

# BOOK OF BEYOND: LIMINAL POWER



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**ULTIMATE  
PSIONICS  
COMPATIBLE**

Lost Spheres



Publishing



# BOOK OF BEYOND: LIMINAL POWER

This work is dedicated to the memory of Steve Russell who encouraged us to be pursue our wildest imaginings.  
All hail the Autumn King!

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## INTRODUCTION

Welcome to the Book of Beyond: Liminal Power. In the Pathfinder Roleplaying Game, we are benefited by the vast expanse of third party content and the additional option of reverse compatibility with the world's oldest fantasy role-playing game. While new system innovations like the *Pathfinder Roleplaying Game Occult Adventures* rule-set are often meant to improve and replace older elements, the advent of other parallel systems might result in gaming groups or GMs that want to embrace both options within the same campaign.

The focus of this book then is to explore the nature of planar lore that can justify both psychic magic and psionic powers in the same campaign. On the way we visit the Shadow plane and add support for some of those classes that Source that plane as well.

To begin the dialogue we need to address the concept of Source in the Pathfinder Roleplaying game.

## SOURCES IN PATHFINDER

Some rules expansions reference magic systems that draw on specific Sources of power. GMs have the final say on what power Source an effect comes from in their campaign. For purposes of this product, six major types of Sources of power are referenced:

**Arcane** - The power of the universe drawn through the innate gifts of Sorcerers and studied in the tomes of Wizards. Bards, bloodragers, magi, and other innate magic users are generally in this category. These casters are students of the nature of reality, learning the hidden rules or living examples of exceptions to them. Often affiliated with the Elemental Planes.

**Divine** - The power of the Gods, drawn through creation and returned to their mortal vessels. By default clerics, oracles and druids use this power source. Some GMs may wish to attribute the spell-like abilities of outsiders that come from spiritual realms or have aligned subtypes to this source. Often affiliated with the Outer Planes.

**Entropic** - The power of system failures in the universe, loopholes in Creation's laws and channeling broken entities of great power. Binders, chaos mages, and other users of fragmentary, shattered or flawed energies likely derive their powers from this Source. Most often affiliated with shard or demiplanes, sometimes with the Astral

**Primal** - The raw power of the cosmos and the natural energies of the world. Some GMs may wish to re-assign Druids this power source. Other examples of the Material Source would include characters that rely on extremes of skill such as fighters, rogues, and martial initiators. Most often Prime Material in nature.



**Mental** - The power of the mind unlocked through self-awareness or rigorous study. Psions, psychics, wilders and similar classes fit this power source. Some campaigns may wish to assign ki using classes like monk or stalker to this Source.

**Temporal** - The power of the flow of time. Exploited by time thieves, time reavers and time wardens alike to alter the course of reality. For more information on temporal magic and mechanics refer to the *Genius Guide to the Time Warden* or *Genius Guide to the Time Thief*, and the motes of time mechanic by Owen K. C. Stephens and Rogue Genius Games.

## SOURCE ORIGINS

While not always necessary, further defining a planar origin for a Source can help differentiate it from similar abilities. The same source type with different planar origins still can count as different sources for the mechanics of this book. For instance an occultist/soulknife can still become a gyreblade even though both Sources are mental because each class could still be sourcing a different planar Source Origin.

Examples of Source Origins include:

- (Astral Psionic)
- (Ethereal Psychic)
- (Elemental Arcane)
- (Shadow Arcane)
- (Outer Divine)
- (Positive Divine)
- (Material Primal)
- (Astral Temporal)

The examples are just the barest minimum of possible combinations. Determining these Source Origins help define interaction between different types of characters and enrich the options for storytelling in your games.

As with Source type a GM has the final say on whether an ability has a specific planar origin and the implications for their game. Generally speaking Source Origin notations should include both Plane and Source Super-Type (see sidebar).

## LIMINAL CONFORMATIONS & MENTAL SOURCE ORIGINS

When considering the Mental Source, most psions and psychics would simply tell you that their power is their own. While true it is by will alone most such power users accomplish their deviations from mundanity, the nature of their abilities generally still adheres to the fundamentals of energetics (wherein no power may be created or destroyed whole-cloth), expresses a liminal transposition and can most often be classified in the following liminal conformations:

- **Astral Generatives** – This is the most common group of psionic entities. Such beings have achieved heightened consciousness enough to express advanced astral energy. This energy in normal effervescence coalesces along the tangent edge of the material and astral worlds. This results in the standard para-reality of the Astral. The Astral Generative instead introduces their thought energy directly into the material world allowing alteration of reality, expression of constructed ectoplasmic forms, and telekinetic manipulation of matter and energy.
- **Astral Collectives** – A secondary group of psychic and psionic beings, this category has for various reasons a capacity to draw on rare Astral backflows where bleeding thought

### RULES ELEMENT:

**Source Super-Types** - While it may seem complicated the Pathfinder Roleplaying Game already makes use of Source super-types for magic. Arcane, Divine and now Psychic magic already add super-descriptors to magic that characters cast. These descriptors are class-based and not listed in spells. By acknowledging and expanding them we can see there are exciting potentials for interaction. A GM should feel free to use and alter super-types in their campaigns to support those stories and characters.



energy riptides into the material. It is postulated that some species develop Astral Collectives in response to high Astral permeation. Such individuals become communal aspects of Will and fortify the Collective Unconscious.

It is worth noting that most Astral Liminals maintain a state of “focus” that they seem to be able to achieve through intense meditation though often this state is disrupted by powerful expenditures of Will.

- **Etheric Conduits** – This psychic conformation rivals and mirrors the commonality of Astral Generatives. As opposed to being a thought-energy generator, the Etheric Conduit rather achieves an open state allowing the natural bloom of Ethereal Flow and its energies within them. Harnessing the primal potentials is then the quintessential act of Will. Greater willpower can congeal, organize and store more of these proto-energies for later use.
- **Etheric Sympaths** – A slightly rarer category of conformation, the Sympathetic rely on emotion connections with proto-materials and energies and spiritual entities that have become mired in Etheric backflow. These beings use Will as a beacon to amplify emotive resonance and call the desired energetic or material effects. Their manifestations and castings are often wild, primal or drawn forth spiritual entities.

Mentalists with Etheric Liminal conformations often have to concentrate residual energies which may fuel phrenic pulses of extreme resonance or settle into the more rhythmic expression called *ki*.

Other Liminal mentalists are also thought to exist but as specifics are unknown, they may exist in indeterminate numbers. Examples could include:

- **Shadow Reactives** – Mentalists that express a Shadow Plane derived liminal conformation are most likely to manifest expressions that mirror existing manifestations or actions in the Material Plane. As such their powers seem most often to be derivative or forms of mimicry. Some echoes and shapeshifters display clear affiliation with this conformation. Shadow Generatives exist as a the-

oretic possibility but have yet to be observed with any regularity.

- **Phagic Entropics** – Probably not true Mental Source users, the existence of Entropics with a specific affinity for Mental Source consumption is too frequently observed to be denied. A periphery of this Phagic predation grants many such entities abilities common to Mental Source users and they are frequently mistaken for such. The possibility of the organization of such beings is something the Multiverse should fear.



## LORE: AETHER AND ETHER

*Ahnula regarded the plinth and triple checked her translations. The symbol was there, so much like her own people's ancient symbol for the dream river they called Ether. But the crumbling column of rock threw itself in the face of her people's teachings. A sea of memory, as silver as thought itself was described and named: Aether...*

-Ahnula Fareye, the Book of Beyond

In a world that can allow so many sources of mystical energy, the restriction of just psychic or only psionic energies is not going to satisfy every explorer into the nature of magic. It is possible to explore psychic and psionic phenomena as a simple matter of energetic biases. In this view the balancing nature of both mentalists can be viewed in the context of cosmological powers. The Astral and Ethereal planes have long been affiliated with these supernatures and their expressions. The answers we need may lie in their relative natures.

The Astral plane is often described as the Plane of Thought. It contains conduits and phenomena that lead to the Outer Worlds and realms of the Gods. For our purposes, the Astral can be seen as thought-influenced.

The Ethereal plane is often characterized as a primal soup of post-elemental, proto-reality. It contains pockets of demiplanar matter and dream worlds. Chaos with pure streams of basic power and intentional potentiation. For our purpose, the Ethereal can be seen as thought-influencing.

The energy connection to a mentalist and its power is likely to have been shaped by bias for one of these connective planes. The energy of the being when Astral-active we can think of as Aether and when Ethereal-active can be thought of as Ether.

## APPLICATION: ENERGETIC CLASSIFICATIONS

When viewing psionic and psychic influences in your meta-verse, it is quite simple to view the characteris-

tics and derive some clear initial classifications. Parcels of discrete energy shaped to the exact needs of the mentalist are clearly thought-influenced and likely place the majority of psionic characters as Aether-energetics with Astral Planar biases. Astral constructs and a greater ease using telepathic energies seem to further support this hypothetical bias.

Conversely, the parceled nature of spontaneous casting spells that are bubbling masses of defined "proto-power" or the streams of near endless elemental power available to the kinetics of the psychic system seem to mirror thought-influencing Ethereal planar patterns. Add to this the raw phrenic amplifications of dedicated psychics and the dream-like investiture of occult relics and even the emotive hypnotism of the mesmerist. While the broad stroke of psionic/Aether/Astral and psychic/Ether/Ethereal might explain the vast majority of mental powers available to characters, the possibility of Aether-fueled kineticists or Ether-channeled wilders might also be worth further exploration in your game.

## LIMINAL AGENTS – MENTAL POWER SOURCES IN PATHFINDER

While the mysteries of the occult are diverse and not easily attributed to any one source the mechanical realities of the psychic magic classes suggests fascinating cosmological implications. The churn of planar energies between the transitive planes becomes a highly likely source of power.

The concept presents itself that the mentalist character has awakened a liminal point within themselves. Becoming both a being of Prime Material flesh and transitive potentials these characters experience a state of hyper-reality allowing them to command fantastic powers and spells. Some of these characters can even reach back through the material world to experience a retrograde liminal flow (a second power undercurrent) mirroring another planar state. Let's take a look:

## LIMINAL PLANAR SOURCE ORIGINS: ETHEREAL – PSYCHIC MAGIC



Described as a “ghostly realm” in which a traveler “experiences the real world as if the world were... in-substantial.” And that “strange creatures dwell in the Ethereal Plane, as well as ghosts and dreams, many of which can sometimes extend their influence into the real world in mysterious and terrifying ways.” The Ethereal is also strongly linked to the Inner Spheres likely providing kineticists their direct elemental conduits. Demiplanes of raw emotion and dream intersect infuse the ether.

**Classes:** Occult classes (psychic, spiritualist, medium, occultist, mesmerist and kineticist)

**Attributes:** Emotive, Haze, Ghosts, Dreams, Proto-Reality, Cosmic Fire and ki.

**Potential Retrograde Users:** Wilders (emotion based surges), dreads (nightmare projection)

## ASTRAL – PSIONIC POWER

Mentalists touching the Astral Plane have described it as “dotted tiny motes of physical reality” with subjective gravities and many find themselves utilizing the Astral as an instantaneous mode of teleportation. Is it any surprise with micro-reality motes and the instantaneous movement that a psionic entity with an Astral origin would be able to assemble quicksilver effects with mote by mote precision?

**Classes:** Psionic (psion, wilder, psychic warrior, aegis, soulknife, dread, cryptic)

**Attributes:** Clarity, Focuses, Spiritual Transition, Thought-Forms, Timeless, and Travel

**Potential Retrograde Users:** Psychic (some phrenic surges), echo (psionic source)

## SHADOW – ANTIPODISM/SHADOW MAGIC

Described as a grim, colorless ‘duplicate’ and a “warped and mocking ‘reflection’ infused with negative energy.” The duality and distortions of the Shadow Plane allow spells like shadow walk and the quasi-real effects like *shadow evocation* or *shades*.

Powers that play light versus shadow or that spin like burning phosphor on the balance of Light and Dark.

**Classes:** Antipodist, edgewalker, edgeblade, night-blade, echo, shadow assassin, shadow warrior, and other shadow magic classes.

**Attributes:** Darkness, Duality, Warping Magic, Warping Space, Mimicry, Shadow and Liminal Power.

**Potential Retrograde Users:** Cryptics (disrupt pattern), dreads (fear and nightmare effects), mesmers and psychics.

## TRANSITIVE PLANE EXPRESSIONS

The transitive-planar model of liminal empowerment for mentalists, psychics and spiritualists creates a multitude of storyline possibilities and implications for your campaigns.

Each mentalist group has signature expressions of its affiliate transitive planes. One of the most common is the ability to express creatures and pseudo-life summoned from or by one’s transitive source:

*Astral Constructs* (Psionic Expression) – Following the astral empowerment psionic characters experience, this power allows for precise and modular construction of the desired pseudo-creature via the *astral construct* power.

*Summoned Monster* (Ethereic Expression) – With the parceled demiplanar nature of the Ethereal it is unsurprising that four of the six new occult classes have the *summon monster* spell. With demiplanar, ethereal and inner planar creatures close at hand to their transitive source this affinity only makes sense.

*Shadow Conjunction* (Shadow Expression) – Shadow matter’s quasi-real nature allows for intense malleability at the cost of shedding some (if not a majority) of its reality as per the *shadow conjunction* and *shadow evocation* spells. This allows shadow manipulators supreme versatility in expression and need to force the belief in or reduce resistance to their associated powers.



# CHAPTER 1:

# ARCHETYPES & ALTERNATE

# CLASS FEATURES

## ARCHETYPES & ALTERNATE CLASS FEATURES

### ARCHETYPES

#### DARKSIDE DEFENDER (FIGHTER ARCHETYPE)

Sometimes the inner child can't face the violence of the outside world. The power of their unconscious mind fragments their liminal self to protect its innocence from the world beyond leaving behind a remorseless killer that rises when harm threatens the softer self. Particularly strong-willed Liminal Self personas are often more in control of the body than the darkside defender only allowing it periodic outbursts of violence.

**Retreat of Remorse (Ex):** The darkside defender gains Liminal Self as a bonus feat at 1st level. The Liminal Self alternate character may not have a level in a class granting a full BAB. When the darkside defender drops a foe below 0 HP, the Liminal Self and darkside defender must make opposed Will saves. If the Liminal Self manifests, the *mind swap* effect as a free action occurs as usual but does not end at the normal duration. The Liminal Self remains in control until the alternate character takes damage or a condition is inflicted on them at which point the darkside defender regains control of their body as a free action. This ability replaces the bonus feat gained at 1st level.

