ability replaces utility wild talents.

Never Been Sick Since (Ex): At 3rd level, an indomitable is immune to all diseases, including supernatural and magical diseases, including mummy rot. This ability replaces the 3rd-level infusion.

Lethal Striking Power: At 5th level, an indomitable can accept 2 additional points of Burn when using kinetic fist to increase that infusion's damage dice from d6s to d8s.

At 9th level, she can instead accept 3 additional points of Burn to increase the damage dice from d6s to d10s.

At 13th level, he can instead accept 4 additional points of Burn to increase the damage dice from d6s to d12s.

All of these options count as Burn from a form infusion and can thus be reduced by infusion specialization.

This ability replaces the 5th-, 9th-, and 13th-level infusions.

Iron Mind

(Barbarian Archetype)

An iron mind believes in the mantra that a healthy mind is a healthy body, and their training reflects this, including the learning of some psychic abilities. Iron minds are usually more intelligent than other barbarians. Although often introspective, many manage to achieve leadership positions, where they tend to be admired more often than loved.

Alignment: Any non-chaotic and non-lawful

Skills: An iron mind gains Bluff (Cha), Diplomacy (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), and Stealth (Dex) as class skills. This alters the barbarian's class skills.

Logical Charmer (Ex): Instead of having a magnetic personality, an iron mind uses logical argument to influence others. She may use her Intelligence modifier instead of her Charisma modifier on all Bluff, Diplomacy, and Intimidate checks. This ability replaces fast movement.

Bravery (Ex): At 2nd level, an iron mind gains the bravery class feature, treating her iron mind level as her fighter level for purpose of this ability. This ability replaces trap sense.

Limited Telepathy (Su): At 4th level, an iron mind is able to mentally communicate with any creature within 30 feet with whom she shares a language. The maximum range of telepathy increases by 10 feet at 5th level, and increases by an additional 10 feet per level thereafter until it reaches maximum 100 feet range at 11th level. Otherwise this ability is identical to the telepathy ability. This ability replaces the rage powers gained at 4th and 16th level.

Strange Knowledge (Sp): At 8th level, once per week an iron mind gains the ability to enter a trance and retrieve knowledge from the Akashic Record. This trance functions as the spell *commune*. This ability replaces the rage power gained at 8th level.

Iron Mind (Ex): At 12th level, an iron mind develops a potent defence against mental contact. Any creature that attempts to initiate unwanted mental contact with the iron mind (such as via *detect thoughts*, *dominate monster*, or telepathy) must succeed at a Will save or be dazed for 1 round. The save DC is equal to 10 + 1/2 the iron mind's level + the iron mind's Intelligence modifier. An iron mind using her telepathy to communicate doesn't activate this ability unless she spends a standard action to focus her mind on one opponent. This ability works even if the iron mind is unconscious or asleep. This is a mind-affecting effect. This ability replaces the rage powers gained at 12th and 20th level.

Rage Powers: The following rage powers complement the iron mind archetype: improved damage reduction, guarded stance, inspire ferocity, intimidating glare, reckless abandon, rolling dodge, superstition.

Kinetic Wizard

(Wizard Archetype)

While all wizards covet esoteric knowledge, seeking power to work wonders, kinetic wizards also have an understanding of kinetic power, enabling them to create mystical blasts of energy. As they increase their understanding of arcane magic, they also increase their understanding of kinetic power. Some wizards think that kinetic wizards are undisciplined due to a lack of arcane school, but the latter know that they will never lack for magical power; at least, when it comes to attacking enemies.

Elemental focus: At 1st level, a kinetic wizard chooses one of the following energy types: acid, cold, electricity, or fire. One made, the choice cannot be changed. This choice determines the type of damage dealt by kinetic blast. Depending on the energy type chosen, she gains either basic aerokinesis (electricity), basic geokinesis (acid), basic hydrokinesis (cold), or basic pyrokinesis (fire). At 7th and 15th level, a kinetic wizard chooses an

ARCHETYPE VARIANT:

BRONZE MIND

Bronze mind is a variant of the iron mind archetype. Bronze minds might exist in entirely different geographic areas from iron minds, but usually exist with iron minds as part of the same city state or tribal structure, where they perform roles that are analogous to non-commissioned officers in a regular army. In an area where both bronze minds and iron minds exist, the latter are usually drawn from the middle and upper sections of society.

A bronze mind does not gain the added class skills, bravery, or logical charmer class feature, while the iron mind save DC is based on Charisma rather than Intelligence; the iron mind ability should be renamed "Bronze Mind."

additional energy type from the four available that she can apply when using kinetic blast. As at 1st level, once made the choices cannot be changed. When a kinetic wizard has multiple energy types to choose from, only one energy type applies per blast. This ability replaces arcane bond.

Kinetic Blast (Su): At 1st level, as a standard action, a kinetic wizard can unleash a kinetic blast of the type of energy chosen as an elemental focus, as a kineticist^{OA} of the wizard's level. At 2nd level, when a kinetic wizard uses kinetic blast, she can sacrifice a prepared spell of 1st level to increase the damage dealt; this is a free action, and she can only sacrifice one spell per kinetic blast. As a kinetic wizard increases in level, she can sacrifice prepared spells of any level (except 0) that she can cast. The amount of extra damage is indicated on TABLE 1: KINETIC BLAST DAMAGE that follows. The extra damage is not multiplied on a critical hit. This ability replaces arcane school.



TABLE 1: KINETIC BLAST DAMAGE

Wizard Level	Base Damage	Extra damage provided by sacrificed spell								
		1	2	3	4	5	6	7	8	9
1	1d6	—	—	—	—	—	—	—	—	—
2	1d6	2	—	—	—	—	—	—	—	—
3	2d6	1	2	—	—	—	—	—	—	—
4	2d6	2	4	—	—	—	—	—	—	—
5	3d6	1	2	4	—	—	—	—	—	—
6	3d6	2	4	7	—	—	—	—	—	—
7	4d6	1	3	5	7	—	—	—	—	—
8	4d6	3	6	9	12	—	—	—	—	—
9	5d6	2	5	8	11	14	—	—	—	—
10	5d6	3	6	9	13	17	—	—	—	—
11	6d6	3	6	9	12	15	18	—	—	—
12	6d6	4	7	11	15	18	22	—	—	—
13	7d6	4	7	10	13	16	19	23	—	—
14	7d6	4	8	12	16	20	24	28	—	—
15	8d6	3	7	10	14	17	21	24	28	—
16	8d6	4	8	12	16	20	24	28	33	—
17	9d6	5	9	13	17	21	25	30	34	38
18	9d6	6	11	16	21	26	31	37	42	47
19	10d6	6	11	17	23	28	34	40	45	51
20	10d6	7	13	20	27	33	40	47	53	60

Designer's Note: Table 1: Kinetic Blast Damage

The damage granted by the highest level spell expended puts the damage in the middle of average damage for the CR. The bonus damage is then reduced roughly equally per spell level. There is a dip to bonus damage at various levels (eg 3, 5, 7, 9, 15, and 17 for the 1st-level spell column), because this is offset by an increase in the Base Damage column by +1d6.

Martial Occultist (Occultist Archetype)

Not all occultists are spellcasters. Some gain combat training such that they can compete with any type of martial, whether they are fighters, paladins or something else. These martial occultists blend their skill with weapons with cunning use of focus powers to achieve their ends.

Armor Proficiency: A martial occultist is proficient with all types of armor. This alters the occultist's armor proficiencies.

Combat Training (Su): A martial occultist's base attack bonus is equal to her class level (which is the same as for a fighter). This ability replaces occultist spells. It alters the occultist base attack bonus.