**Deadly Darkness (Su):** At 2nd level the darkside defender can select one weapon. A masterwork version

of this weapon made of quasi-real darkness may appear in their hands when the darkside defender is awakened from the Liminal Self's control of their body. This weapon counts as magical at 6th level. This ability replaces the bonus feats gained at 2nd and 16th levels.

**Dark Rage (Su):** At 2nd level the darkside defender gains a +2 morale bonus to Strength and Constitution for a number of rounds equal to the ability modifier selected for Liminal Self when initially manifesting from under the Liminal Self's control of their body. This ability counts as rage and a rage power for the purpose of taking the Extra Rage Power feat. Fighter bonus feats may be used to take Extra Rage Power. At 12th level this morale bonus increases to +4, and +6 at 20th level. You cannot trigger dark rage voluntarily, only after a transition from a Liminal Self. This ability replaces the bravery class feature and the bonus feats available at 6th and 12th level. It modifies the bonus feats available at 4th, 8th, 10th, 14th and 18th levels.

**Darkside Defenses (Su):** At 3rd level, when manifesting the darkside defender in the body, the character can also materialize a shadowy coating of darkness that acts as light armor of the character's choice. This armor is quasi-real and cannot be removed if the darkside defender chooses to manifest it. At 7th level, this ability can instead manifest shadows counting as medium armor. At 11th level this armor is effective against incorporeal touch attacks. At 15th level, this ability can instead count as heavy armor. This ability replaces armor training and armor mastery.





## GRINNING SHADOW (ROGUE ARCHETYPE)

Some say there is a killer lurking in all of us. In the case of the grinning shadow that is more true than not. When the opportunity to strike is presented the grinning killer wakes from its place within the lesser mind and hunts.

**Cringing Killer (Ex):** The grinning shadow gains Liminal Self as a bonus feat at 1st level. The Liminal Self alternate character may not have a level in a class granting sneak attack. When the grinning shadow drops a foe below 0 HP, the Liminal Self and grinning shadow must make opposed Will saves. If the Liminal Self manifests, the *mind swap* effect as a free action occurs as usual but does not end at the normal duration. The Liminal Self remains in control until the alternate character threatens an opponent that is flanked or denied its Dexterity to AC at which point the grinning shadow regains control of their body as a free action. This ability replaces the trapfinding class feature.

**Deadly Darkness (Su):** At 2nd level the grinning shadow can select one weapon. A masterwork version of this weapon made of quasi-real darkness may appear in their hands when the grinning shadow is awakened from the Liminal Self's control of their body. This weapon counts as magical at 6th level. This ability replaces the rogue talents gained at 2nd and 6th levels.

**Dark Fury (Su):** At 3rd level the grinning shadow gains a +2 morale bonus to Strength and Dexterity for a number of rounds equal to the ability modifier selected for Liminal Self when initially manifesting from under the Liminal Self's control of their body. This ability counts as rage and a rage power for the purpose of taking the Extra Rage Power feat. Rogue talents may be used to take the Extra Rage Power feat. At 12th level this morale bonus increases to +4, and +6 at 20th level. You cannot trigger dark fury voluntarily, only after a transition from a Liminal Self. This ability replaces the trap sense class feature and the rogue talent available at 12th level. It modifies the rogue talents available at 4th, 8th, 10th, 14th, 16th and 18th levels.

## MIRRORMIND (PSION ARCHETYPE)

**Mirror Power (Su):** A mirrormind psion has the ability to reach into liminal space and create reflections of spells and powers they see enacted. Select one Source Super-Type (Arcane, Divine, Entropic, Mental (both Psionic and Psychic), Primal or Temporal). The mirrormind may expend their psionic focus to imprint a spell or power of the selected Source they witness in use. For one round per point of Intelligence the mirrormind may manifest this power or spell by paying twice its level in power points. The level of the power or effect is the same as the level it was witnessed at. Spells that have material components of more than 1 gp per mirrormind level still require those components or they fail when manifest.

This ability replaces discipline and discipline talents.

**Another Reflection (Su):** At 7th level a mirrormind may select a second Source for their mirror power ability. Spells or powers of that Source Super-Type may now be duplicated.



**Fragment of Memory (Su):** Starting at 10th level, the mirrormind can retain one imprint indefinitely. When manifesting powers they can choose their own power known, a currently retained mirror power or this permanently retained mirror power.

**Third Facet (Su):** At 14th level a mirrormind gains a third Source Super-Type they can use mirror power with.

**Hall of Echoes (Su):** At 20th level the Mirrormind may retain a spell or power of each level with their Fragment of Memory power. The spells or powers do not need to be from the same Source.

### MNEMONIC GUARDIAN (AEGIS ARCHETYPE)

**Invest Familial Armor (Su):** A mnemonic guardian doesn't create astral suits as a normal aegis does, rather they infuse astral energy into relics belonging to great heroes of their lineages. They may select other appropriate armor as they are encountered but are assumed to begin play with one relic of their choice. Upon selecting the active armor (or cloth regalia) of their choosing it gains the free customizations of the appropriate armor type. Astral repair may be used to repair any familial armor in the character's possession. This ability alters astral suit and astral repair.

**Customization Options (Su):** The mnemonic gains access to the following customizations. They are not available to other aegis class characters:

#### 1-Point Customizations

**Ancestral Focus** - You gain a mental focus pool similar to that of an occultist. If has 1 point plus your Intelligence modifier in points. If you already have a mental focus pool you do not gain a second pool, rather add your 1 point to your occultist (or other class') mental focus pool to determine a total pool size. You may take this customization as often as you wish and gain 1 mental focus each time you do so.

**Manifest Ancestral Legacy** - The mnemonic guardian can manifest the 1st level spell of an ancestral legacy at a manifester level of 1. This spell costs 1 power

point to activate and otherwise follows the rules for psychic magic. The mnemonic guardian must have the Harness Ancestral Legacy customization to select this customization.

#### 2-point Customizations

**Harness Ancestral Legacy** - Choose one occultist implement school. Your familial armor now has access to the resonant and base focus powers of that implement school.

**Manifest Ancestral Legacy, Improved** - The mnemonic guardian can manifest the 2nd level spell of an ancestral legacy at a manifester level of +3. This spell costs 3 power points to activate and otherwise follows the rules for psychic magic. The mnemonic guardian must have the Manifest Ancestral Legacy customization and be 7th level to select this customization.

#### 3-Point Customizations

**Manifest Ancestral Legacy, Greater** - The mnemonic guardian can manifest the 3rd level spell of an ancestral legacy at a manifester level of +5. This spell costs 5 power points to activate and otherwise follows the rules for psychic magic. The mnemonic guardian must have the Manifest Ancestral Legacy, Improved customization and be 11th level to select this customization.



### CLASS MECHANICS:

#### *Psions and Psychic Warriors* -

Awesome conversions have been done by Rogue Genius Games for both the Psion and Psychic Warrior to the psychic magic system used in the *Pathfinder Roleplaying Game Occult Adventures* rulebook. While all of these newer versions of those classes are still compatible with the prestige classes and feats presented in this book, the archetypes here refer to the psionic versions of those classes from *Ultimate Psionics* by Dreamscarred Press.



#### 4-Point Customizations

**Manifest Ancestral Legacy, Superior** - The mnemonic guardian can manifest the 3rd level spell of an ancestral legacy at a manifester level of +7. This spell costs 7 power points to activate and otherwise follows the rules for psychic magic. The mnemonic guardian must have the Manifest Ancestral Legacy, Greater and be 16th level customization to select this customization.

#### MOMENTUS (PSYCHIC WARRIOR ARCHETYPE)

**Rising Kinetics (Su):** A momentus builds energy with each successful melee attack. As long as they maintain their psionic focus, after the first successful attack of the encounter the momentus gains 1d6 of bonus damage from their active energy type. This damage bypasses power and spell resistance. With each successful hit after the first the momentus gains 1 temporary power point that can only be used to manifest or augment powers with their active energy's descriptor. These power points dissipate at a rate of one point per round after you fail to make a successful melee attack. You also gain access to the basic kinesis of a kineticist with your active energy for a number of rounds equal to your momentus level after triggering rising kinetics. This ability replaces Warrior's Path.

**Kinetic Release (Sp):** At 3rd level, the momentus can unleash accumulated power points from rising kinetics as a kinetic blast similar to the kineticist class ability but matching their active energy type. For each power point they expend the blast resolves as a kineticist of an increasing manifester level up to the limits of the psychic warrior's total manifester level. Psychic warrior bonus feats can now be used to select wild talents with the extra wild talent feat. Wild talents selected in this manner only need to be equal to the maximum power level known for the momentus instead of the feat's regular limits. If you select a wild talent requiring a particular element, you only have access to it while your active energy matches that element. This ability replaces expanded path.

**Kinetic Skill (Su):** You may apply path skill bonuses to whatever skills a kineticist of your active element would have access to. Each time you reassign your

active energy, you change these bonuses to the new skills appropriate to your active energy. This ability alters path skill.

**Undercurrent (Su):** At 9th level, the momentus can select a second energy to consider active. When gaining bonus damage you may alter the type gained as a free action. At 11th level you may gain a bonus wild talent of a level up to your highest power known. This ability replaces secondary path.

**Infusions (Su):** At 15th and 17th level you may choose an infusion of a level equal to or lower than your highest power known. If you choose a composite blast infusion you must have both energy types active to use it. These infusions cost burn as normal. This ability replaces pathweaving.

#### PHOBIUS (MESMERIST ARCHETYPE)

**Hand of Nightmare (Su):** A phobius develops a touch similar to a dread's devastating touch. To use this ability, the phobius must make a melee touch attack that deals 1d6 points of damage plus 1 per class level. This ability replaces painful stare.

**Hypnotic Terror (Su):** As a swift action, the phobius may apply the effects of a mesmerist's hypnotic stare to targets of their hand of nightmare class ability. Bold stare effects must also be delivered through this ability. The phobius cannot deliver these effects any other way. This ability alters hypnotic stare and bold stare.

**Sense Fear (Su):** The phobius instinctively reacts and integrates the knowledge of things a subject fears gaining an insight bonus to Intimidate equal to half their class level (minimum +1). This ability replaces consummate liar.

**Phobius Horrors (Su):** The phobius may select terrors from the [dread terror lists](#) instead of mesmerist tricks. Unlike dreads, a phobius may have any one terror active instead of a mesmerist trick. If the phobius has a number of tricks and terrors active greater than their limit they cannot trigger more terrors. This ability alters mesmerist trick and manifold tricks.



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

**Flowing Terror (Su):** At 6th level the phobius can deliver terrors through their hand of nightmare ability. This ability replaces touch treatment (moderate).

**Terror's Witness (Su):** At 10th level, the phobius is immune to fear effects. This ability functions even if the phobius is unconscious. At 14th level any ally under the effect of a trick gains this immunity. This ability replaces touch treatment (greater) and touch treatment (break enchantment).

## PHRENIC SURGER (PSION ARCHETYPE)

**Phrenic Surge (Su):** A phrenic surgeon can attempt to channel wild surges of psychic energy in an attempt infuse emotionally directed ethereal energy into their astral origin psionic abilities. The psion gains access to a phrenic pool similar to the psychic class ability.

They gain phrenic pool points equal to  $1/2$  their psion level + their Intelligence

### RULES ELEMENT:

**Temporary Focus** - Temporary Focus regardless of source may be invested as a swift action. During the duration of the investment all resonant powers become active at the total amount of invested focus. Temporary focus may be spent as usual during the duration of the focus but after that duration ends, all resonant power effects drop down to their original invested focus amounts (if any) unlike regular focus. For more information about focus see *Pathfinder Roleplaying Game Occult Adventures*.

modifier. They also gain access to a phrenic amplification of their choice. Psionic powers count as spells of a level equal to their current augmented power point cost:

Power Point Cost	Spell Level Equivalent
1	1st
3	2nd
5	3rd
7	4th
9	5th
11	6th
13	7th
15	8th
17	9th

Additionally, the phrenic surgeon gains one new phrenic amplification at 5th and every 5 levels thereafter. This ability replaces the bonus feats gained at 1st, 5th, 10th, 15th and 20th levels.

## SHADOWED KEEPER (OCCULTIST ARCHETYPE)

**Shade's Focus (Su):** A shadowed keeper has a number of points of mental focus equal to half his occultist level + his Intelligence modifier; these points refresh each day. You can divide or invest this focus as per usual.

Additionally, the shadowed keeper gains temporary focus from the necrotic energies of dying creatures near him when they begin to pass. For each creature that drops below 0 hit points near the shadowed keeper, they gain 1 point of temporary mental focus as a free action. A creature can only generate this necrotic energy burst once per day and creatures healed or raised do not regain enough excess spiritual energy to do so. Creatures must be near the shadowed keeper within 5' per shadowed keeper level.

The occultist refreshes his mental focus once each day after receiving at least 8 hours of sleep. After refreshing his mental focus, the occultist must spend 1 hour preparing his implements and investing them with this power.

Temporary focus gain from dying creatures can be



stored inside the shadowed keeper's body. They cannot otherwise maintain generic focus. Mental focus that is not used before the next time the occultist refreshes his focus is lost.

As a swift action, the shadowed keeper can invest an implement with temporary focus they have gained from dying creatures. Invested temporary focus costs the same as normal mental focus to use (and to maintain, if applicable) unlike generic focus. Invested temporary focus lasts 1 round per shadowed keeper level. The shadowed keeper may not maintain any generic focus other than his temporary focus. If temporary focus is invested in an implement that had no normal invested focus, the resonant power becomes active for the duration of the invested temporary focus. This ability alters, replaces and counts as mental focus.

**Shadow Shielding (Su):** At 4th level the shadowed keeper gains a +1 insight bonus to saves versus necromancy, athanatism, and death effects for each implement currently invested with temporary focus. This ability replaces shift focus.

**Enduring Shade (Su):** At 12th level, the temporary focused gained from Shade's Focus lasts 1 minute per shadowed keeper level as opposed to 1 round per level. This duration increases to 1 hour per level at 16th level. This ability replaces Binding Circles and Fast Circles.

## ALTERNATE CLASS FEATURES

### NEW CRYPTIC INSIGHTS:

**Entropic Redistribution (Su):** Using liminal principles of reflected and reciprocal energy, the cryptic may designate a second creature type when gaining psionic focus. Whenever damage is dealt with disrupt pattern to the original type, the cryptic can as an immediate action heal a creature of the second type for the same amount of damage. Both creatures must be in range of the cryptic's disrupt pattern ability. Cryptics with the discerning pattern insight or the Extra Disruption Type feat may apply those abilities to the healing creature type instead of the disrupted crea-

ture type. A cryptic may use entropic redistribution a number of times per day equal to their intelligence modifier.

**Structural Resonance (Su):** The cryptic may select objects when gaining their psionic focus instead of a selected creature type. If they do so they may damage objects while ignoring the targets hardness. If they do this the damage dice of their disrupt pattern abilities drops from 1d6 to 1d4. Each round you use the ability consecutively subtracts 1 point from the damage total dealt.

### NEW KINETICIST UTILITY WILD TALENT:

#### Oppositional Rift

**Element** any opposed two elements; **Type** utility (Sp); **Level** 6; **Burn** 1; see text  
**Saving Throw** none; **Spell Resistance** yes

Using liminal principles of opposing forces the kineticist tears a rent in the planar membrane. This functions as a *plane shift* spell but only to planes that are adjacent to the plane the kineticist is currently on. Consult your GM about potential adjacency.

It is worth noting that most planes are considered adjacent to one or more liminal planes (astral, ethereal or shadow) and as such two uses of this power can be sufficient for a kineticist to reach nearly anywhere.

### NEW WILDER SURGE TYPE:

#### NOSTALGIC SURGE

**Wild Surge and Psychic Enervation:** This wilder forms a specific bond with a single object of personal significance. The object's etheric nature can be synergized with by the astral energies of the wilder. When surging the nostalgic wilder can invest power points equal to her manifester level with the benefits of her surge modifier. For one round per wilder level the character gains the resonant power bonus of a single occultist implement. An the nostalgic wilder overcome by psychic enervation is dazed until the end of her next turn and loses all invested power points remaining in her



implement.

**Surge Bond:** This object functions as an occultist's implement. Select one spell from the occultist list for each spell level known by an occultist of the same level as the nostalgic wilder. They may manifest these spells as though psion/wilder powers of the same level while the implement is invested with power points. You may take the Extra Focus power feats to gain focus powers for your implement. Invested power points may be used to activate these focus powers.

**Improved Surge Bond:** You gain Extra Focus power feats at 5th, 9th, 13th and 17th levels.

### NEW LEGEND: THE MYSTIC

Kyoudai games introduced a their version of the thaumaturge class, which draws upon legends of the communal spiritscape of a location. This legend is presented for use with that class.

This legend embodies the power of a gifted psychic or medium.

**Requirements:** None

**Base Attack:** None

**Good Saves:** Will

**Weapon Proficiencies:** None

**Armor Proficiencies:** None

**Feats:** Psychic Sensitivity

**Spirit Points:** 2+1 per level after 1st

**Special:** You may use occult skill unlocks an additional time per point of Charisma modifier during their usage period (daily, weekly, etc).

When you first gain this legend, select a number of 1st level mesmerist, occultist, or psychic spells equal to your Charisma modifier + 1. You may cast each of these spells as a spell-like ability, once per day. If the spell has an emotion component, you must provide it when using these spell-like abilities. You may select the same spell multiple times, gaining multiple uses of it. When you select your aspects for the day, you may change these spell-like abilities. At 7th, 13th, and 19th level you may select an equal number of spells from up to the 2nd, 3rd, and 4th level spell lists of these

classes, respectively.

Additionally, any active aspects or folk magic traits that grant spell-like abilities grant additional uses of those abilities equal to your Charisma modifier while this legend is active.



# CHAPTER 2: NEW FEATS & FLAWS

## FEATS

### AKASHIC INFUSION (LIMINAL, AKASHIC)

You understand a technique to invest fragments of other energies into veils you have shaped with akashic mysteries.

**Prerequisite:** Essence pool, residuum pool.

**Benefit:** You may invest residuum from a non-Spiritual source in soul veils as part of a swift action to redistribute essence. If you do so, treat the residuum as temporary essence that dissipates after 1 minute per point of your highest veilweaving statistic.

### ASTRAL FLARE (LIMINAL, PSIONIC)

You can use bursts of astral energy provided by your psionic power to energize ethereal vessels.

**Prerequisites:** Mental Focus pool, psionic subtype.

**Benefit:** You may utilize your astral energies by expending your psionic focus as a free action to empower your occultist implements. When you do so your implement becomes resonant as though it had two more points of mental focus invested in it for 1 round.

Additionally, as a standard action you may burn this invested energy as though you spent focus points to activate a focus power with a cost of 2 points or less. If you do so, the focus power resolves at an occultist effective level of second level. When spending. Select-

ing focus powers or investing focus in an implement your occultist level stacks with all manifester levels you possess up to the limit of your character level.

### BEARER OF BURDENS

You have accepted a calling as an agent of primal balance.

**Benefit:** When you make a caster level check to enact a spell with the [burden] descriptor your caster level is increased by a +2 circumstance bonus. At 10th level this bonus increases to +4. This does not raise your caster level for any other purpose.

### CROSS-SOURCE INFUSION (LIMINAL)

You have learned to mix and match residuum from different sources.

**Prerequisite:** Residuum pool.

**Benefit:** You may expend Residuum from a single Source to enhance a spell or power from a second Source. When you cast, manifest or use a power from a source different from a current pool of Residuum you have generated, you may expend points of Residuum to grant the spell +2 to damage rolls per point spent. Alternatively, you can spend 2 points to increase the DC by +1 and caster or manifester by one (also augmenting a power as though a power point was spent).



## CONFLUX OF ENERGY (LIMINAL)

Your psionic focus allows your active psionic energy attunement to enhance your energy attacks from other Source Origins.

**Prerequisite:** Psionic focus, any non-psionic Source Origin.

**Benefit:** When psionically focused you may add 1 point of damage to spells and powers from non-psionic Source Origins that match descriptors with your active energy for psionic powers. Additionally, you may expend your psionic focus to increase the save DC for non-psionic Source Origin spells and powers by +2.

## CRUX OF POWER (LIMINAL)

Your mastery of multiple Sources of power has unlocked synergies between them hidden from most.

**Prerequisite:** Three Source using classes with an effect (power, spell, spirit) of at least 1st level.

**Benefit:** You may combine levels in each of up to three Source-using classes with different Source Origins to determine your total effective level in each of them. This combination only counts for resolution of effect (caster level, manifester level, binder level etc.) and does not grant you any new access to powers, spells or other abilities.

## DRAW RESIDUUM (LIMINAL, OCCULT, PSIONIC)

You gather remnants of unused power when others use power around you.

**Prerequisite:** A Source origin in a liminal plane for casting, manifesting or supernatural ability.

**Benefit:** You gain a Residuum pool for a single source you have access to. This pool has a limit of 2 + 1 per six character levels. When an ally activates a spell, power or supernatural ability from that source you get 1 point of Residuum of that type. You also gain

a base Residuum power with which you can expend Residuum points as a free action to gain a +1 to saving throws to resist powers, spells or supernatural abilities. Residuum points are lost when spells or power points are regained.

**Special:** You may select this feat more than once each time assigning it to a different Source's origin. Some GMs may wish power users of all kinds to be able to gain Residuum. See other Lost Spheres products for more info on potential Sources.



## DUAL INFLUENCE (HOST, LIMINAL)

You have discovered a second claim on your essence from an older source than the first you encountered, and have managed to reconcile the spirits though some resentment lingers.

**Prerequisite:** Influence class feature, 5th level medium



**Benefit:** Select a second influence for your medium. You may expend half your remaining trance rounds to perform an hour long ritual to shift your original influence to dormancy and awaken the second influence, gaining access to it while in trance. Your spirit boons remain the same, and upon reset you regain your full trance rounds as normal.

**Note:** This feat is for the medium class from Purple Duck Games, not the one presented in *Pathfinder Roleplaying Game Occult Adventures*.

### ECHO STRIKE (LIMINAL)

You have mastered the technique of infusing your weapon with shadow energy and causing quasi-real echoes to follow it in combat.

**Prerequisite:** Residium pool, BAB +1 or higher.

**Benefit:** You may discharge a point of residuum from your pool as a swift action to make a quasi-real echo attack with a weapon you have already attacked with this turn. This attack uses your highest attack bonus and uses the statistics of the same weapon that made the original attack. Spells, maneuvers or powers affecting the weapon are not duplicated. If the attack is successful, the target creature may make a Will save to resist the quasi-reality of the strike against a DC of  $10 + 1/2$  your character level or HD + Constitution modifier. If successful, the creature only takes 20% of the normal weapon damage. This feat is a supernatural ability.

### EMOTIVE RESONANCE (LIMINAL)

When moved by the power of emotion your etheric energies rise as well.

**Benefit:** Your effective psychic caster levels and/or effective kineticist level receive a circumstance bonus equal to the highest morale bonus you are currently under the effect of. You may use kineticist class abilities and cast psychic spells while under the effect of rage or similar class features and effects. Your effective caster level or kineticist level cannot be elevated above your character level by this feat.

### EMPOWERING SHADE (LIMINAL, METAMAGIC, PSIONIC)

You may empower your magic and powers with energies from the Plane of Shadow.

**Prerequisites:** Able to cast spells with illusion (shadow) or possess a shadow pool of at least 1 point; and cast 1st level psychic conjuration spells, manifest metacreativity powers or any spell or power with an energy descriptor.

**Benefit:** You can sacrifice a illusion (shadow) spell slot (or spend a shadow pool point) to enhance your psychic conjuration spells, metacreativity powers or any spell or power with an energy descriptor to make a special Will save versus the effect to be augmented. If successful you infuse shadow quasi-reality into the spell or power.

For each level of shadow magic the sacrificed spell slot was you may either increase the effects damage or duration 10% (minimum +1 round duration). Alternatively, for each shadow pool point spent, the effect is augmented as though 2 spell levels were sacrificed. You may only spend 1 shadow pool point this way per four character levels you possess.

### ETHER BLOOM (LIMINAL, PSIONIC)

Your quasi-real effects and astral energies can be emboldened by ethereal magic.

**Prerequisites:** Able to cast 1st level psychic spells, able to cast spells with illusion (shadow) or manifest metacreativity (creation) powers from a non-Psychic Source.

**Benefit:** You can sacrifice a psychic magic spell slot to enhance your illusion (shadow) or metacreativity (creation) powers. For each level of psychic magic the sacrificed spell slot was you may either increase DCs to resist your illusion (shadow) spells from a non-Psionic Source Origin by 1 or augment a metacreativity (creation) power you manifest as though you had spent 2 power points.



## ETHERIC SHEATH (LIMINAL)

Your emotions unconsciously gather etheric energy around your life force gaining a protective sheath of spiritual energy.

**Benefit:** When called to make a save versus a supernatural ability, power or spell that effects your life force (such as negative energy, death effects or possession) you may discharge this feat to gain an additional roll against the effect once per day as an immediate action. You may choose to use this after you know the success or failure of your first roll. Alternatively, you may use the etheric energy to power any emotion based class feature (like rage) for a round, to gain the ardent condition, or to cast a spell with an emotion component even when under the effects of an emotion or fear effect. These uses are part of the normal activation of the ability or casting of the spell. For every two (Liminal) feats you possess beyond this one you gain an additional daily use of the Etheric Sheath feat.

## EVOLVE IMPRINT (LIMINAL)

You have learned to improve the imprints of a creature you have already learned to summon by fusing multiple imprints of that kind of creature.

**Prerequisite:** Liminal Imprint, 5th level caster.

**Benefit:** When in combat you may expend a casting of a *summon monster* spell to attempt to gain an additional imprint of a creature of the same kind you have already used Liminal Imprint on. These new imprints do not replace *summon monster* options. When you have imprinted as many of a type of creature as your imprint currently has hit dice you may initiate a special ritual taking 1 hour to fuse all imprints of the existing creature to replace it with an evolved version. The evolved version gains 1 HD and the advanced template. You may only have one evolved creature of a type summoned at any given time.

## EXPANSIVE AMPLIFICATION (LIMINAL)

Your phrenic amplification can affect spells, powers and supernatural abilities you activate.

**Prerequisite:** Phrenic amplification, cast 1st level spells, powers or supernatural abilities from a non-psychic Source Origin.

**Benefit:** When using spells, powers or supernatural abilities with a descriptor that matches a phrenic amplification you possess you may apply phrenic amplifications to them.

## EXTRA SOUL STEP (LIMINAL, OCCULT)

You have mastered another migration technique of the soul.

**Prerequisite:** Soul step class feature.

**Benefit:** You may unlock another soul step ability for your souldancer. You must qualify for the soul step as normal.

## EXTRA TRINITY STATE (LIMINAL)

You may enter trinity state an additional time per day.

**Prerequisite:** Trinity state class feature.

**Benefit:** You may increase your trinity pool by one point allowing you to use your trinity state class feature an additional time per day.

**Special:** You may select this feat a second time at 15th level.

## FOCAL INFUSION (LIMINAL, OCCULT)

Your implements can house the remnants of other power sources for short periods of time.

**Prerequisite:** Mental focus pool, residuum pool.

**Benefit:** You may invest residuum from a non-Psychic source in an implement as a swift action. For one



minute per point of Intelligence modifier, your implement's resonant power functions with the invested residuum. This temporary focus cannot be spent to activate focus powers.

### GREAT NEED (LIMINAL)

You have learned to call upon your liminal selves in times of need without losing control.

**Prerequisite:** Needs of the many class feature.

**Benefit:** You may use your needs of the many class feature an additional time per day.

**Special:** You may select this feat a second time at 15th level.

### HARVEST RESIDUUM (LIMINAL, OCCULT, PSIONIC)

You gather remnants of unused power when triggering your abilities.

**Prerequisite:** A Source origin in a liminal plane for casting, manifesting or supernatural ability.

**Benefit:** You gain a Residuum pool for a single source you have access to. This pool has a limit of 2 + 1 per six character levels. When you utilize a spell, power or supernatural ability from that source you get 1 point of Residuum of that type. You also gain a base Residuum power with which you can expend Residuum points as a free action to gain a +1 circumstance bonus to Concentration checks or +1 to attack rolls to deliver spells or powers. Residuum points are lost when spells or power points are regained.

**Special:** You may select this feat more than once each time assigning it to a different Source's origin. Some GMs may wish power users of all kinds to be able to gain Residuum. See other Lost Spheres products for more info on potential Sources.