Focus Powers (Su): A martial occultist can activate the following powers with a swift action (provided he has already selected them), but only if the target is the martial occultist or his equipment: aegis^{abj}, inspired assault^{enc}, legacy weapon^{tra}, philosopher's touch^{tra}, or quickness^{tra}.

When a martial occultist activates inspired assault, legacy weapon, or philosopher's touch on himself or his own weapon, the effect lasts until he dismisses the effect,



he passes the relevant weapon to someone else, inspired assault is dispelled, or he regains his mental focus pool, as appropriate. Regarding legacy weapon and philosopher's touch, he must dismiss the relevant effect if he wishes to change either of them.

A martial occultist cannot use the servitor base focus power (conjunction), and cannot gain any benefit from the conjunction or necromancy resonant powers. He cannot select the following focus powers: shadow beast (illusion), necromantic servant (necromancy), or soulbound puppet (necromancy). This alters focus powers.

Implements (Su): Because a martial occultist has no spellcasting ability, he must make a Use Magic Device check to use spell completion and spell trigger magic items. If a martial occultist selects conjunction as an implement school, he gains Implement Focus (conjunction) as a bonus feat. If a martial occultist selects necromancy as an implement school, he gains Implement Focus (necromancy) as a bonus feat. This alters implements.

Bonus Feats: At 4th level, and every four levels thereafter, a martial occultist gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed

as combat feats. The martial occultist must meet the prerequisites of these bonus feats. This ability replaces magic item skill, object reading, magic circles, binding circles, fast circles, and all instances of outside contact.

Martial Seer

(Paladin/Antipaladin Archetype)

Martial seers are paladins and antipaladins who receive training of both a divine and psychic nature. Martial seers are able to read information from items and read auras of creatures, but their connection to the divine is somewhat lesser than a traditional paladin's. Somewhat rarer are martial seer antipaladins, and of those most are tyrants^{UI}, because the latter's lawful nature better suits the more contemplative approach taken by martial seers than the approach taken by traditional antipaladins.

Enemy Bane (Su): At 1st level, a martial seer gains a +1 bonus on weapon attack and damage rolls against evil creatures*. At 5th, 10th, 15th, and 20th level, the bonuses on weapon attack and damage rolls increase by 1.

* Good creatures for antipaladins.

Smite Evil (Su; paladins only): When a martial seer uses smite evil, the damage bonus provided by enemy bane doubles against the target, or quadruples on the first successful attack against a target that is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature. Smite evil only overcomes DR chaos, evil, and magic. She does not add her Charisma modifier to attack rolls made against the target. This ability alters smite evil.

Smite Good (Su; antipaladins only): When a martial seer uses smite good, the damage bonus provided by enemy bane doubles against the target, or quadruples on the first successful attack against a target that is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin. Smite good only overcomes DR good, lawful, and magic. She does not add her Charisma modifier to attack rolls made against the target. This ability alters smite good.

Martial Seer Spells: A martial seer casts spells as a medium, but draws her spells known from the paladin or antipaladin^{APG} spell list, as appropriate. A martial seer adds the following spells to her spell list, in addition to paladin or antipaladin spells.

1st—*comprehend languages*, *identify*, *find traps*.

2nd—*augury*, *detect thoughts*, *see invisibility*.

3rd—*arcane sight*, *detect scrying*, *tongues*.

4th—*commune*, *divination*, *thoughtsense*^{OA}.

A martial seer normally chooses at least half of her spells known per spell level from the divination school, but is not required to do so. This ability alters paladin/antipaladin spellcasting.

Object Reading (Su) At 3rd level, a martial seer learns how to read information from items he examines. He gains the object reading class feature, treating his paladin/antipaladin levels as his occultist^{OA} levels for purpose of this ability. This ability replaces divine health and all instances of mercy for paladins, or plague bringer and all instances of cruelty for antipaladins.

Aura Sight (Su) At 5th level, a martial seer can read the auras of creatures around him as a standard action. This functions as the *aura sight*^{ACG} spell with a duration of 1 round. This ability replaces channel energy.

Psychic Hunter

(Psychic Archetype)

While all rapport discipline psychics forge close bonds with others to bring out the best in themselves, psychic hunters take this further; they have a keen sense of tactics, and are able to lead allies to improved combat effectiveness. At the same time, psychic hunters are trained to disrupt the magic of psychic creatures, whether they are monsters or people. With these abilities, psychic hunters are especially effective at hunting psychic foes.

Discipline: A psychic hunter must have the rapport discipline.

Diminished Spellcasting: A psychic hunter can use one fewer spell per day of each level. His number of psychic spells known is unchanged.

Tactician (Ex): At 1st level, a psychic hunter receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the psychic hunter 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 psychic hunter possesses. Allies do not need to meet the prerequisites of these bonus feats. The psychic hunter can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter. This ability replaces the phrenic amplification gained at 1st level.

Mental Static Aura (Su): At 3rd level, a psychic hunter creates a field around it that makes concentrating difficult for those without this ability. Living creatures within 10 feet of him must succeed at a concentration check ($DC = 10 + 1/2$ the psychic hunter's level + the psychic hunter's Intelligence modifier) to cast a spell with a thought component (*Occult Adventures* 144). Failing this check causes the spell to be lost with no effect. In addition, all spellcasters must attempt this check at the start of their turns if they are concentrating on an active spell or effect. Failing it means that they cease concentrating on the spell or effect. At 7th level, the aura affects creatures within 20 feet of the psychic hunter,



and within 30 feet of him at 11th level. Psychic hunters and other creatures with this ability are immune to its effects and can cast spells normally. This ability functions only while the psychic hunter is conscious, not if he is unconscious or dead. This ability replaces the phrenic amplification gained at 3rd level.

Greater Tactician (Ex): At 5th, 9th, and 13th level, the psychic hunter receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for these feats. The psychic hunter can grant these feats to his allies using the tactician ability. At 9th level, using the tactician ability is a swift action. This ability replaces team player and the phrenic amplification gained at 7th level.

Master Tactician (Ex): At 17th level, the psychic hunter receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The psychic hunter can grant this feat to his allies using the tactician ability. Whenever the psychic hunter uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats. This ability replaces the phrenic amplification gained at 15th level.

PSYCHIC ORACLES AND RAGE PROPHETS

The rage prophet is a prestige class from the *Pathfinder Roleplaying Game Advanced Class Guide*. It is designed for use by multiclassed barbarian/oracles, and provides up to 7 “+1 level of divine spellcasting class” benefits. Given that there are bloodragers^{ACG}, who can cast psychic spells while bloodraging, in the form of the id rager archetype, GMs should feel free to allow psychic oracles to gain the rage prophet archetype, allowing improvement to the psychic oracle’s spellcasting.

Psychic Oracle

(Oracle Archetype)

Some oracles are born with psychic power, rather than divine. Such oracles still have a curse, perhaps as a side effect of such power. Psychic oracles may be celebrated or ostracised, depending on the nature of the communities they come from. For some strange reason, psychic oracles gain special advantages from being part of an egregore’s^{B5} cult mind, even beyond those of normal cult members. This leads them to be fairly sociable, at least with other members of an egregore cult.

Recommended Mysteries: Any

Bonus Spells: *mind thrust* ^{IOA} (2nd), *id insinuation* ^{IOA} (4th), *ego whip* ^{IOA} (6th), *intellect fortress* ^{IOA} (8th), *psychic crush* ^{IOA} (10th), *mental barrier* ^{VOA} (12th), *mass synesthesia* ^{IOA} (14th), *protection from spells* (16th), *divide mind* ^{IOA} (18th). These bonus spells replace the oracle’s normal mystery bonus spells at these levels.