### INFUSE EMOTION (LIMINAL)

Your emotional casting techniques have blurred to

powers with other Source Origins suffusing them with overwhelming emotion.

**Prerequisites:** Able to cast 1st level Psychic Source Origin spells, able to use non-Psychic Source Origin powers or spells.

**Benefit:** You may as a swift action empower the next non-Psychic spell you cast with an emotion component by sacrificing a psychic spell slot of 1st or greater level. If you do the spell requires an additional Will save. If failed, the overwhelming emotional energy penalizes Will saves by the targets of the spell by a -1 for each level of the sacrificed spell. This penalty applies to any other Will saves called for by the spell and lasts an additional round per psychic spell level.

### KARMIC BALANCER (LIMINAL)

You have learned to carefully evoke the nature of balance and do not suffer the full length of the lifeforce lost given to embolden your allies.

**Prerequisites:** Able to cast 1st level psychic spells, able to cast spells with spells with the [boon] descriptor.

**Benefit:** You do not suffer conditions inflicted by (boon) spells after the spell ends.

**Normal:** Conditions inflicted by (boon) spells persist twice the duration of the spells.

### KARMIC POOL (LIMINAL)

You are rewarded by fate for combating imbalance at your own cost.

**Prerequisites:** Able to cast 1st level psychic spells with spells with the [boon] descriptor.

**Benefit:** At the beginning of each turn you gain a pool of points equal to the amount of conditions you have self-inflicted with [boon] descriptor spells. You may expend these points to adjust d20 rolls you make as luck bonuses. You may not adjust a single roll by more than 1 + 1 point per 3 character levels or hit dice you have.

## LASTING MANIFESTATION (LIMINAL)

You have begun to make peace with your inner selves and can cede control of your body completely to them for longer periods of time.

**Prerequisite:** Persistent Self

**Benefit:** When triggering a Liminal Self feat you possess you may choose to let the Liminal Self control you utterly. Until you gain a negative condition your Liminal Self remains in control. If you gain a new negative condition, your Liminal Self may surrender the body to you or you may make an opposed Will save to force them to surrender it. If it does surrender the body, you suffer discharge as normal. Otherwise the Liminal Self remains until the body enters sleep or trance as appropriate to the race. This feat does not prevent flaws or class features that force Liminal Self changes from functioning.

## LIMINAL IMPRINT (LIMINAL)

You have learned to invert the power of your summon monster spells to copy living creatures you encounter into your liminal space.

**Prerequisite:** The ability to cast a *summon monster* spell from a Source with a liminal origin.

**Benefit:** When in combat you may expend a casting of a summon monster spell of a level appropriate to summon a creature of the CR of the target (See Below). Targets of this effect may make a Will save against the imprint. A failed save means that that creature has been imprinted in the your liminal tangency. Select one monster from that spell's summon list and replace it with the imprinted creature. Imprinted creatures may now be summoned by the appropriate level spells as normal. Imprinted creatures are NOT exact duplicates and while receiving a +2 to Disguise checks to visually pass as the original creature, most casual interactions can tell the difference immediately. Any given creature may only be successfully imprinted by the same caster once. The GM may rule that multiple casters can or cannot benefit from imprinting the same creature.

The typical CR of a creature that a spell of a given level can summon is as follows: 1st level—CR 1/3 to 1/2; 2nd level—CR 1; 3rd level—CR 2; 4th level—CR 3 to 4; 5th level—CR 5 to 6; 6th level—CR 7 to 8; 7th level—CR 9 to 10; 8th level—CR 11 to 12; 9th level—CR 13 to 14. Remember to account for the CR adjustment of any templates applied.



## LIMINAL SELF (LIMINAL)

You have a splinter ego that resides in the dream-worlds of your own mind that can surface for moments and touch the real world.

**Prerequisite:** Any one Mental attribute 13+, past or current exposure to a Liminal Plane, Liminal Source, Psychic or Psionic phenomena.

**Benefit:** Create a character as per the cohort rules (minimum level 1) outlined in the Leadership feat. This character exists within your mind and spirit, inside a dreamscape (or similar quasi-plane) created



by your unconscious mind. As a full round action, you may relinquish control of your body to this character. Choose one mental ability score. For rounds equal to your chosen mental ability score modifier the alternate character is in control of your form as per the *mind swap* spell for one round of the selected attribute modifier. Your own mind is set adrift in the dreamscape (or similar Liminal Planar Source construct) and unaware of the physical world. The GM may rule that *dream travel* spells can access the Liminal Self. At 5th level and every five levels after, you may call forth your Liminal Self an additional time per day up to the limit of your selected ability modifier.

The process of calling forth your splinter self is enormously draining and when it ends you discharge all spell slots, power points and daily use abilities for your core persona and are inflicted by the fatigued condition until you rest. If you already had the fatigued condition you become exhausted instead. If you are exhausted you instead become unconscious.

**Special:** You may gain Liminal Self more than one time. Each time you must create a new alternate cohort character and tie the feat to a new mental ability score. If the alternate character is psionic, this feat gains the psionic subtype.

### MERITORIOUS MEMENTO

You have found a relic of such spiritual significance to a particular legend of spirit that you may call that spirit as if in a favored location.

**Prerequisite:** Knowledge (History) 3+ Ranks, spirit class feature

**Benefit:** Select one legend of spirit. You have located a historical relic with psychic resonance significant enough to call that spirit to you without being in its favored location.

**Special:** If your relic is destroyed you can replace it with a similar object found at a new appropriate location within 1 week. The GM has final say on what items qualify for this feat in their campaigns.

### ONE MIND (LIMINAL, PSIONIC)

All of your mental sourced powers draw off the same well of energy.

**Prerequisite:** Psionic subtype, psychic magic casting.

**Benefit:** Your Will is one when channeling the power of the Mental Source. Your psychic magic caster levels stack with your manifester levels when determining the strength of your effective caster or manifester level. You may expend your Psionic Focus to cast thought component spells without increasing Concentration DCs. You may expend your psychic focus to use metapsionic feats.

**Normal:** The DC for any Concentration check for a spell with a thought component increases by 10. A psychic spellcaster casting a spell with a thought component can take a move action before beginning to cast the spell to center herself; she can then use the normal DC instead of the increased DC.

### PASSENGER'S VISION (HOST, LIMINAL)

Your passenger can allow your vision to transcend mortal limits.

**Prerequisite:** Grace and passenger class features.

**Benefit:** Select any one occult skill unlock you have already used during its normal usage period. You may accept a point of grace to use an additional use of this within its normal usage limits. You may accept grace in this manner to a maximum of your Charisma modifier times per usage period.

### PERSISTENT SELF (LIMINAL)

Your inner self can be active longer than mere moments.

**Prerequisite:** 5th Level, Liminal Self.

**Benefit:** Liminal Self feat triggers can now last for 1 minute per level per use as opposed to 1 round per level.

### PHRENIC BLADE (LIMINAL, PSIONIC)

Your phrenic amplification can be used to enhance the psychic damage of your weapon attacks.

**Prerequisite:** Phrenic amplification, either Psionic Fist, Psionic Weapon, or psychic strike class feature.

**Benefit:** As a free action once a round you may expend a phrenic pool point to enhance a psionic bonus to damage by +1d8. This damage increases by +1d8 for every 3 psychic caster levels beyond 1st.

### POTENT SLEEPER (LIMINAL)

Your inner self is nearly as strong as your core persona.

**Prerequisite:** 5th Level, Liminal Self.

**Benefit:** Your alternate character(s) from the Liminal Self feat may now be within 1 level of your level.

**Normal:** Your cohorts level may never be higher than 2 lower than your own.

### PSYCHOMETRIC ADVANTAGE (LIMINAL)

Your understanding of an individual gained by viewing the past of a prior possession of theirs has given you insights into how to fight them.

**Prerequisite:** Occult skill unlocks, the *object reading* spell, *object reading* power, or recovered information class feature.

**Benefit:** When fighting a foe you have read a former possession of you may as a free action once a round add a +1 circumstance bonus to attack, AC, a single saving throw bonus, a skill check or the DC of a power or spell you cast against them. At 5th level and every 5 levels after that, you gain an additional +1 bonus to spent on a different effect.

**Special:** This feat gains the psionic descriptor if you used a psionic power to qualify for it.

### RESIDUAL RECHARGE (LIMINAL, OCCULT)

You infuse your vestigial spirit with raw residuum to speed its recovery.

**Prerequisite:** Bind spirit class feature, non-Entropic Source Residuum pool.

**Benefit:** Select one residuum pool you possess. It cannot be a pool that gains points from the powers of a bound spirit. You may spend points from this pool as a swift action to reduce the cool down of a granted ability by one round per residuum spent.

### RESIDUAL RECOVERY (LIMINAL)

Your fighting style reintegrates motes of lingering energy to renew your most devastating techniques.

**Prerequisite:** Residuum pool, capable of initiating martial maneuvers.

**Benefit:** You may discharge any number of accumulated residuum points from your pool as a swift action to recover an expended martial maneuver. The amount of residuum expended must equal the level of the expended maneuver.

### RISING INSIGHT (LIMINAL, OCCULT)

Your spirit's guidance is stronger for your allegiance to it.

**Prerequisite:** Any two: bind spirit class feature, draw upon legend class feature, spirit class feature or spirit companion class feature

**Benefit:** Select one legend or spirit and one bonus provided by that spirit. This bonus increases by +1. At 10th level this bonus instead increases by +2.

### SHADEBORN SYNERGY (LIMINAL, PSIONIC)

You draw on the Shadow Plane to empower other Source Origins when in areas of darkness.

**Prerequisite:** Shadow planar Source Origin, non-Shad-



ow planar Source Origin.

**Benefit:** Your non-Shadow Source Origins gain a +1 circumstance bonus to caster level in areas of dim lighting or darker. In areas of total darkness this bonus increases to a +2.

### SLEEPWALKER'S SOUL (LIMINAL)

Your liminal self can take over when you fall in battle or sleep.

**Prerequisite:** Persistent Self and Unconscious Awakening feats.

**Benefit:** When your liminal self takes over while you sleep, its presence lasts the entire duration of your normal rest period. You awaken fatigued. If you do not rest before a second sleep period of activity, you become exhausted. Any further manifestations of your liminal self result in you both becoming unconscious.

### SPECTRAL GENERATOR (LIMINAL, PSIONIC)

You prepare an ethereal vessel to gather astral energies instead.

**Prerequisite:** Mental Focus class feature, power point pool.

**Benefit:** Your understanding of ghosts and both Astral and Etheric energy imprints has allowed you create a special type of implement known as a spectral generator. This item must have occult significance to a deceased psionic creature. It can be funerary garb, a magic item created by the psion, or remains of its physical form. You may invest mental focus in this Implement. It has no School and only grants a single Resonant Power:

*Spectral Generation (Su):* Ghostly energy patterns gather astral power as though the psionic creature affiliated with the implement were still alive. If you invest at least 1 mental focus in the Spectral Generator at the beginning of each round you gain 1 temporary psionic power point. For each 4 men-

tal focus you invest in this implement you generate 1 additional temporary power point. These power points may only be only used to augment powers. Powers augmented in this manner can exceed your actual manifest limits. These power points may not be used in conjunction with the Overchannel feat or Wild Surge class feature. This process is disorienting and manifesting a power with these power points requires a Will save equal to the power's own save DC (even if it does not normally have one) or you are dazed for 1 round after using the Spectral Generator. Unused power points dissipate at the end of each round.

**Special:** You may take Spectral Generator in place of an implement school with GM approval.

### TIDAL KI

When you shift the balance life force in another creature, you can absorb excess life force from the exchange.

**Prerequisites:** Ability to cast psychic magic, ki pool

**Benefit:** When you inflict a condition on a creature other than yourself with a spell you gain a temporary ki pool point for a number of rounds equal to your primary spellcasting modifier. Regardless of how many targets are effected, no more than a single ki point can be generated by a single spell.

**Special:** You may never gain more temporary ki from this feat than your primary psychic spellcasting attribute. If you have more than one psychic magic casting attribute, one must be selected for purposes of this feat when it is selected.

### TWINED TETHERS (OCCULT)

Your own soul has found room within to host both the legendary and the lost.

**Prerequisite:** Any two: bind spirit class feature, draw upon legend class feature, or spirit class feature

**Benefit:** For purposes of the bind spirit class feature, draw upon legend class feature, or spirit class feature

your levels in each class stack when calculating the strength of a given spirit or legend's feature. This does not grant any other progression benefit (BAB substitution, new spirit or legend access) beyond the determining the strength of currently those spirits or legends currently available. For each legend or spirit you have bound you gain a +1 to other binding checks.

**Special:** The GM may rule that other spirit and companion abilities benefit from this feat.

### UNCONSCIOUS AWAKENING (LIMINAL)

Your liminal self can take over when you fall in battle or sleep.

**Prerequisite:** Liminal Self.

**Benefit:** When you have the unconscious condition, you may choose to roll opposed Will saves with your Liminal Self. If it succeeds, it awakens for its normal duration while you are unconscious. If the core persona's body is below 0 hit points, it gains temporary hit points equal to half its normal hit points for the duration of its duration in control of the core persona's body.

### VITAL MAGIC (LIMINAL)

Your magic surges with residual energies when you use it to alter the balance of your life force.

**Benefit:** When you gain a condition from a spell you cast your caster level is increased by a +1 circumstance for a number of rounds equal to your primary spellcasting modifier. At 10th level this bonus increases to +2.

**Special:** If your caster level is already increased for any effect above your current hit dice by more than half your HD total, this feat instead becomes a penalty as it desperately tries to re-balance energies that are dangerously out of balance with the universe.

### FLAWS

Some products have introduced the concept of flaws, hindrances to a character's abilities that grant a bonus

feat. Generally speaking a character should have no more than two flaws. The specific flaws in this book require the bonus feat to be selected to have the (liminal) subtype. Flaws can be powerful but also may present significant danger to yourself or other players. Ask your GM if they are allowed in their campaign before selecting one.

### SHADOW SELF (FLAW)

**Effect:** You have no control over when your Liminal Self feat activates. At the beginning of each round, the GM may call for you to make an opposed Will save with your Liminal Self alternate character. If you lose, the mental transition begins and your Liminal Self manifests for the duration of the feat as per normal.

**Benefit:** You gain an additional (Liminal) feat.

**Special:** If you possess more than one Liminal Self, you must choose which is impacted by this flaw. With your GM's permission you select this Flaw a second time subject to the Flaw limitations of your campaign.

### TIDAL POWER (FLAW)

**Effect:** You cannot draw on the same source origin in for one full round after having drawn on it before. You may use powers, spells and abilities from other origins freely in rounds where you don't have access to the prior round's Source Origin.

**Benefit:** You gain an additional (Liminal) feat.



# CHAPTER 3:

# PRESTIGE CLASSES

When dealing with liminal power we address the concept of beings that are specifically between two states, energies or Planes of existence. As such multi-class characters are the most likely to actively use liminal powers in effective and meaningful ways. These power users often learn to combine their Source Origins in ways completely divergent from their base classes. The most common liminal traditions are represented by the following prestige classes:

- **Astral Antiquarian** – A gifted channeler of the awakened potential of artifacts, these characters focus on unlocking a world of psionic and psychic implements. They master techniques of astral infusion to surge their implements temporarily with the energies of the Astral Plane.
- **Blackblade Breaker** – Mastering the entropic elements of negative planar infusion, these warriors learn to shatter shadow versions of themselves, providing their own tactical advantages from flanking to misdirection.
- **Dreamsealer** – A studied master of the energies of body, spirit and mind, the dreamsealer uses healing as an opportunity to enhance the life it finds. Providing wounded allies with seals that unlock new powers and transform their physical being, their powers is amazing as it is fleeting.
- **Eye of the Storm** – Wilders and mages have flirted with the power of Chaos for ages, but the Eye of the Storm welcomes it into their being. Gaining increasingly unstable energies they can't hope to control forever, these mad savants combine twin Source Origins and live for the unbridled power of their lucid moments.
- **Gyreblade** – Soulnives and other mystic warriors have found ways to awake the weapons of the mind, elemental planes and etheric power. The gyreblade seeks to fuse two of these weapons into one singular form combining the lore of mind and magic into a weapon of endless potential.
- **Shadowed Packmaster** – Mentalists and mages call to the silver sea of the Astral for summoned constructs of crystallized thought or planes like the Ethereal for dream echoes of what is. The Shadowed Packmaster learns to utilize the power of two planes at once, drawing Shadow versions of his own summons as he calls them to form a pack of servitors.
- **Souldancer** – Some mentalists learn the strange art of possessing another creature's body. The souldancer perfects it learning to migrate from host to host, shifting her friends to less wounded bodies, caging possessing creatures or even to call back the lost to life.
- **Tribemind** – Rare are those whose mind fragments to for other selves, rarer still are those who learn to control this phenomena. The tribemind learns to command their inner multitudes and call upon them in moments of need.
- **Trinity Mage** – Exploiting one of the Great Laws, the trinity mage masters the art of drawing on three distinct power Source Origins learning to enter the trance-like Trinity State their oscillating power builds to rival the most focused of supernatures.

Table 3-1: Astral Antiquarian

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+0	+0	+1	Focus, Implements +1, Astral Infusion	+1 level to lower Source's spells/powers
2nd	+1	+1	+1	+1	Implement Power	+1 level to both Sources' spells/powers
3rd	+2	+1	+1	+2	Implements +2	+1 level to both Sources' spells/powers
4th	+3	+1	+1	+2	Implement Power	+1 level to both Sources' spells/powers
5th	+3	+2	+2	+3	Implements +3	+1 level to both Sources' spells/powers
6th	+4	+2	+2	+3	Implement Power	+1 level to lower Source's spells/powers
7th	+5	+2	+2	+4	Implements +4	+1 level to both Sources' spells/powers
8th	+6	+3	+3	+4	Implement Power	+1 level to both Sources' spells/powers
9th	+6	+3	+3	+5	Implements +5	+1 level to both Sources' spells/powers
10th	+7	+3	+3	+5	Implement Power	+1 level to both Sources' spells/powers

## ASTRAL ANTIQUARIAN

Combining astral sight and psychometric etheric resonance, the astral antiquarian is able to read psychic implements in new ways and can infuse implements with brief flares of astral energy.

With the power of psionic implements the astral antiquarian masters a technique known as astral infusion, an ability to flood items with psionic power to temporarily charge their mental focus reserve.

**Hit Die:** d8

### REQUIREMENTS

To qualify to become an astral antiquarian, a character must fulfill all of the following criteria.

**Feats:** Psychic Sensitivity (or a class granting occult skill unlocks).

**Skills:** Knowledge (Arcana) 5 ranks.

**Spells and Powers:** Able to cast *object reading* and able manifest *object reading* (or possess the Recovered Information class feature).

### CLASS SKILLS

The astral antiquarian's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int),

Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Fly (Dex), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

### CLASS FEATURES

The following are class features of the astral antiquarian prestige class.

**Spellcasting/Manifesting:** At each level except 1st and 5th, you gain new spells or power points per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in Source using classes to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of those classes would have gained. Implements may add new spells or powers to your list as well.

At 1st and 5th level, you gain new spells or power points per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in your spellcasting class with the lowest effective level. For example, a 4th-level psion/3rd level psychic who gained one level of astral



antiquarian would gain increased spellcasting ability as if they had gained a level of psychic (since that class's caster or manifester level is lower than his psion manifester level). If all your Source-using classes have equal effective levels, you can apply this benefit to any of your existing Source-using classes. You do not, however, gain any other benefit a character of those classes would have gained.

### Implements (Su)

At 1st level, an astral antiquarian learns to use a single implement discipline or school. At 3rd level and every 2 astral antiquarian levels thereafter, the astral antiquarian learns to use one additional implement discipline or school, to a maximum of five implement discipline or schools at 9th level. Each implement discipline or school adds one power or spell per level of that psionic discipline or school of magic to the astral antiquarian's spell list. An astral antiquarian can select an implement discipline or school more than once in order to learn additional powers or spells from the associated discipline or school.

Each implement discipline or school is represented by a small list of objects. Every day, the astral antiquarian selects one item from that discipline or school's list to be his implement for the day for each implement discipline or school they know. The astral antiquarian needs only one such item to cast spells or manifest powers of the corresponding discipline or school, unless they selected that implement discipline or school multiple times, in which case they need one item for each set of spells gained from that discipline or school. Implements don't need to be magic items, and non-magical implements don't take up a magic item slot even if they're worn. Implements that are not magic items are often of some historical value or of personal significance to the astral antiquarian, such as the miter of a childhood priest, the etched walking stick of a philosopher, the meditation mat of a teacher, or the third eye of a legendary psion.

Whenever an astral antiquarian casts a spell, they must have the corresponding implement in their possession and present the implement to the target or toward the area of effect.

This act is part of casting the spell and doesn't require any additional action. If the occultist lacks the corresponding implement, they can attempt to cast the spell, but must succeed at a concentration check (DC = 20 + the power or spell's level) to do so. Spells cast by an astral antiquarian without the appropriate implement are always treated as if they were cast at the minimum caster or manifester level for the spell in question (caster or manifester level 1st for a 1st-level spell, caster or manifester level 4th for a 2nd-level spell, and so on).

Each implement discipline or school also grants a base focus power. This power is added to the list of focus powers possessed by the astral antiquarian (see Mental Focus below). In addition, each implement



discipline or school grants access to a number of other focus powers that the astral antiquarian can select from using his mental focus class feature.

See the occultist class (Pathfinder Roleplaying Game Occult Adventures) for implement schools for a complete list of implements associated with each magical school and their focus powers. You may also find a list of [implement schools here](#).

**Focus (Su):** The astral antiquarian gains access to the mental focus ability of an occultist of same level. If the astral antiquarian already has a mental focus pool, the classes stack for determining overall implement powers and investiture limitations.

An astral antiquarian has a number of points of mental focus equal to his astral antiquarian level + his Intelligence modifier; these points refresh each day. They can divide this mental focus between his implements in any way they desire. If an implement is lost or destroyed, the focus invested in it is lost as well, though the astral antiquarian still refreshes those points of focus normally. If the astral antiquarian already has levels in a class that grants focus, they should instead add their astral antiquarian level to that classes level to determine a new total focus amount. While an astral antiquarian may replace a focus attribute for a pre-existing class with intelligence, they cannot add two attributes or the same attribute more than once to their focus pool. Focus from any class can be invested in implements of any class. Astral antiquarians should replace occultist level with highest effective caster level for any implements they possess from any class.

Once mental focus is invested inside an implement, the implement gains the resonant power of its implement school, and the astral antiquarian can expend the mental focus stored in the implement to activate the associated focus powers they know. If a resonant power grants a bonus that varies based on the amount of mental focus invested in the implement, the bonus is determined when the focus is invested, and is not reduced or altered by expending the mental focus invested in the item. Once all of the mental focus in an implement is expended, it loses its resonant power until mental focus is once again invested in the implement.

The implement grants its resonant power to whoever possesses it; the astral antiquarian can lend the implement to an ally to assist that ally, but if they do so, they have difficulty casting that implement's spells or powers (see Implements) and can't expend that implement's focus on focus powers until they retrieve the implement or refreshes their focus.

The astral antiquarian refreshes his mental focus once each day after receiving at least 8 hours of sleep. After refreshing his mental focus, the astral antiquarian must spend 1 hour preparing his implements and investing them with this power. Mental focus that is not used before the next time the astral antiquarian refreshes his focus is lost.

The astral antiquarian can choose to save generic mental focus inside their body instead of investing all of it, but expending this focus comes at a higher cost.

Any focus power the astral antiquarian activates with generic focus costs twice as much mental focus to use (and to maintain, if applicable). The astral antiquarian can expend his generic focus through an appropriate implement on any focus power they know, but an implement they didn't invest any focus in at the start of the day grants no resonant power.



## RULES ELEMENT:

**Psionic Implements** - After the creation of the Book of Beyond, it was announced that Dreamscarred Press also was developing psionic discipline implements. While these implements were not designed for astral antiquarian they could be used with it or either of the occultist archetypes presented in this book with GM approval. GMs considering allowing any new implement should consider the temporary boost of the astral flare class feature when deciding which content to approve.



## ATHANATISM IMPLEMENTS

Implements that draw power from athanatism can affect the undead in unusual ways and draw on the powers of death.

**Implement(s):** Incense burner, deathmask, fossil, funerary wrappings, rattle, urn.

**Resonant Power(s):** Each time the astral antiquarian invests mental focus into an athanatism implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the astral antiquarian refreshes his focus.

*Athanatic Bane (Su):* The implement grants its possessor greater ability to harm the undead. Whoever possesses the implement can spend a swift action to have their next damaging attack, power or spell deal and additional 1d6 of damage to undead for every 3 points of mental focus invested in the item (to a maximum number of +6d6). Any character who bears the implement can add it as an additional focus component for a spell or power they cast or manifest to damage undead. A character may wield the implement in their off hand instead to add this bonus damage to melee attacks with their primary weapon. The implement may be physically attached by a length of silver to a two-handed weapon to grant it's bonus damage.

Undead creatures take a -1 penalty on saving throws against spells cast by the bearer of this implement for every 4 points of mental focus invested in this implement.

**Base Focus Power:** All astral antiquarians who learn to use athanatism implements gain the following focus power.

*Sway Remains (Ps):* As a standard action, you can expend 1 point of mental focus to cause an undead creature to become vulnerable to mind-affecting attacks.

The target must be within 30 feet of you, and it can attempt a Will saving throw to negate the effect. If the

target fails the save and has a number of Hit Dice less than or equal to yours, it vulnerable to mental powers, spells and abilities for 1d4 rounds. If the target fails the saving throw and has a number of Hit Dice greater than yours, it is instead shaken for 1d4 rounds.

**Focus Powers:** In addition to gaining the base focus power, astral antiquarians who learn to use athanatism implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

*Bonded Ectoplasm (Su):* As a standard action, you can expend 1 point of mental focus to surround yourself manifest the bonded emotional powers of a spirit as though you were a spiritualist's phantom. You gain a +4 armor bonus to AC and you gain the emotional focus powers of a phantom equal to the points of mental focus you have invested in this implement. These abilities persist for 1 minute per level of your highest caster or manifester level.

*Corpse Union (Ps):* As a standard action, you can expend 1 point of mental focus to move your life force into a dead body. While your mind is so displaced your body is considered helpless and unconscious. Your mind is untargetable while in this state. For each round your mind is inside the corpse you can view 1 minute of memories backward from the time of death. You may reside in the corpse for up to 1 round per level of your highest caster or manifester level. If your highest caster or manifester level is at least 10th level, you instead gain 1 hour of memories per round inside the corpse.

*Ectoplasmic Servitor (Su):* As a full-round action, you can expend 1 point of mental focus to create a ectoplasmic servitor from bones, brains, or other organs. The creature vaguely resembles the original creature or creatures from which the remains were taken. Treat this as an *astral construct*, using your choice of caster or manifester level as your effective manifester level to determine its powers and abilities. Abilities should be similar in conformation to the remains chosen. You can have no more than one ectoplasmic servitor active at any given time.

The ectoplasmic servitor remains animated for 1 minute per astral antiquarian level you possess.

*Shield of Numbness (Ps):* As a standard action, you can expend 1 point of mental focus to numb yourself to pain for 1 minute per the caster or manifester level of your choice. While this power is active, you are immune to pain and emotion effects and reduce all mental ability damage you would take by two. In addition, whenever you are subjected to a morale effect, you may choose whether or not it affects you. If you choose to not be affected, you are immune to that instance of the particular effect. When this power ends, any such effects resume, provided that their duration has not expired in the meantime. However, any ability damage reduced by the use of this power remains reduced. At 7th level you also gain DR 2/-. At 13th level you take 1 less from sources of ability damage. At 19th level this power lasts for 1 hour per level.

*Secrets of the Dead (Ps):* As a standard action, you can expend 1 point of mental focus to hear the voices of the dead, you are granted insight into their secrets. For 1 minute per a caster or manifester level of your choice you may make Knowledge skill checks untrained. When you activate this power, choose one Knowledge skill. You gain a +4 insight bonus on skills checks made using that skill. At 10th level you gain access to a bonus feat while this ability is active, you must still qualify for this feat.

*Soul Trap (Ps):* As a standard action, you can expend 1 point of mental focus to capture the essence of an incorporeal creature within close range. The creature receives a Will saving throw to negate the effect. If it fails it is drawn into your implement and may be used to strengthen your spells and powers. As a free action, once per HD the incorporeal creature possesses, you may increase the DC of a spell or power you cast or manifest by +1. This power ends once you have gained the above bonus a number of times equal to the HD of the incorporeal creature. You may only have one incorporeal creature trapped within your implement at any given time. When this power ends, the incorporeal creature is returned from whence it came.