Revelations: A psychic oracle must take the following revelations at the listed levels.

Transcendental Bond (Su): As the nature mystery revelation (see the *Pathfinder Roleplaying Game Advanced Player’s Guide*). You must take this revelation at 1st level.

Egregore Cultist (Su): You gain special advantages from being part of an egregore^{B5} cult mind. If a fellow member of the cult mind leaves the cult mind, you automatically succeed on the Will save to avoid being sickened. While you are a cult member, the ritual to create an egregore requires only 8 hours (rather than 1 day), and adding a new member to the cult mind requires only 1 hour (rather than 1 day). Finally, you can travel up to five miles away from an egregore without severing your link to the creature, but while you are more than 1 mile

away from it, the egregore cannot use any of its spell-like abilities on you. You must take this revelation at 7th level.

Spells: Your oracle spells and spell-like abilities count as psychic instead of divine. You use thought and emotion components instead of verbal and somatic components when casting your spells.

Rage Lord

(Barbarian Archetype)

All barbarians have the ability to enter rage in order to defeat their enemies. Rage lords view those other barbarians as “amateur ragers”, and themselves as artists of a kind, who can enter different types of rage. As well as being able to do this, rage lords can attempt to force enemies to experience dangerous effects, based on a particular emotion.

Emotion Focus: At 1st level, each day the rage lord must pick one of the following emotions: anger, dedication, despair, fear, hatred, jealousy, or zeal. Once chosen, it cannot be changed for that day. When using emotion rage or compel emotion (see below), the choice made determines the effects of both abilities for that day.

Emotion Rage (Ex/Su) When the rage lord enters rage, he enters the type of rage related to the emotion focus selected that day. This provides the morale bonus to Will saves and drawbacks of standard rage, plus the following benefits. The benefits such as bonus feats and energy resistance, are gained only while raging. This ability alters rage and replaces the rage powers gained at 2nd, 6th, and 10th level.

Effects for the different rage types are on TABLE 2: EMOTION RAGE BENEFITS.

Anger: Anger rage is the same rage as described in the *Pathfinder Roleplaying Game Core Rulebook*. Also while raging, at 2nd level the rage lord gains resist fire 5 and Power Attack as a bonus feat, and at 6th level resist fire 10. If he already has Power Attack, he instead gains a bonus feat which has Power Attack as a prerequisite.

Dedication: During a dedication rage, the rage lord gains a +4 morale bonus to Constitution and Wisdom. Greater dedication rage increases the morale bonus to Con and Wis to +6. Mighty dedication rage increases the morale bonus to Con and Wis to +8. Also while raging, at 2nd level the rage lord gains a +2 natural armor bonus to AC and Toughness as a bonus feat, and at 6th level Great Fortitude as a bonus feat. If he already has those feats, he instead gains a defensive bonus feat of the GM’s choice.

Despair: During a despair rage, the rage lord gains a +4 morale bonus to Constitution and Charisma. Greater despair rage increases the morale bonus to Con and Cha to +6. Mighty despair rage increases the morale bonus to Con and Cha to +8. Also while raging, at 2nd level the

TABLE 2: EMOTION RAGE BENEFITS

	Level				
	1	2	6	11	20
Anger	+4 Str, +4 Con	Resist fire 5; <u>Power Attack</u>	Resist fire 10	+6 Str, +6 Con	+8 Str, +8 Con
Dedication	+4 Con, +4 Wis	+2 natural armor bonus; <u>Toughness</u>	<u>Great Fortitude</u>	+6 Con, +6 Wis	+8 Con, +8 Wis
Despair	+4 Con, +4 Cha	Resist cold 5	Resist cold 10; DR 5/magic	+6 Con, +6 Cha; DR 10/magic	+8 Con, +8 Cha
Fear	+4 Dex, +4 Con	<u>Improved Initiative</u>	Rogue evasion; <u>Lightning Reflexes</u>	+6 Dex, +6 Con; ranger evasion	+8 Dex, +8 Con
Hatred	+4 Str, +4 Dex	Resist acid 5	Resist acid 10	+6 Str, +6 Dex	+8 Str, +8 Dex
Jealousy	+2 Str, +2 Dex, +4 Con	Resist sonic 5	Resist sonic 10; DR 5/silver	+2 Str, +4 Dex, +6 Con	+4 Str, +6 Dex, +6 Con
Zeal	+2 Str, +4 Con, +2 Wis	Resist electricity 5	Resist electricity 10; DR 5/magic	+4 Str, +6 Con, +2 Wis; DR 10/ magic	+6 Str, +6 Con, +4 Wis

rage lord gains resist cold 5, at 6th level resist cold 10 and DR 5/magic, and at 10th level DR 10/magic.

Fear: During a fear rage, the rage lord gains a +4 morale bonus to Dexterity and Constitution. Greater fear rage increases the morale bonus to Dex and Con to +6. Mighty fear rage increases the morale bonus to Dex and Con to +8. Also while raging, at 2nd level the rage lord gains Improved Initiative as a bonus feat, at 6th level Lightning Reflexes as a bonus feat and rogue evasion, and at 10th level ranger evasion instead of rogue evasion. If he already has Improved Initiative, he instead gains a defensive bonus feat of the GM's choice.

Hatred: During a hatred rage, the rage lord gains a +4 morale bonus to Strength and Dexterity. Greater hatred rage increases the morale bonus to Str and Dex to +6. Mighty hatred rage increases the morale bonus to Str and Dex to +8. Also while raging, at 2nd level the rage lord gains resist acid 5, and at 6th level resist acid 10.

Jealousy: During a jealousy rage, the rage lord gains a +2 morale bonus to Strength and Dexterity, and a +4 morale bonus to Constitution. Greater jealousy rage does not change the Str bonus, but increases the morale bonus to Dex to +4 and Con to +6. Mighty jealousy rage increases the morale bonus to Str to +4, Dex to +6, and Con to +6. Also while raging, at 2nd level the rage lord

gains resist sonic 5, and at 6th level resist sonic 10 and DR 5/silver.

Zeal: During a zeal rage, the rage lord gains a +2 morale bonus to Strength and Wisdom, and a +4 morale bonus to Constitution. Greater zeal rage does not change the Wis bonus, but increases the morale bonus to Str to +4 and Con to +6. Mighty zeal rage increases the morale bonus to Str to +6, Con to +6, and Wis to +4. Also while raging, at 2nd level the rage lord gains resist electricity 5, at 6th level resist electricity 10 and DR 5/magic, and at 10th level DR 10/magic.

Compel Emotion (Su): At 2nd level, by expending 1 round of rage, as a standard action a rage lord can attempt a melee touch attack to compel a negative emotion in a target. A successful Will save (DC 10 + 1/2 rage lord's levels + rage lord's Charisma modifier) negates this. This ability can be used when raging or not raging. The emotion compelled is that of the emotion focus chosen for the day. The effects of multiple compel emotion effects of the same emotion do not stack, but a creature can be under the effects of different compel emotion effects based on different emotions.

A creature affected by compel emotion retains the emotion effect for 1d4+1 rounds. An affected creature that takes a move action to try to control its emotions can attempt another Will save (same DC as above). Success

DESIGNER'S NOTE: THE RAGE LORD

Within the GM's world, some rage lords will use the full range of emotion rage types, while others may favor using only one or a small number of emotion rage types. Such differences, when applied to different groups of rage lords, can be used to emphasise verisimilitude in campaign settings.

Unlike with other barbarian archetypes, no particular rage powers are specifically recommended, because the different types of rage present different types of play styles for a barbarian. The player of a rage lord should just pick what seems appropriate, in other words, although rage powers that increase attack bonus, such as reckless rage, are particularly important for those rage lords who frequently use dedication or despair rage.