## CLAIRSENTIENCE IMPLEMENTS

Implements of the clairsentience school grant powers related to foresight and remote viewing.

**Implement(s):** Dowsing stick, dried leaves, monocle, runestones, gems, spyglass.

**Resonant Power(s):** Each time the astral antiquarian invests mental focus into a clairsentience implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the astral antiquarian refreshes his focus.

*Edge of the Future (Su):* The implement allows its bearer to notice that which has yet to be to avoid unwanted futures. Each round the implement grants a pool of +1 insight bonuses per 3 points of mental focus stored in it. These bonuses may be used to modify any d20 roll per round as a free action. Unused bonuses are lost at the end of each round. .

**Base Focus Power:** All astral antiquarians who learn to use clairsentience implements gain the following focus power.

*Aura Glance (Ps)* As a swift action, you can expend 1 point of mental focus to use either the Prognostication or Read Aura occult skill unlocks. This usage does not count against daily limits for either unlock.

**Focus Powers:** In addition to gaining the base focus power, astral antiquarians who learn to use clairsentience implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

*Fortress of the Future (Ps):* Your AC gains a +1 insight bonus as long as there is at least one point of mental focus invested in this implement. For every 5 mental focus invested in this implement the bonus increases by +1. As an immediate action you may expend a point of mental focus to add this bonus to your saving throws for 1 round. The saving throw bonus is still considered an insight bonus.



*Linguistic Processor (Ps):* As long as you have at least 2 points of mental focus in this implement you may touch a creature as a standard action. If your touch attack is successful, you may choose one language they have that you do not know. You gain the ability to speak, read and write that language. For each additional 2 points you have invested in the implement you may use this ability an additional time. The borrowed knowledge of each language lasts until the next time you reassign mental focus.

*Postcognitive Sensitivity (Ps):* As a standard action, you can expend 1 point of mental focus to cast your mind backward through time in a location where your physical body is present. For each additional point of mental focus invested in this implement you can view back 100 years. Events are revealed in order of most recent to oldest. Each 10 minutes you concentrate you may view one significant event. You gain no special knowledge of individuals present at the events but instead observe the events as though it was a ghost-like dream.

*Spin Fate (Ps):* As an immediate action you may cause a target to re-roll a single d20 roll by expending a point of mental focus. For each additional 2 mental focus you have invested in this implement you may adjust the die roll by a luck bonus or penalty of -1 to a maximum of +5 or -5. You must have a caster or manifester level of 9th level to select this focus power.

*Time's Wielder (Su):* When you touch an object you may expend 1 point of mental focus to attune yourself to an item. You gain access to one feat related to the use of that item. This feat can be proficiency feat, combat feat or other general feat the GM agrees a previous wielder had access to. If a combat feat is chosen it is only applicable to the attune item. For every 5 focus invested in this implement beyond the point expended the astral antiquarian gains an feat a prior wielder had access to. These feats last until mental focus is reassigned the following day.

*Walker's Eye (Ps):* You can expend 1 point of mental focus as a standard action to create an invisible sensor attached to a creature watches a 5-foot-radius around it. You may receive visual and audio information

as though you were present but cannot perceive beyond the radius. The sensor can be deceived by invisibility and similar magic. You can expend additional points of mental focus when creating the eye to increase the size of the radius by 5 feet per additional point spent (to 10 feet radius, 15 radius square, and so on). The walker's eye sees as your eyes see, including any additional senses you possess (such as darkvision or *see invisibility*). The walker's eye lasts for 1 minute per astral antiquarian level you possess. You must be at least 5th level to select this focus power.

## METACREATIVE IMPLEMENTS

Implements used in metacreative allow the astral antiquarian to perform magic that transports or calls creatures.

**Implement(s):** Bottle, clay, knitting needles, puppets, sculpting chisel, writing implement.

**Resonant Power(s):** Each time the astral antiquarian invests mental focus into a metacreative implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the astral antiquarian refreshes his focus.

*Astral Sheath (Su):* The implement may surround the bearer in a suit of psychically extruded manner similar to the astral suit of a aegis class character. The suit fuses with armor or clothing worn to grant an increase to existing armor bonuses to AC of +1. Additionally for every 5 points invested in the implement, the armor gains one customization point. If your game does not use psionics rules you may with your GMs permission select eidolon evolutions with these points instead.

**Base Focus Power:** All astral antiquarians who learn to use metacreative implements gain the following focus power.

*Exomind (Ps):* As a standard action, you can expend 1 point of mental focus to create an exomind. Your exomind is a ectoplasmic construct imbued with a psychic imprint of yourself similar to the power *schism* for 1 round per level of your highest caster or

manifest level. The exomind operates with a caster or manifest level equal to six less than the lowest caster or manifest level you have available to you. You may invest the exomind with 1 spell slot worth of spells or 2 power points per point invested in this implement. It can cast or manifest these spells at its caster or manifest level without need for verbal or somatic components. The exomind is vulnerable to attacks, it has hit points equal to your Intelligence modifier plus 2 for every mental focus invested in this implement. Its AC and touch AC are equal to 10 plus your Intelligence modifier. It uses your saving throws, BAB and makes all attacks as though your Intelligence was the governing ability score.

**Focus Powers:** In addition to gaining the base focus power, astral antiquarians who learn to use metacreative implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

*Dreamblade (Ps):* You can expend 1 point of mental focus to conjure a weapon of power. This weapon can take the form and statistics of any weapon you are proficient with. The weapon is considered magical and has a +1 enhancement bonus to hit and damage. For every 5 levels of your highest caster or manifest level, your weapon gains another +1 to its enhancement bonus to a maximum of +5 at 20th level.

*Crystal Swarm (Su):* As a standard action, you can expend 1 point of mental focus to summon a cloud of flying crystals in a 5' square within medium range. The cloud lasts for 1 round per level of your highest caster or manifest level and inflicts 1d8 + your Intelligence modifier slashing damage to any creature entering the square. This damage increases by 1d8 per 4 points invested in this power. The crystals can be moved 30' as a move action. As a standard action, you may attack creatures adjacent to the cloud with an attack modifier equal to your highest caster or manifest level + your Intelligence modifier.

*Potent Sustenance (Ps):* As a standard action, you can expend 1 point of mental focus to materialize edible ectoplasm for up to one creature per point invested in this implement. The ectoplasm sustains a

creature for one day. This psychic material permeates the forms of those who eat it giving them 5 temporary hit points plus 5 hit points per 5 levels of your highest caster or manifest level. You may spend additional mental focus to cast or manifest an effect equal to the number of mental focus expended. The effect must be personal or touch and have a harmless saving throw, if any. If you do so, anyone eating the edible ectoplasm gains the benefit of the power or spell cast.

*Psychic Caltrops (Ps):* As a standard action, you can expend 1 point of mental focus to create semi-stable caltrops of crystallized pain. The caltrops created are sufficient to create a 5 foot square every 2 levels of your highest caster or manifest level. The caltrops require a DC of 15 + 1 per 2 invested focus to remove and release a psychic shock of 1 nonlethal damage per invested focus to a creature the first time a creature steps on them. These manifested caltrops last 10 minutes per level of your highest caster or manifest level.

*Seed Survival (Ps):* As a standard action, you can expend 1 point of mental focus to create a crystal containing the energies of your mind that lasts for 1 minute per level of your highest caster or manifest level. If you are slain during the powers duration your mind transfers into the crystal animating in a manner similar to a psi-crystal and the power becomes instantaneous. Your remaining powers and abilities are transferred into your new form. The crystal can be left alone to create a new body. This process is difficult and results in a *reincarnate* after 1 day. If the reincarnation process is interrupted you die as normal.

*Astral Platform (Ps):* By expending 1 point of mental focus you can create a flat platform of astral matter that is still governed by the gravity anomalies of that plane. The platform can support weight equal to 100 pounds per level of your highest caster or manifest level. The platform flies with perfect maneuverability and a speed of 5' per point of mental focus you have invested in this implement. You may move the platform as a move action, if you are not on the platform it vanishes if it moves out of medium range.



## PSYCHOKINETIC IMPLEMENTS

Implements focused on psychokinetic grant the ability to create and direct energy to protect and to destroy.

**Implement(s):** Dorje, hammer, dragon tooth, staff.

**Resonant Power(s):** Each time the astral antiquarian invests mental focus into an psychokinetic implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the astral antiquarian refreshes his focus.

*Burning Potency (Su):* The implement channels and enhances the effects of damaging spells and powers. A spellcaster who bears the implement can add the implement as an additional focus component for any of his elemental powers or spells that match his or her active energy. If they do so, the spell or power gains a bonus of +1 to its DC. This bonus increases by +1 for every three mental focus invested in this implement. Your bonus cannot exceed 1 + 1 per 3 levels of your highest caster or manifester level. If you did not have psionic or psychic focus before gaining this implement discipline, you gain one and the ability to select an active energy type.

**Base Focus Power:** All astral antiquarians who learn to use psychokinetic implements gain the following focus power.

*Seething Nexus (Ps):* As a full round action, you can direct a beam of your active energy type dealing 1d6 + your intelligence modifier of damage to a target within 30'. You may expend 1 point of mental focus to instead use this ability as a standard action. For every 4 points of mental focus invested in this implement you deal an additional 1d6 damage with this ability.

**Focus Powers:** In addition to gaining the base focus power, astral antiquarians who learn to use psychokinetic implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

*Coruscating Beam (Ps):* As a standard action that provokes attacks of opportunity, you can expend

1 point of mental focus to release a beam of energy from your seething nexus. This blast has a range of 60 feet. Targets must make a Fortitude save when taking damage from this beam. If they fail their save, they are blinded for 1 round per level of your highest caster or manifester level. If they succeed they are instead dazzled. If you possess a caster or manifester level 9 or higher, the blindness instead lasts 1 minute per level. If you possess a caster or manifester level of 15 or higher, the blindness may be permanent if you wish.

*Disrupting Beam (Ps):* As a readied standard action, you can expend 1 point of mental focus to release a burst of disruptive energy. When you activate this power, you must ready an action to counter an effect with the same energy type as your active energy type. This ability functions as *dispel magic* for purposes of countering spells and powers with the same energy type. If you possess a caster or manifester level of at least 15 you may expend a second point of mental focus to activate this ability as an immediate action instead.

*Streaming Torrent (Ps):* As a standard action, you can expend 1 point of mental focus to explode forth a powerful beam from you as a ranged touch attack to deal your seething nexus damage to the target. This beam widens to become a 5' wide line between you and the target at a range up to 60 feet from you. All creatures in the line may make a reflex save versus the line to take half damage. The line remains in place until the beginning of your next turn. If the target moves, the line follows his movements. Creatures passing through or moved over by the line take damage as above, but may make a reflex save to negate instead of taking half damage. You may spend an additional point of mental focus each round to maintain this effect and inflict seething nexus damage again. If at any time during the effect the target moves beyond 60 feet, the power immediately ends. You must possess a caster or manifester level of 9 or greater to select this ability.

*Quell Source (Ps):* As a standard action, you can create a suppression field expending 2 points of mental focus. Select one school of magic, psionic discipline or antipodal philosophy. For 1 minute per level of your highest caster or manifester level effects

## RULES ELEMENT:

### **Caster and Manifester Levels -**

Many mechanics in liminal power refer to caster levels and manifester levels at the same time and try to represent them completely. As the alternate rule-set for psionics utilizes terms from the core Pathfinder Roleplaying Game it sometimes runs into instances where only caster level is referenced. If a game utilizes this book GMs are highly encouraged to make allowance for manifester level to be used interchangeably with caster level in most cases.

within 10 feet of you from these schools are negated or suppressed (if possessing a duration). Otherwise this power functions in a manner similar to *anti-magic field* or *null psionics field*.

**Living Nexus (Su):** You may expend a point of mental focus to release a portion of your seething nexus imprinted with your will. This living nexus functions as a medium fire elemental. It has one hit dice plus an additional hit die per 3 points invested in this focus. In addition to this cost, you may sacrifice spell slots or power points. For each spell level or 2 power points sacrificed the living nexus gains an additional hit die. The living nexus's BAB is +1 per hit die and it may make touch attacks using your choice of mental ability score modifier, it uses your saving throws and possesses no feats or skills. Each touch attack deals damage equal to your seething nexus power.

**Nexus Absorption (Ps):** By expending 1 point of mental focus as a standard action, you can prepare your seething nexus to absorb incoming energy attacks. You may absorb up to 5 points per point of mental focus invested in this implement. Within 1 round per level you may add this damage to the next seething nexus damage attack you make (including uses of coruscating beam or streaming torrent). You must be at least 9th level to select this focus power.

## PSYCHOMETABOLISM IMPLEMENTS

Psychometabolism implements can alter the properties of both objects and creatures.

**Implement(s):** Hide, horn, gastrolith, necklace (made of claws or teeth), petrified egg.

**Resonant Power(s):** Each time the astral antiquarian invests mental focus into a psychometabolism implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the astral antiquarian refreshes his focus.

**Evolved Physiology (Su):** The implement mutates the bearers body providing 1 evolution point per 2 points invested in the implement as though the astral antiquarian was an humanoid form eidolon belonging to a summoner of a level equal to the astral antiquarian's highest caster or manifester level.

**Base Focus Power:** All astral antiquarians who learn to use psychometabolism implements gain the following focus power.

**Bestial Affinity (Su):** The implement enhances its bearer's body. When you invest mental focus in the implement, select a physical ability score. As a standard action, you can expend 1 point of mental focus to have the implement grant a +4 temporary enhancement bonus to that physical ability score plus an additional 2 for every 6 caster or manifester levels of the highest caster or manifester level the astral antiquarian levels possesses. Additionally at a caster or manifester level of 7th, the character can gain any one creature ability as per *beast shape II*.

**Focus Powers:** In addition to gaining the base focus power, astral antiquarians who learn to use psychometabolism implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

**Corrosive Halo (Ps):** You can expend 1 mental focus as a standard action to surround yourself in acidic mist for 1 round per level of your highest caster



or manifester level. The acid deals 1d6 damage to all creatures adjacent to or in your square at the end of their turn. For every 3 caster or manifester levels of your highest caster or manifester level the acid damage increases by 1d6. A successful Reflex save halves this damage.

**Fanged Awakening (Su):** As a standard action, you can expend 1 point of mental focus and touch a natural weapon to grant it an enhancement bonus. The bonus is equal to 1 + 1 for every 6 levels of your highest caster or manifester level (to a maximum of +4 at 18th level). Enhancement bonuses gained by this ability stack with those of the natural weapon, to a maximum of +5. You can also imbue the natural weapon with any one weapon special ability with an equivalent enhancement bonus less than or equal to your maximum bonus by reducing the granted enhancement bonus by the appropriate amount. The natural attack must have an enhancement bonus of at least +1 (from the item itself or from fanged awakening) to gain a natural weapon special ability. In either case, these bonuses last for 1 minute.

**Rekindle Life (Ps):** As a standard action, you can expend 1 point of mental focus to return a willing creature to life with your touch. The creature must have died within the last round. You may expend an additional point of mental focus to reach back another round. Each round beyond the first brings the fallen ally back with one negative level. If you have a caster or manifester level of 15th or higher, this ability does not inflict negative levels for additional rounds the target was dead. The astral antiquarian must have a caster or manifester level of 11 to select this power.

**Mender's Touch (Ps):** As a standard action, you can expend 1 point of mental focus to heal a target 1d12 + your highest caster or manifester level. For every 3 points of mental focus remaining invested in this focus, you heal the target another 1d12.

**Shifted Physicality (Ps):** As a standard action, you can expend 1 point of mental focus to reallocate points from either of two physical ability to another (Strength, Dexterity, or Constitution). The reduced attributes take up to a combined 1 ability damage per

caster or manifester level and the increased ability score is raised by the same total for 1 round per level of your highest caster or manifester level. This increases' duration increased to 1 minute per caster or manifester level if you have a 15th level caster or manifester level. The astral antiquarian must have a caster or manifester level of 9th level to select this ability.

**Superior Shifting (Ps):** As a standard action, you can expend 1 point of mental focus to grant yourself the effects of either *polymorph* or *greater metamorphosis*. This effect lasts for 1 round per astral antiquarian level you possess. At 13th caster or manifester level this power instead lasts 1 minute per level. You must have a caster or manifester level of at least 9th level to select this focus power.

## PSYCHOPORTATION IMPLEMENTS

Implements used in psychoportation allow the astral antiquarian or another bearer to bend space and shift time.

**Implement(s):** Hourglass, lodestone, map, mirror, origami, walking stick.

**Resonant Power(s):** Each time the astral antiquarian invests mental focus into a psychoportation implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the astral antiquarian refreshes his focus for the day.

**Temporal Delay (Su):** The implement distorts the bearer's energies to decay at slower rates, causing his powers and spells to maintain their strength for a longer period of time. The bearer can add the implement as an additional focus component to any power or spell they cast that has a duration measured in rounds per level. If they do so, they add 1 to his caster or manifester level for every 3 points of mental focus stored in the implement (to a maximum bonus equal to your astral antiquarian level). This increase applies only when determining the duration of the spell. Apply this increase after other effects that adjust a spell's duration, such as Extend Spell.

**Base Focus Power:** All astral antiquarians who learn to use psychoportation implements gain the following focus power.

*Accelerated Movements (Ps):* As long as you have at least one point of mental focus invested in this implement, whoever wields it gains a 5' increase to their movement speed. This increases by 5' for each 4 points you invest. If you have at least 4 points invested in this implement you gain a +1 haste bonus to Reflex saves. This bonus increases by +1 for every 4 points beyond 4 you have invested. At 6th level the bearer gains a +1 dodge bonus to AC if at least 6 points are invested in this implement. This AC bonus increases for every six beyond six points you have invested. At 15th caster or manifester level, if you have at least 10 points invested the bearer may take an additional attack at your highest attack bonus each round, this attack does not stack with *haste* or other similar effects.

**Focus Powers:** In addition to gaining the base focus power, astral antiquarians who learn to use psychoportation implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

*Dimensional Disarm (Su):* As a standard action, you can expend 1 point of mental focus to teleport a foe's weapon or an attended item away from them in a random direction, much like a scattered thrown weapon (<http://www.d20pfsrd.com/gamemastering/combat#TOC-Throw-Splash-Weapon>). The item lands in the square or falls as appropriate. For every 2 points of mental focus remaining in the implement the scatter teleports another 5' from the target. At 7th level, You can expend 1 additional point of mental focus when teleporting an item, if you do the item instead appears in your open hand. When you take an item in this way you must have a hand free. A successful Will save prevents the teleport and instead gives the dazzled condition to the target.

*Etheric Sidestep (Ps):* As an immediate action, you can expend 1 point of mental focus to teleport five feet. This can cause creatures to miss you or move you out of an area of effect. For every 4 astral antiquarian levels you possess beyond 3rd, you may teleport an

additional 5' with this power. If your highest caster or manifester level is at least 7th level you benefit from a *blur* effect after teleporting from ethereal haze that clings to you for 1 round per point of mental focus remaining in the implement. You must have a caster or manifester level of at least 8th level to select this focus power.

*Mind Dodge (Ps):* You can expend 1 point of mental focus to partially shift away your mind as an immediate action. This defense acts as a counterspell to any [mind-affecting] power, spell or supernatural ability targeting you. You gain a bonus to the dispel check equal to +1 or every 2 points remaining in this implement. If you are at least 15th caster or manifester level you may select a new target for the effect within close range.

*Parallel Movement (Ps):* As a standard action, you can expend 1 point of mental focus to summon forth an alternate universe phantom of yourself. This ability causes the astral antiquarian to mark another square within close range with a phantom token. Each turn the astral antiquarian may move this phantom during their move action as though it was the character themselves. As a swift action the astral antiquarian may switch locations with the phantom. The phantom is difficult to distinguish from the astral antiquarian and may be attacked. It has an AC of 10 + the current mental focus in this implement and 10 + the astral antiquarian's highest caster or manifester level.

*Scatterstrike (Su):* As a standard action, you can expend 1 point of mental focus to make a touch attack against a foe. This touch attack scatters the substance of the target's body which deals 1d8 + your highest caster or manifester level in untyped damage. This damage increases by 1d8 per 2 caster or manifester levels of your highest caster or manifester level class. If you have a caster or manifester level of at least 5th level you may also teleport the target 5' per point of mental focus. A successful Will save negates the teleportation and halves this damage.

*Stasis Field (Ps):* You can create a temporary temporal lock around the target creature. As a standard action, you can expend 1 point of mental focus to make a



## RULES ELEMENT:

**Implements** - Astral antiquarians make extensive use of the implement mechanic introduced by the occultist class in the *Pathfinder Roleplaying Game Occult Adventures*. It is possible to play the astral antiquarian without that rulebook but a player will likely benefit from having both most of the mechanics available to it are on websites like <http://www.d20pfsrd.com/occult-adventures/occult-classes/occultist> or <http://paizo.com/pathfinderRPG/prd/occultAdventures/classes/occultist.html> for free.

ranged touch attack against a foe. If you succeed, they must make a save or be effected as though in a *temporal stasis* spell (<http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/temporalStasis.html>) for 1 round per mental focus remaining in the implement. You must have a caster or manifester level of at least 12th level to select this focus power.

## TELEPATHY IMPLEMENTS

Telepathy implements allow the astral antiquarian to befuddle the mind and charm his foes.

**Implement(s):** Coronet, diadem, finger trap, pendulum, pinwheel, scarf, wind instrument.

**Resonant Power(s):** Each time the astral antiquarian invests mental focus into an telepathy implement, the implement grants the following resonant power. The implement's bearer gains the benefits of this power until the astral antiquarian refreshes his focus.

*Telepathic Collective (Su):* You may spend a standard action linking your mind with another creature in a manner similar to the *mind link* psionic power but lasting until you refresh mental focus. For every point of mental focus invested in this power you may link with an additional creature. For every 5 points you have invested in this power select one teamwork feat a member of your collective has. All members of

the collective count as having that feat. By spending 1 mental focus, all collective members instead gain access to the teamwork feat for 1 minute per level of your highest caster or manifester level.

**Base Focus Power:** All astral antiquarians who learn to use telepathy implements gain the following focus power.

*Phantasmal Pain (Su):* As a part of casting a spell or using a power that deals damage, you can expend 1 point of mental focus include your implement as an additional component. If a creature targeted by the effect saves for half or reduced damage, they must make an additional Will save. If they fail they take nonlethal damage equal to the damage they reduced.

**Focus Powers:** In addition to gaining the base focus power, astral antiquarians who learn to use telepathy implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

*Altered Perceptions (Ps):* As a standard action, you can expend 1 point of mental focus to create an immersive hallucinatory reality that the creature experiences instead of its real surroundings. The target must be within 30 feet of you, and it can attempt a Will saving throw to negate the effect. If it fails the save, it cannot perceive its surroundings and instead experiences what you command it to perceive. Each round the creature receives a new Will save to end the hallucination effect. For every 5 mental focus in this implement you can target one additional creature with the hallucinatory reality. A successful save for one creature does not end the effect for other creatures currently hallucinating.

*Commanding Voice (Ps):* As a standard action, you can expend 1 point of mental focus to telepathically reinforce your voice causing it up to one creature plus an additional creature per 5 mental focus invested in this implement to respond to a single word you speak. The creature can attempt a Will save to negate this effect. If it fails the saving throw, the creature reacts in a manner similar to a *command* spell. If your highest caster or manifester level is 15 you can

instead empower a phrase enacting a *suggestion* effect instead. This effect otherwise lasts 1 round per astral antiquarian level you possess. This is a mind-affecting charm effect.

**Imprinted Knack (Ps):** As a standard action, you can imprint living creature's mind upon your own with a touch by expending 1 point of mental focus. Select one feat that that creature has access to and that you qualify for, you gain access to it for 1 minute per occultist level. For every 5 additional mental focus you have invested in this implement, you gain access to an additional feat that creature possesses. If your highest level caster or manifester level is at least 15th level, you instead gain access to these feats for 1 hour per level.

**Legion of Phantasms (Ps):** As a standard action, you can expend 1 point of mental focus to project a phantasmal opponent into the mind of one living creature within 30 feet. The creature can attempt a Will Saving Throw to negate the effect. If it fails the save, the creature is considered flanked by any creature that threatens it for 1 round per level of your highest caster or manifester level. Each round on your turn, including the first, the target must make an additional Will save or take 1d6 + 1 point of damage per point invested in this implement from imagined damage. A successful will save negates this damage.

**Mindsight (Ps):** By expending 1 point of mental focus as a standard action, you can sense the thoughts of those around you. As soon as a creature is within 60' of you, you are aware it is nearby. If you spend an additional standard action the round after you activate this power you can sense the squares each individual thinking creature is occupying. If you have a caster or manifester level of at least 13th level you instead can pinpoint thinking creatures well enough to attack them without risk of miss chances or concealment.

**Psychic Scream (Ps):** As a standard action, you can expend 1 point of mental focus to issue a piercing scream of psychic power. Creatures within a 30' cone must make a Will save or be stunned for 1 round. The duration of the stunning effect increases by 1 round for every 3 mental focus invested in this implement.

**Astral Infusion (Su):** An astral antiquarian can infuse psionic power into the psychic receptacles of the implements you use. By expending psionic power points equal to your highest manifester or caster or manifester level you can activate an implement at a level equal to the power points expended. For that use of power, the implement acts as if it had its maximum invested mental focus for that level. No actual focus is expended when this focus power is used.

**Focus Powers (Su):** At 1st level, an astral antiquarian learns the base focus power from their implement discipline or school (see Implements above) and can select one more focus power from the list of those available to him through those discipline or schools.

Whenever the astral antiquarian learns a new implement discipline or school, they gain the base power of that discipline or school. In addition, at 2nd level and every 2 levels thereafter, they learn a new focus power selected from the options granted by all of the implement discipline or schools they know. The astral antiquarian can use focus powers only by expending mental focus (see Mental Focus).

Unless otherwise noted, the DC for any saving throw against a focus power equals  $10 + 1/2$  the astral antiquarian's highest caster level + the astral antiquarian's Intelligence modifier. The astral antiquarian can't select a focus power more than once. Some focus powers require him to reach a specific astral antiquarian level before they can choose them.



Table 3-2: Blackblade Breaker

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature
1st	+1	+1	+0	+1	Gifts of the Dark, Reap Residuum, Shadow Shard
2nd	+2	+1	+1	+1	Shard Jaunt, Increased Pool +1
3rd	+3	+2	+1	+2	Extra Shard (2), Fearsome Flank
4th	+4	+2	+1	+2	Sneak Attack +1d6
5th	+5	+3	+2	+3	Extra Shard (3). Reclaim Shard
6th	+6	+3	+2	+3	Bonus Feat, Increased Pool +2
7th	+7	+4	+2	+4	Extra Shard (4)
8th	+8	+4	+3	+4	Sneak Attack +1d6
9th	+9	+5	+3	+5	Extra Shard (5)
10th	+10	+5	+3	+5	Shadowbane, Increased Pool +3

## BLACKBLADE BREAKER

Students of the shadows sometimes swear they could touch the darkness. Some dream to step inside the protection and enter somewhere else. Others realize it isn't they who enter the darkness, but the darkness that enters them.

These beings draw darkness deep within the flaws of their own beings and learn to shear away shards of shadow and will. Quasi-real doppelgangers to assist them in battle and aid them in distraction.

Particularly active in the Plane of Shadows and among the Blackblades parity there, these broken knights and shattered assassins learn to leave deadly echoes of themselves behind.

**Hit Die:** d10

### REQUIREMENTS

To qualify to become a blackblade breaker, a character must fulfill all of the following criteria.

**Feats:** Echo Strike.

**Skills:** Knowledge (Arcana) 5 ranks.

**Special:** Access to a Residuum pool.



## CLASS SKILLS

The blackblade breaker's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Intimidate (Cha), Knowledge (Planes) (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

## CLASS FEATURES

The following are class features of the blackblade breaker prestige class.

**Gifts of the Dark (Su):** A blackblade breaker may add their blackblade breaker levels to the caster level, manifester level, or other effect level of any ability with a [darkness] descriptor or any antipodal class ability such as those of the antipodist, edgeblade or edgewalker. This ability does not grant new spells, powers or class abilities but increases the effectiveness of any existing abilities.

**Reap Residuum (Su):** You can harvest the dying energies of a fallen foe. At 1st level whenever you or a Shadow Shard (see below) drop a living foe under 0 hit points with a melee attack, you gain one point of Residuum in one of your Residuum pools. This Residuum cannot take you above your maximum residuum pool size for that pool.