The dedication and despair rage options might seem weak in comparison to the others; after all, they don't increase a rage lord's Strength or Dexterity.

Regarding dedication rage, the improved Wisdom increases the barbarian's Will save bonus and skill bonuses with Wis-based skills. If the barbarian has feats like Stunning Fist or Touch of Serenity^{APG}, it also raises their save DC.

Regarding despair rage, the improved Charisma can be useful in a number of ways, not just for improving her Intimidate skill bonus. The increased Cha bonus raises the save DC for the compel emotion class feature, and also helps with the following rage powers: inspire ferocity^{APG}, linnorm death curses^{ACG}, and lesser and greater spirit totem^{APG}.

on this Will save removes the effect and grants the creature a +4 circumstance bonus on future saves against that rage lord's compel emotion ability for 24 hours. This is a mind-affecting emotion^{UM} effect.

A rage lord can also use compel emotion with a 30-foot range. Using compel emotion at range does not require

an attack roll, and expends 2 rounds of rage. At 5th level, the range increases to 60-feet. This ability replaces improved uncanny dodge and uncanny dodge.

Effects for the different emotions are as follows:

Anger: A creature affected by compel emotion is compelled to take attacks of opportunity against its allies whenever those allies take actions that would provoke an attack of opportunity from the creature. These count against the number of attacks of opportunity the creature can take each round.

Dedication: A creature affected by compel emotion is unable to move away from an adjacent opponent unless it succeeds at a Will save (same DC as above) at the start of its turn. Success allows the creature to move away that round, but does not end the effect.

Despair: A creature affected by compel emotion takes a -2 morale penalty on attack rolls and damage rolls. At 10th level the penalty increases to -4.

Fear: A creature affected by compel emotion gains the shaken condition.

Hatred: A creature affected by compel emotion takes a -2 penalty to AC, but gains a +1 morale bonus on attack rolls and damage rolls. At 10th level the penalty increases to -4.

Jealousy: A creature affected by compel emotion must attempt saving throws to resist all spells cast on it, including harmless and beneficial spells.

Zeal: A creature affected by compel emotion must succeed at a Will save (same DC as above) each round or repeat the same actions it took on the previous round. If it is unable to do so (such as if it made a full attack against an opponent that has moved away, or cast a spell that has been expended), it must take actions that mimic those taken in the previous round as closely as possible. Succeeding at this Will save allows the creature to act normally for 1 round, but does not free it from the emotion effect.

Soulful Druid

(Druid Archetype)

A soulful druid is a druid that is usually perceived as less disciplined than other druids, but gains power from their strong personality. They are just as dedicated to the natural world as other druids, however.

Emotion Focus: At 1st level, a soulful druid must pick one of the following emotions: anger, dedication, despair, fear, hatred, jealousy, or zeal. Once chosen, it cannot be changed. The choice made determines the emotion that most drives her. The choice made determines the emotion aura gained at 7th level, and grants additional spells known; these additional spells are those granted by the Emotion Focus^{OA} feat.



Nature Bond: A soulful druid must choose a domain. She cannot gain an animal companion. The soulful druid does not receive additional domain spell slots. Instead, in addition to the spells gained by soulful druids as they gain levels, the soulful druid adds the domain spells to her list of spells known. These spells are added as soon as the soulful druid is capable of casting them. This ability alters nature bond.

Soulful Druid Spells: A soulful druid casts spells and orisons as an oracle, using Charisma, rather than Wisdom, to determine all class features relating to the druid class, such as bonus spells per day, maximum spell level she can cast, and the save DCs of her spells. She draw her spells known from the druid spell list, and uses the following table for soulful druid spells known. In the table, the figure before the “+” refers to the spells she may select from the druid spell list as her spells known. The number after the “+” are additional spells known; they are the relevant domain spells, emotion focus spells, and *summon nature’s ally* spells, added as soon as she is capable of casting them. For example, a 1st level soulful druid with the weather domain and zeal emotion chooses any one 1st level druid spell, and adds *delusional pride*^{UM}, *obscuring mist*, and *summon nature’s ally I* to her list of 1st level spells known. At some class levels, a soulful

druid gains only spells known that are bonus spells for particular spell levels.

When a soulful druid can choose to swap a new spell in place of one she already knows, she can swap only those referred to before the “+”. Bonus spells (those after the “+”) are not eligible. This ability alters the druid’s spellcasting.

Summon Nature’s Ally: In addition to the spells gained by soulful druids as they gain levels, the soulful druid adds the *summon nature’s ally* spells to her list of spells known. These spells are added as soon as the soulful druid is capable of casting them. This ability replaces spontaneous casting.

Emotion Aura (Su): At 7th level, a soulful druid gains an emotion aura. The aura gained is the class feature gained at 7th level by a spiritualist’s phantom^{OA} of the emotion focus chosen at 1st level. For example, she gains aura of fury if anger was chosen as the emotion focus at 1st level. Treat all references to “the master”, “the phantom”, or “the spiritualist” as referring to the soulful druid instead. Ending the aura is a free action. If required, save DCs are equal to 10 + 1/2 the soulful druid’s level + her Charisma modifier.

Wild Shape (Su): A soulful druid can only use this ability once per day. This ability alters wild shape.

TABLE 3: SOULFUL DRUID SPELLS KNOWN

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

Tranquil Occultist (Occultist Archetype)

A tranquil occultist seeks to attain a peaceful state of mind, free of self-doubt. Regular meditation expands their mind, which helps calm those around them. They try not to kill sentient living creatures, with exceptions, as determined by their code.

Alignment: Any except neutral evil and chaotic evil.

Implements (Su): A tranquil occultist gains only one implement school at 1st level, but gains additional spells known in place of the implement that is lost: *telepathic projection*^{OA} (1st), *silence* (4th), *mantle of calm*^{ACG} (7th), *mass daze*^{UM} (10th), *serenity*^{UM} (13th), *psychic surgery*^{OA} (16th). The spells are added to his spells known as soon as he reaches the required level. This alters implements.

Merciful Magic (Ex): At 1st level, a tranquil occultist gains *Merciful Spell*^{APG} as a bonus feat. A tranquil occultist can apply the effects of this feat to his spells without adjusting the length of time it takes to cast those

spells. He can also apply the effects of the feat to any focus powers that inflict hit point damage.

Focus Powers (Su): If a tranquil occultist has a transformation implement, when he uses the legacy weapon base focus power to enhance a weapon with the merciful weapon special quality, that special quality lasts until he dismisses the effect or he regains his mental focus pool. He must dismiss merciful weapon on a particular weapon if he wishes to change legacy weapon to a different effect. This alters focus powers.

Aura of Courage (Su): At 3rd level, a tranquil occultist gains the paladin's aura of courage class feature. This ability replaces the focus power chosen at 3rd level.

Aura of Resolve (Su): At 8th level, a tranquil occultist gains the paladin's aura of resolve class feature. This ability replaces magic circles and all instances of outside contact.

Aura of Tranquility (Su): At 16th level, a tranquil occultist gains the paladin's aura of righteousness class

DESIGNER'S NOTE: SOULFUL DRUIDS AND OTHER ARCHETYPES

As presented here, the soulful druid archetype alters wild shape, which should prevent the druid from also gaining archetypes for druids from non-forest terrains, as first introduced in *Pathfinder Roleplaying Game Advanced Player's Guide*. If the GM wishes to allow these archetypes to stack with the soulful druid archetype, she should feel free to do so, since this archetype merely reduces the uses per day of wild shape. This will allow for additional variety in the GM's campaigns, so that soulful druids from non-forest environments are possible.

TRANQUIL OCCULTISTS

Tranquil occultists perhaps work best in city-based adventures, where player characters are usually encouraged not to slaughter everything in sight. In a dungeon-based setting, a tranquil occultist might simply seek to force evil humanoids such as orcs, who are not inherently evil, into unconsciousness. It is always possible that a tranquil occultist might even seek to redeem such humanoids, depending on the campaign. The code of conduct is intended as a roleplaying aid, not as a straitjacket; a GM should not see it as a means to "trip up" a tranquil occultist, but should advise the player of the correct cause of action if necessary.

feature, except that he gains DR 5/chaos instead of DR 5/evil. This ability replaces binding circles and fast circles.

Code of Conduct: A tranquil occultist's code requires that he avoids killing sentient living creatures, and oppose torture on principle. A tranquil occultist must seek to subdue enemies without mortally wounding them; in other words, he cannot purposely slay another creature that cannot reasonably be influenced to flee or join a civilized society as a productive member (obviously this excludes many monsters). A tranquil occultist must not make attacks using disease or poison, or use torture implements or effects with the pain^{UM} descriptor. A tranquil occultist must not be part of a group that violates this code.

Ex-Tranquil Occultists: A tranquil occultist who violates the code of conduct suffers from massive self-doubt and loses all tranquil occultist spells and class features (not counting armor, shield and weapon proficiencies). He may not progress any further in levels as a tranquil occultist. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell), as appropriate.

Trick Master

(Mesmerist Archetype)

Some mesmerists have practised their skills such that they gain incredible flexibility with their tricks, being able to implant multiple tricks in himself, and in others with time. However, this flexibility grants trick masters fewer spells per day.

Diminished Spellcasting: A trick master has one fewer spell slot of each level than a regular mesmerist. If this reduces his number of spell slots of a particular level to zero, he can cast spells of that level only if his Charisma allows bonus spells of that level. This ability alters the mesmerist's spellcasting.

Mesmerist Tricks (Su): A trick master can implant a maximum number of tricks each day equal to his trick master level plus his Charisma bonus (if any). Each time he gains the Extra Mesmerist Tricks^{OA} feat, he can implant four extra tricks per day (instead of two). This ability alters mesmerist tricks.

Trick Master (Su): At 1st level, a trick master can have up to two tricks implanted on himself at any given time, but can activate no more than one trick on himself per round. At 5th level, he can have up to three tricks implanted on himself at any given time, and this number increases to four at 9th level, five at 13th level, and finally six at 17th level.

From 5th level, each ally that the trick master can implant tricks on can have up to two implanted tricks at any given time, but can activate no more than one trick per individual per round. At 9th level, each ally that the trick master can implant tricks on can have up to three



implanted tricks at any given time, and this number increases to four at 13th level, and finally five at 17th level. This ability replaces painful stare.

Flexible Tricks (Su): At 5th level, a trick master can change an implanted trick on himself without losing the use of the ability he spent implanting a previous trick. At 11th level, a trick master can change an implanted trick on an ally that he implanted without losing the use of the ability he spent implanting a previous trick. At 12th level, a trick master can change master tricks for other tricks or master tricks, as long as the maximum number of implanted tricks is not exceeded for the individual, again without losing the uses of the ability he spent implanting a previous master trick. This ability replaces mental potency and glib lie.

Trick Lord (Su): At 20th level, a trick master can implant or change any number of tricks or master tricks on himself or one ally, taking a standard action to do so, up to the maximum number of tricks the individual can have implanted by the trick master at a given time. This ability replaces rule minds.

New Feats

The following new feats are intended to help those who select them defend or fight against occult forces. Shield Against The Supernatural and Supernatural Slayer are from *Pact Magic Unbound, Volume 1*, published by Radiance House. This book also introduces a new style feat path:

Dampened Versatility Feats: These are bonus feats that can be taken in lieu of utility wild talents by a kineticist with the elemental annihilator^{OA} archetype.

Serene Style: Practitioners of this style are highly spiritual martial artists who seek understanding of the mysteries of spiritualism and oneness with the universe. They use this understanding to cause enemies to feel a sense of oneness, temporarily negating their ability to engage in combat.

Absorb Violent Energies

You are a walking, smoldering battery for hyper-lethal doses of flesh-rending, bone-shattering and soul-scorching power; those titanic forces which ripple over you—and through you!—re-charge the god within ... even as they tear-apart every cell of your mortal being.

Of course—like any battery—you risk being overcharged or drained dead, cold and empty.

Prerequisite: You may not be a hydrokineticist with cold blast.

Benefit: You permanently gain vulnerability to cold. This effect is a one-time penalty; this effect does not stack (see Special, below). Choose any one of the following: DR 1/–, electricity resistance 2, fire resistance 2, sonic resistance 2. In addition, whenever you take damage that is partially or totally negated by use of this feat, you are treated as if you had used the Gather power class feature as a move action in the previous round.

If you possess the Incredible Hidden Power feat, you gain neither the benefits nor the drawbacks of this feat while in your social identity.

Special: You may gain this feat multiple times; its effects stack if you choose the same type of resistance, though you may choose a different type of resistance each time. If you possess this feat, you may select it again as a bonus feat in lieu of gaining a utility wild talent or in place of a Dampened Versatility feat. Your vulnerability to cold does not increase if you take this feat more than once.

Accelerating Kinetics

Speed is the essence of any form of combat, and you may collect, hyper-charge, store & then execute—as you chose—raw bursts of reality-sheering, knuckle-whitening velocity just as you can hoard the kinetic charge simmering behind it.

Of course, the body was never meant to process force-feedback loops of this magnitude; it most surely takes a toll. Live fast, as they say. It's a rush.

Benefit: In any round that you accept or obviate a point of burn, you may immediately increase any one form of movement that you possess by +5 ft; this special increase to your movement speed lasts for 1 round per 2 character levels (minimum 1) and begins as soon as you take any action to move further than 5 ft.

For each point of Burn that you accept or obviate, you increase your chosen form of movement by an additional +5 ft; you may not increase your chosen movement rate by more than +50% in this way.

For example: if you were a 3rd level human kineticist—with a 30 ft. base movement—and you used gather power both as a full round action and then as a move action, you could reduce the total burn cost of the next wild talent used by 3 points.

After reducing your burn in this way, you would receive a +15 to your base movement for one full round, beginning as soon as you took any action that moved you further than 5 ft.

At 4th level, performing a set of identical actions would instead result in receiving a +15 to your base movement for two full rounds.

This is partially a conjuration (teleportation) effect; thus, anything that blocks astral travel halves this movement bonus (rounded down).

Special: You may gain this ability in place of a Dampened Versatility feat, in place of a Utility Wild Talent or in place of any Limited Versatility feat of any type. If you possess this feat, you may also select Acrobatic Steps, Agile Maneuvers, Fleet, Nimble Moves, Lightning Stance and Wind Stance in place of those options.

Enhanced Guarded Hearth

You can create a guarded hearth of longer duration and greater size.

Prerequisites: Guarded hearth class feature*, Extend Spell feat.

Benefit: When you create a guarded hearth ward, it lasts 2 hours per cleric level until 12th or higher level, whereupon it lasts 24 hours. If you create the ward inside the area of a *forbiddance*, *hallow*, or *unhallow* spell that you cast, the ward created is as large as the area of that spell. To gain the benefits of this feat when creating the ward, you must be very familiar with the area to be warded; that is, it must be a place where you have been very often and where you feel at home.

Normal: Guarded hearth normally lasts for 1 hour per cleric level, and has a maximum radius of 5 feet per 2 cleric levels.

*This class feature is granted by the (Community) Home^{APG} subdomain.

Force-Focusing Oath

Those tempestuous, furious occult energies which you wield—or ‘call-forth’—are strange, untamed and fiendishly complex in their inhuman obediences; such elemental spirits dance wordlessly to the screams of your subconscious fears, regrets and unspoken desires far more than they obey any sane or logical “rules”.

Thus...as you live by a self-imposed code of honor, so your depth of power grows.

Benefit: You may take vows, much like a monk. Adherence to these vows adds to your buffer rather than to your ki pool, but the ability otherwise functions identically. Thus, if you were a 12th level kineticist with a Vow of Silence, you would possess a total buffer of four: two for being a kineticist of 11th level or higher, plus two for your Vow.

NOTE: Additional vows, especially those appropriate for use with this feat, can be found in *Gothic Grimoires: To Serve a Prince Undying* and the *Gothic Campaign Compendium* from Legendary Games.

Special: You may select this as a Dampened Versatility feat.



Godhood from the Bottom of a Bottle

You possess a mad & ravaging potency—roaring and swift, bright with angel’s thunder and devil’s cries, clear as the stars above and below—capable of bending space and time, matter and energy themselves at a barest whim... and it is a vast torrent, a waterfall of the living soul, unleashed at the mere cost of your sanity, your sobriety, your very self.

Prerequisite: Living creature with the ability to accept burn, plus Special (see below).

Benefit: You are assumed to have recently imbibed just under a number of alcoholic drinks equal to 1 plus double your Constitution modifier. If you are ever completely & utterly cut-off from this amount of alcohol for 24 hours—such as by being imprisoned, trapped, too broke or too helpless to purchase a drink—you are permanently exhausted until you begin drinking earnestly once more. You retain this penalty until you imbibe a sufficient amount of alcohol again or until you retrain this feat upon leveling.

You can purposefully drink a tankard of ale, one full beer, an entire glass of wine or one shot of strong alcohol. Drinking in this way requires a minimum of one standard action and always provokes attacks of opportunity; if you consume alcohol in this way, you are thereafter retroactively treated as if you had used your full round to gather power. This is treated as using the gather power class ability for purposes of the Heir to Power Unstable feat.

If you have the internal buffer class feature, you may instead add a temporary point to that pool upon drinking in this way; you can hold a maximum number of these temporary Burn offset-points in your pool at any one time equal to one half your character level, rounded down (minimum 1). Temporary points of burn added to your internal buffer in this way last for 1 hour or until spent, whichever comes first. You must choose which of these two abilities to use whenever you consume alcohol in conjunction with this feat.

Immediately after consuming a drink in this way, you suffer the effects of being sickened, and this penalty persists for one hour. Unlike the normal sickened condition, this special penalty stacks, so you suffer a total -4 penalty on all skill checks, for example, if you have taken two such drinks in the last hour. As long as you have at least one temporary burn point in the pool of your internal buffer, however, the penalty of the sickened condition is neither applied to your kinetic blast attack rolls nor to your kinetic blast damage; additionally, you may take your move action to make a single kinetic blast attack even while nauseated.

In addition, in any round that you accept burn (or obviate a point of burn through the use of a feat, class feature, or similar ability), any penalty from the sickened condition—regardless of the source—is entirely obviated.

If you also have the Drunken Brawler^{ISG} feat, you must choose whether to gain the benefits and penalties of this feat or the benefits and penalties of that ability each time you consume alcohol; you may gain all of the benefits and penalties of each ability, of course, by drinking sufficient quantities of alcohol.

Special: This feat may be selected as a bonus feat for the Dampened Versatility class feature. If taken when a character is 1st level, this may be selected as a trait rather than as a feat.

Heir to Power Unstable

Breathe in, flex. Hold. The universe shudders. And then the crash.

Even the still, eerie silence in the half-second before your strike is made deadly, for you were born into a legacy of madness, agony and vast occult thunder, gifted by blood and brutal training alike with the raw potency to wrench-open gaping holes in reality itself. Only those who share your name, lineage and title may stand by your side with any safety: all others who approach the eye of your storm are thrown down, torn to jagged & smoldering shreds.

Prerequisite: Kineticist level 1st

Benefit: Any creature that is a member of your family automatically succeeds on all saving throws against all kineticist class abilities you use. Such a creature is likewise immune to any energy damage you deal with kineticist class abilities and receives damage reduction (/–) equal to twice its HD against any physical damage you deal with kineticist class abilities.

Whenever you use the gather power class feature, all Tiny or smaller unattended objects within 30 ft. of you—including all items weighing less than a pound such as pebbles, coins, dried leaves, stray bits of litter, shreds of cloth and individual sheets of paper—automatically roll or slide 10 ft. toward you as if gently pulled. Ambient dust particles, along with all airborne vapors, fogs and gases within the area (30 ft.) are all likewise drawn 10 ft. closer to you.

Any objects that enter your square in this way come to a complete, immediate and harmless stop upon making contact with you or your gear, dealing no damage to you before falling motionless once more. Active chemicals and substances drawn-in in this way—such as acidic mist, burning embers, or the effects of a *cloudkill* spell—affect you as normal.

Held, wielded and attended objects are not affected in any way, although a creature holding an item affected by your gather power may feel a slight tug.

Depending on your elemental focus, your expanded element and your choice of simple blast(s), the results of your gather power ability may have additional effects, as described here:

Aether (telekinesis) and blood focus (hydrokinesis): All living creatures within the 30-ft. area develop light nosebleeds as well as beginning to bleed from both the eyes and the ears. This deals no damage to living creatures in the area, but the experience is sharply painful: wild animals and other untrained, non-magical non-intelligent creatures will not willingly remain in the area. Drops of blood in the area flow slightly toward you—angling imperceptibly in your direction as they fall—until the beginning of your next turn. This bleeding lasts for one round per kineticist level you possess.

Air blast (aerokinesis) and gravity blast (chaokinesis): All flying creatures and objects within 30 ft. of you suffer a -4 penalty on Fly skill checks until the beginning of your next turn as raging winds buffet the area. All objects weighing less than 5 lbs. within the area are briefly pulled airborne, floating gently upwards before falling back to the ground, unharmed. Ambient dust particles, airborne vapors and gases within the area are drawn 20 ft. toward you instead of 10 ft.

Cold blast (hydrokinesis) and negative blast (chaokinesis): All non-magical flames within 30 ft. of you are instantly extinguished. An attended or held flame may be protected in some way as an immediate action; otherwise, it is likewise automatically extinguished. The ambient temperature within 30 ft. drops by 10 degree Fahrenheit for one minute, and a thin but harmless layer of frost appears on all objects and creatures within 10 ft. of you.

Earth blast (geokinesis): All unattended stone, brick, clay and metal objects of up to 5 lbs. within the 30 ft. area move 10 ft. toward you; heavier objects made primarily of these materials may bend, warp, chip, inch or edge toward you slightly. All unattended, non-magical glass sheets less than one inch thick within the area crack; if contained in a light metal frame, such glass objects may instead shatter completely as their frame bends. Tiny or smaller unattended objects weighing less than a pound that are composed primarily of stone, brick, clay or metal are drawn 20 ft. toward you instead of 10 ft.

Electric blast (aerokinesis): All unattended metal objects of up to 5 lbs. within the area move 20 ft. toward you; heavier objects made primarily of metal or other conductive materials may char, warp, melt or edge toward you slightly. Tiny or smaller unattended objects weighing less than a pound that are composed primarily

of metal or other conductive materials are drawn a full 30 ft. toward you instead of 10 ft. If you are in a modern setting, all electrical lighting—including light-bulbs and flashlights—flickers erratically within a 30 ft. radius; objects such as cars, cellphones, computers and other more complex objects with an electrical power source or electrical components cease to function until the beginning of your next turn.

Fire blast (pyrokinesis): All non-magical flames within 30 ft. instantly flare brightly, raising the lighting by one step, then pull toward you before they are extinguished. An attended flame may be protected in some way as an immediate action; otherwise, it is likewise extinguished. If all sources of light in the area are extinguished in this way, you can be seen to shed dim illumination in a 5 ft. radius until the beginning of your next turn. The ambient temperature within 30 ft. rises by 10 degree Fahrenheit for one minute.

Water blast (hydrokinesis; see also blood focus, above): All standing liquids in a 30 ft. radius bulge, swell and run toward you as if flowing downhill at a 30 degree angle. All unattended objects in the area weighing less than 5 lbs. that contain, hold or bear a total weight of liquid exceeding the empty mass of the container move 10 ft. toward you. Heavier objects holding large masses of liquid may bend, warp, bulge or edge toward you, as well. If you are outdoors and standing on dry ground—unless you are in a desert or another unusually dry area—one quarter-inch of standing water pools at your feet in a ten foot radius, drawn up from the soil; this dissipates naturally with time, like rainwater.

Wood blast (phytokinesis): All living plants in the area bulge, growing by a fraction of a centimeter, all-but-imperceptibly. All unattended wooden objects of up to 5 lbs. within the 30 ft. area—inducing both living plants and inanimate objects—move 10 ft. toward you; heavier objects made primarily of wood may bend, warp, inch or edge toward you slightly. Tiny or smaller unattended objects weighing less than a pound that are composed primarily of wood or living plant material are drawn 20 ft. toward you instead of 10 ft.

If you gain another simple blast from acquiring the Expanded element class ability, you add the additional listed effect whenever you gather power.

In addition, whenever you use the gather power class ability, any creature within 60 ft. of you that has line of effect to you may choose to move 5 ft. closer to you as a free action. This movement does not provoke attacks of opportunity and is otherwise treated as a 5-foot step. A creature may choose to move 5 ft. toward you in this way even if it could not otherwise make a 5 ft. step: for example, a creature within 60 ft. of you floating in water or climbing could shift 5 feet closer to you when you use

your gather power ability, even if that creature does not possess a swim or climb speed, as appropriate. Likewise, a creature within 60 ft. of you on difficult terrain could also choose to shift 5 feet closer to you when you use your gather power ability.

Whenever you accept a point of Burn—including by use of the internal buffer class feature—or negate a point of burn via the gather power class ability, you automatically attempt a bull rush combat maneuver check against all creatures within 30 ft. of you. You use your Constitution modifier instead of your Strength modifier to determine your combat maneuver bonus for this effect and you add your current burn total to this roll.

This effect can only push a creature back by a maximum of 10 feet.

A creature that is a member of your family cannot be pushed in this way.

You then automatically attempt a trip combat maneuver check against any creature successfully pushed back 10 feet by this effect, again using your Constitution modifier instead of your Strength modifier to determine your combat maneuver bonus and again adding your current burn total to the roll.

A creature knocked prone by this effect must succeed at a Reflex save (DC 10 + $\frac{1}{2}$ your character level + your Constitution modifier) or suffer $\frac{1}{4}$ the normal, base damage of one simple blast you possess (your choice). You may not apply infusions—neither a form nor a substance—to this special type of blast.

These effects do not provoke attacks of opportunity.

Special: If taken when a character is 1st level, this may be selected as a trait rather than as a feat.

Designer's Note: This trait is intended to make the kineticist more dynamic, memorable, alien and interesting at the table, even during a combat round wherein she is simply using gather power. In addition, it is meant to evoke the classic shared immunity of comic book siblings (or other close relatives) to one another's powers; this is intended to forge bonds of family amongst PCs and NPCs, if not necessarily friendship or loyalty.

Improved Menacing Stance

(Combat)

You constantly harry and distract all enemies within reach.

Prerequisites: Menacing stance class feature*, size Large or larger

Benefit: The penalties that menacing stance incurs on enemies are applied to all enemies within your reach.

Normal: Enemies only incur the penalties if they are adjacent to you.

* This class feature is granted by the (fighter) brawler^{UC} archetype.

Incredible Hidden Power

By day, you walk the small-town boulevards or the big-city streets as just another average, ordinary & mild-mannered schmoe; those innumerable mortals surrounding you scuttle and hurry: blithely unaware of the grand, physics-defying miracles to which you are heir.

You are slender, short, bespectacled, innocuous ... unnoticeable.

With a merest twist of your will, reality bends unseen.

And, when you call upon it, YOU HAVE THE POWER.

Prerequisite: Kineticist class; see Special, below

Benefit: You gain both the Dual Identity and Seamless Guise class features of the vigilante^{UI} class as well as the Transformation Sequence ability of the Magical Child^{UI} vigilante archetype. At 7th level, you gain the Quick Change Social Talent; at 13th level, you also gain the Immediate Change Social Talent.

While in your social identity, you suffer a -4 penalty to your Strength modifier for the purpose of Strength checks and combat maneuver bonus, but gain a +2 bonus to Escape Artist and Stealth checks.

If you possess the elemental overflow class feature, you are always considered to be suppressing your overflow while in your social identity; the visual effects—and benefits—of your Overflow do not automatically return when you use utility wild talents, although you may not accept burn while in your social identity.

Mask of Raw Divinity

A living and terrible god, you may wreath your body in the purest and most awe-inspiring of terror. Let all who would face you fall, cower and obey; let the panicked screams of every crowd and city ring out the glory of your name.

Prerequisite: Heir to Power Unstable, Incredible Hidden Power, plus Special (see below)

Benefit: While you have at least one point of burn, you may freely add your Constitution modifier to your Intimidate checks; you can also choose to perform a bewildering show of prowess with your occult gifts as a full-round action. You make a single Intimidate check in an attempt to demoralize all foes within 30 feet who can both see and hear your display.

At 6th level, while you have at least one point of burn, you gain the following benefits:

Whenever you damage an opponent with a kinetic blast, you may make an immediate Intimidate check as a swift action to attempt to demoralize your opponent.



Any shaken, frightened, or panicked opponent hit by your kinetic blast is flat-footed to your attacks until the end of your next turn.

At 11th level, while you have at least one point of burn, you may choose to take a -5 penalty on all attack rolls and combat maneuver checks to daze opponents you hit with your kinetic blast for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect; the DC of this save is 10 + ½ your character level + your Constitution modifier. You must choose to use this ability before making the attack roll, and its effects last until the beginning of your next turn.

At 16th level, while you have at least one point of burn, you may choose to stun opponents struck in this way, rather than to daze them.

Psycho-Crusher

Only you would wield such power. Only you would dare.

Prerequisite: Indomitable archetype, expanded element class feature



Benefit: You may gain Extra Wild Talent as a Limited Versatility Bonus Feat; for purposes of this ability, you are only considered to possess access to elements for which you have acquired the expanded element class feature.

Thus, if you possessed expanded element (aether), you could freely gain the Self-Telekinesis wild talent at 8th level or Disintegrating Infusion at 14th level by use of the Extra Wild Talent feat. However, you could not gain the Stone Sculptor wild talent at 12th level unless you possessed expanded element (earth).

Selective Psychic Disruption Aura

You can choose whom to affect with your psychic disruption aura.

Prerequisites: Cha 13, plus emotion aura^{B5} or mental static aura^{B5} universal monster ability or mental static aura class feature.

Benefit: As a free action at the start of your turn, you can choose a number of targets up to your Charisma modifier in the area of your emotion aura or mental static aura. These targets are not affected by that aura.

Serene Style (Combat, Style)

Your understanding of spiritualism is strong enough that enemies find it harder to resist oneness.

Prerequisites: Improved Unarmed Strike, Touch of Serenity^{APG}, Knowledge (religion) 3 ranks.

Benefit: You gain one additional Touch of Serenity attempt per day. While using this style, the DC of saving throws against your Touch of Serenity increases +2.

Serene Ascendancy (Combat)

Your knowledge of the mysteries of spiritualism allows you to overwhelm a target with a simple touch.

Prerequisites: Improved Unarmed Strike, Serene Style, Serene Wisdom, Touch of Serenity^{APG}, Knowledge (religion) 9 ranks.

Benefit: You gain one additional Touch of Serenity attempt per day. While using Serene Style, you may make an unarmed attack that expends two daily attempts of your Touch of Serenity. If you hit, your opponent must succeed at a saving throw against your Touch of Serenity or become overwhelmed with feelings of oneness until the start of your next turn (treat this effect as nauseated), as well as experiencing the usual effect of Touch of Serenity; this overlaps with the usual effects of Touch of Serenity in terms of duration.

Serene Grace (Combat)

Your study and your grace allows you to more easily bring your enemies to a state of oneness.

Prerequisites: Improved Unarmed Strike, Serene Style, Touch of Serenity^{APG}, Knowledge (religion) 6 ranks.

Benefit: Treat half your levels in classes other than monk as monk levels for determining the duration of your Touch of Serenity per the Touch of Serenity monk of the lotus class feature. You can also use a standard action and a successful melee touch attack to remove the effect of Touch of Serenity you have caused in a target.

While using Serene Style, you gain a +2 bonus on unarmed attack rolls with which you are using Touch of Serenity attempts.

Shield Against the Supernatural

You are naturally good at resisting supernatural powers.

Benefit: You gain a +2 bonus on saving throws made against supernatural abilities.

Supernatural Slayer

You possess great skill in killing supernatural entities.

Prerequisites: Combat Reflexes, Shield Against the Supernatural

Benefit: Creatures that use supernatural abilities while in your threatened area provoke attacks of opportunity from you.

Terrifying Blow

(Combat, Monster)

In the shattered remains of a broken world, you have made yourself the king of rough, brutal beasts. You fling your foes around like so many rag-dolls, sending the limp bodies of all those who would oppose you into—and through!—stone walls and wooden doors alike, frightened opponents scattering before you like ten-pins. This uncanny ability builds upon itself; with each new focused technique you learn, you become all the more horrifying as a close-quarters combatant.

Prerequisite: Str 19+, Power Attack, Intimidate 5 ranks, claw or slam natural attack

Benefit: You can use your claw or slam attack to attempt an awesome blow combat maneuver, as if you had the Awesome Blow^{B1} feat. You may use this ability a number of times per day equal to your Strength modifier (minimum 1), against creatures of your size or smaller. A successful combat maneuver check deals claw or slam damage, as appropriate, and pushes the target back 10 feet and knocks it prone, as normal for an awesome blow.

This feat serves in place of the normal prerequisites for the Awesome Blow^{B1} feat, and if you take the Awesome Blow feat it also serves in place of all other prerequisites for the Mighty Blow^{TOHC} feat. If you have the Awesome Blow feat, you may Terrifying Blow as often as desired. In addition, you are considered to be one size category larger when using the awesome blow combat maneuver.

When you succeed on an awesome blow combat maneuver, as a free action you can force one creature within 30 feet to succeed on a Will save (DC 10 + your base attack bonus + your Strength modifier) or be shaken for 1 round. For every 5 points by which your combat maneuver check exceeds the DC, you may force an additional creature to save or become shaken. Creatures that cannot see you and your target are immune to this effect.

If you have the Awesome Blow, Mighty Blow, and Improved Bull Rush feats, you can make a terrifying blow in place of an attack, including as an attack action, in place of an attack of opportunity, or in place of one attack made during a full-attack action or when using Spring Attack. You cannot make more than one terrifying blow per round.

In addition, if roll a natural 20 on your combat maneuver check, you can make a second combat maneuver check against the same CMD; any bonuses you gain that apply to confirming critical hits apply to this roll. If you again meet or exceed the target's CMD, your maneuver deals double your normal claw or slam attack damage while also pushing your target back twice as far (and causing double damage if it hits an intervening

obstacle). In addition, all enemies within 30 feet must save or become shaken for 1 round.

Special: This feat may be taken multiple times; each time it is taken, you are considered to be an additional size category larger when using the awesome blow combat maneuver, and the DC to avoid becoming shaken after witnessing your successful maneuver increases by +2. In addition, if you push a creature back with a successful combat maneuver and it strikes an intervening creature or object, that creature or object takes 1d6 points of damage (2d6 if you confirmed a critical hit), plus an additional 1d6 points of damage for every time after the first you have selected his feat.

Tidalwave of Raw Power

You may pass for human, surely. Yet ... when that bolt of shattering heavens rips through you—filling and empowering you—all shall kneel swiftly before your might.

Prerequisite: Heir to Power Unstable, Incredible Hidden Power, plus Special (see below)

Benefit: While in your social identity, you may accept one point of burn as a free action to increase the speed of your transformation between identities by one step; thus, if you were a character of 7th level, you could accept one point of burn to change identities as a swift action.

When you accept burn in this way—and you may accept this point of burn, even though you are still in your social identity—you double your Constitution modifier when calculating your combat maneuver bonus for all effects related to your Heir to Power Unstable feat or trait until the end of your round.

When you reach 13th level, you automatically lose this feat and gain the Mask of Raw Divinity feat in its place.

Special: If you are a Kineticist with the Incredible Hidden Power feat, you may select the Additional Traits feat—so as to gain both this feat and Heir to Power Unstable as if both were traits rather than feats—in lieu of any utility wild talent or in place of a Dampened Versatility feat.

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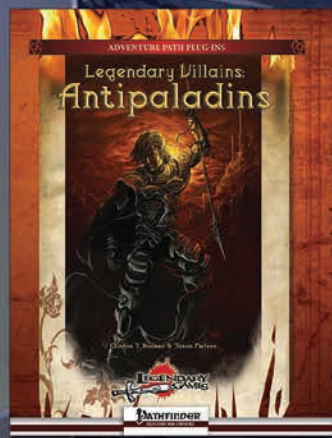
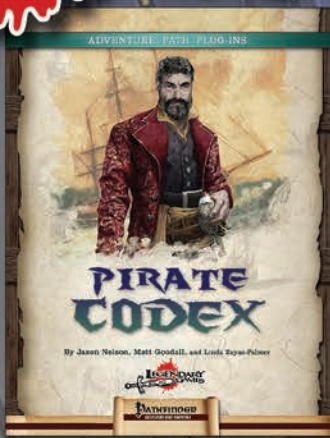
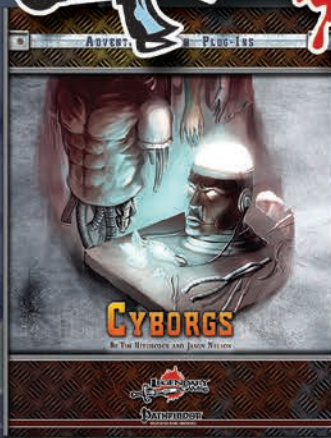
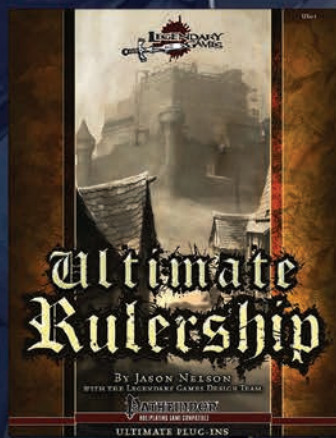
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