**Shadow Shard (Su):** At 1st level you may spend a residuum as a free action to shatter off a shard from your own bi-planar essence in your current square or one adjacent to it. This quasi-real image of yourself resembles the images created by a *mirror image* spell but cannot leave the square you create it in. The shadow shard threatens opponents and can be used to establish flanks and may make attacks of opportunity using attacks from your allotment each round. You may also attack from a shadow shards location when activating the Echo Strike feat. The shadow shard exists for up to 1 minute. Shadow Shards benefit from and count as distinct creatures for teamwork feats you possess.

**Shadow Jaunt (Su):** As an immediate action you may expend one point of Residuum, if you do you can exchange places with a Shadow Shard within close range in a manner similar to a *dimension door* spell. You do not need to have line of sight or effect to your Shadow Shard as long as it is within range.

Your former position is now marked with the Shadow Shard and may make Echo Strike attacks.

**Increased Pool (Su):** At 2nd level the blackblade breaker may select one residuum pool they currently possess, and increase its size by +1 capacity. This capacity increases again at 6th and 10th levels.

**Extra Shard (Su):** At 3rd level you can make an additional shadow shard in another location. If you use your Echo Strike feat to make a Swift Action attack through your Shadow Shards, you may instead have all existing Shadow Shards make an attack against any single creature they threaten.

**Fearsome Flank (Ex):** The blackblade breaker's Shadow Shard's flanking bonuses also apply to Will saves to resist damage from uses of the Echo Strike feat.

**Sneak Attack (Ex):** The blackblade breaker's attack deals extra damage anytime their target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the blackblade breaker flanks her target. This extra damage is 1d6 at 4th level, and increases by 1d6 at 8th level. Should the blackblade breaker score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Shadow Shards gain the benefit of Sneak Attack for creatures that they flank when making attacks with your Echo Strike. Sneak attack damage is reduced by successful Will saves against Echo Strike as usual.

**Bonus Feat:** At 6th level you may select a combat, liminal or teamwork feat you qualify for to gain as a bonus feat. You must still meet prerequisites for this feat as normal.

**Shadowbane (Su):** At 10th level, as a full-attack action, you may cause all active Shadow Shards to take your full-attack with you in a matter similar to Echo Strike. Attacks by shattered shards allow a single Will save to resist



Table 3-3: Dreamsealer

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+1	+0	+1	Dreamseal Healing	+1 level to lower Source's spells/powers
2nd	+1	+1	+1	+1	Dreamborn Magic +1	+1 level to both Sources' spells/powers
3rd	+2	+2	+1	+2	Seal Sight	+1 level to both Sources' spells/powers
4th	+3	+2	+1	+2	Seal of Recall (1/day)	+1 level to both Sources' spells/powers
5th	+3	+3	+2	+3	Greater Dreamseal, Deep Seal	+1 level to both Sources' spells/powers
6th	+4	+3	+2	+3	Dreamborn Magic +2	+1 level to lower Source's spells/powers
7th	+5	+4	+2	+4	Seal Shift	+1 level to both Sources' spells/powers
8th	+6	+4	+3	+4	Seal of the Summoned	+1 level to both Sources' spells/powers
9th	+6	+5	+3	+5	Seal of Recall (2/day)	+1 level to both Sources' spells/powers
10th	+7	+5	+3	+5	High Dreamseal, Dreamborn Magic +2	+1 level to both Sources' spells/powers

## DREAMSEALER

Conjuration. The heart of healing. The fuel of the Summoner. The primal energies of the worlds of the Inner Spheres sometimes confuse or blur these things.

The dreamsealer attempts to erase the line entirely. Infusing wounded allies with morphic streams of dreamstuff she alters their very natures and causes them to undergo transformations of form and spirit with seals she anchors to them and to herself.

Dreamsealed allies take on attributes similar to those of an eidolon or shapechanged creature. These changes while fortifying are not entirely without risks as that the fantastic forms seek to become dominant realities and may cause those baring them to fight far beyond the wisdom of caution.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become an dreamsealer, a character must fulfill all of the following criteria.

**Feats:** Spell Focus (Conjuration).

**Skills:** Knowledge (Arcana) 5 ranks, Knowledge (Planes) 5 ranks.

**Special:** Access to two magical Source Origins, one of which must be a Liminal Plane and with at least 2nd level powers or spells in one of them.

## CLASS SKILLS

The dreamsealer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

## CLASS FEATURES

The following are class features of the dreamsealer prestige class.

**Spellcasting/Manifesting:** At each level except 1st and 5th, you gain new spells per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in both source using classes to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of those classes would have gained.

At 1st and 5th level, you gain new spells per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in your spellcasting class with the lowest effective level. For example, a 4th-level psychic/3rd level vitalist who gained one level of dreamsealer would

gain increased manifesting ability and powers known as if they had gained a level of vitalist (since that class's caster level is lower than his psychic caster level). If all your Source-using classes have equal effective levels, you can apply this benefit to any of your existing Source-using classes. You do not, however, gain any other benefit a character of those classes would have gained.

**Dreamseal Healing (Su):** You can instead of healing a creature's wounds use your mental energy to fuse it with proto-matter from the Realm of Dreams, Astral Quintessence or Quasi-Matter from the Plane of Shadow. If you cast a conjuration (healing) spell or manifest psychometabolic power that heals hit points, you can expend power points or spell slots equal in level from your other Source Origin at the same time as a free action to create a dreamseal in the wounded creature.

Creatures healed by dreamseal healing gain temporary hit points equal to the damage that would have been healed instead of healing the actual hit point lost. They do not gain more temporary hit points then their difference between their wounded total and normal total. If a dreamseal would take a creature over its total regular hit points, the dreamseal only has hit points equal to the amount of wounds the target

had. Temporary hit points are lost first as the creature is damaged. Additionally thee targets of dreamseal healing gain other abilities determined by the amount of hit points "healed."

If a psychic spell was used to augment a psionic healing power or conjuration (healing) spell from a separate Source, then the creature gains 1 evolution point per 5 points healed up to the as many evolution points as your Dreamsealer level.

If psionic power points were used to augment a healing spell or Life sphere effect, and the spell healed less than 30 points of damage, then the target also gains the effects of a *lesser metamorphosis* power of the dreamsealer's choosing. If the power healed more than 30 points of damage then the creature benefits from a *metamorphosis* power effect instead. These powers last until the dreamseal is destroyed (see below) instead of their normal duration.

Dreamsealed creatures cannot be healed while the seal is active. They can gain new dreamseals up to their total possible hit points. If the temporary hit points are lost then so are the linked evolutions or *metamorphoses*. *Metamorphosis* powers from different dreamseals can provide different effects but bonuses of the same type overlap.

When this effect is complete both the healed target and the dreamsealer bare the glowing Seal of Dreams that links them. A dream sealer may have no more than their Charisma modifier + 1/2 their dreamsealer level creatures or total seals dreamsealed at any one time. A dreamsealer can remove a dreamseal as a standard action. A dreamsealer can sacrifice their highest level spell or spell slot or pay power points equal to their manifest level make an opposed Will save to remove another dreamsealers seal at close range. Otherwise dreamseals may be dispelled as spells or powers of the original healing effect's level. If a dreamsealed creature has higher hit dice than the caster level or manifester level of the dreamsealer, use that number to calculate dispelling DCs.

Dreamseals are destroyed when the total temporary hit points of the dreamseal are depleted. All abilities granted by the dreamseal from evolutions of *metamorphosis* powers are lost. If statistic increases provided by the dreamseal include Constitution, the lose of hit points can cause a creature to become disabled or dying. Dreamseals can be disjoined or





suppressed by any effect that targets either Source Origin involved in their creation. They should be considered passive supernatural abilities possessed by both the dreamsealer and the target for any additional rulings.

**Dreamborn Magic (Ex):** The dreamsealer's power over conjuration spells and metacreative powers continues to grow. At 2nd level they gain a +1 bonus to effective caster level. Additionally, they may select one school of magic, sphere of power, or psionic discipline to receive this bonus.

At 5th level the bonus increases to a +2 and may apply to a second bonus school, sphere or discipline to apply it to.

At 10th level the bonus increases to a +3 and may apply to a second bonus school, sphere or discipline.

**Seal Sight (Su):** Starting at 3rd level, a dreamsealer can, as a standard action, share the senses of dreamsealed allies. They can use this ability a number of rounds per day equal to his dreamsealer level. There is no range to this effect, but the dreamsealer and her allies must be on the same plane. The dreamsealer can end this effect as a free action.

**Seal Shift (Su):** At 4th level, once a day as a standard action, a dreamsealer can call a sealed ally to her side. This functions as *dimension door*, using the dreamsealer's highest caster level. When used, the ally appears adjacent to the dreamsealer (or as close as possible if all adjacent spaces are occupied).

**Greater Dreamseal (Su):** At 5th level you can grant targets up to 15 temporary hit points above their full hit point total with dreamseals. This limit must be reached by excess healing from spells or powers to actual wounds and cannot be used on fully healed creatures. Additionally if the healing granted by a single dreamseal was 45 points or greater the creature can gain 2 extra evolution points (up to a limit of 2 + dreamsealer level) or be effected by *major metamorphosis* as appropriate to the spell and sacrificed augments.

**Deep Seal (Su):** At 5th level, the dreamsealer has the option to make dreamseals that are deeper than usual. This allows dreamsealed creatures to take regular hit point damage before damage to a dreamseal is taken. Deep seals cannot be dispelled except by other dreamsealers, though they can still be suppressed or

## RULES ELEMENT:

**Dreamseals** - Dreamseals can be difficult for some players to understand, we suggest thinking of them as "packets" of evolutions linked to a pool of temporary hit points. While dreamsealed a creature can only benefit from temporary hit points from dreamseals all though dreamsealed hitpoints can stack with each other. Remember that dreamseals also prevent a creature from being healed for the same amount of HP so too many can be dangerous, especially if they are deep seals.

disjoined. The dreamsealed creature can choose each time they take damage to apply it to regular hit points or a dreamseals total. This can be dangerous as that a creature can take damage enough that where they to lose the dreamseal suddenly (in an area of anti-magic or the like) they could suddenly drop into negatives hit points or die outright.

**Seal of Transposition (Su):** At 8th level, a dreamsealer can use his seal shift ability to instead swap locations with a sealed ally. The ally must occupy the square that was occupied by the dreamsealer if able, or as close as possible if it is not able.

**Seal of the Summoned (Su):** The dreamsealer can now apply the effects of feats that impact a summoned creature when she dreamseals an ally, such as the augment summoning feat. Feat effects can only be applied when the first dreamseal is cast on a creature healed. This cannot summon extra versions of the target ally.

**High Dreamseal (Su):** At 10th level you can grant targets up to 30 temporary hit points above their full hit point total with dreamseals. This limit must be reached by excess healing from spells or powers to actual wounds and cannot be used on fully healed creatures. Additionally if the healing granted by a single dreamseal was 60 points or greater the creature can gain 4 extra evolution points (up to a limit of 4 + dreamsealer level) or be effected by *true metamorphosis* as appropriate to the spell and sacrificed augments.

Table 3-4: Eye of the Storm

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+0	+0	+1	Destabilized Power (1d4-2)	+1 level to both Sources' spells/powers
2nd	+1	+1	+1	+1	Wild Surge +1 or Talented	+1 level to both Sources' spells/powers
3rd	+1	+1	+1	+2	Heart of Chaos (1d10)	+1 level to both Sources' spells/powers
4th	+2	+1	+1	+2	Destabilized Power (1d6-3)	+1 level to both Sources' spells/powers
5th	+2	+2	+2	+3	Eyes of the Storm (1d10)	+1 level to both Sources' spells/powers
6th	+3	+2	+2	+3	Wild Surge +2 or Talented +1	+1 level to both Sources' spells/powers
7th	+3	+2	+2	+4	Heart of Chaos (1d8)	+1 level to both Sources' spells/powers
8th	+4	+3	+3	+4	Destabilized Power (1d8-4)	+1 level to both Sources' spells/powers
9th	+4	+3	+3	+5	Wild Surge +3 or Talented +2	+1 level to both Sources' spells/powers
10th	+5	+3	+3	+5	Eyes of the Storm (1d8)	+1 level to both Sources' spells/powers

## EYE OF THE STORM

Many wilders and chaos-afflicted mages spend much of their time trying to master the primal ravages and swells of their power. Ever seeking to control that which is nearly impossible to harness.

The Eye of the Storm instead seeks to embrace the mad rush and unstable energies. Taking twin sources and forcing them to destabilize each other ever further until at the heart of the chaos, they find themselves one with it.

In the center of this madness the Eye of the Storm finds their powers swelling to new heights neither Source Origin could reach alone or draining away in fits of incompatibility. The eye struggles to perfect the art of walking on the edge of chaos.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become an eye of the storm, a character must fulfill all of the following criteria.

**Feats:** Overchannel (or Wild Surge class feature)

**Skills:** Knowledge (Arcana) 5 ranks.

**Special:** Wild Surge class feature (if no Overchannel). Spells and powers from two Sources.

## CLASS SKILLS

The eye of the storm's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int), Knowledge (all skills, taken individually) (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

## CLASS FEATURES

The following are class features of the eye of the storm prestige class.

**Spells per Day/Powers Known** When a new Eye of the Storm level is attained, the character gains new spells per day as if they had also attained a level in any one arcane spellcasting class they belonged to before they added the prestige class. They gains additional power points per day and access to new powers as if they had also gained a level in any one manifesting class they belonged to previously. They does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, psi-crystal special abilities, and so on). This essentially means that they adds the level of Eye of the Storm to the level of whatever other arcane spellcasting class and manifesting class the character



has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly.

If a character had more than one arcane spellcasting class or more than one manifesting class before they became an Eye of the Storm, they must decide to which class they add each level of Eye of the Storm for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level.

**Destabilized Power (Su):** Beginning at 1st level, the Eye of the Storm can evoke a perfect storm of both Source Origins powers that allows the chaotic energies of his being to warp reality with ease. As a free action once a round as part of casting a spell or manifesting a power the Eye of the Storm can declare one binder, caster or manifester level to apply to all powers, spell and supernatural abilities they activate that round. After doing so, they roll 1d4-2 and add the result to the chosen effect level. This calculation changes to 1d6-3 at 4th level and 1d8-4 at 8th. These results are considered last and are capable of raising or lowering power levels above or below actual or effective caster or manifester level.

**Wild Surge or Talented (Ex):** At 3rd level and every 3 levels after, the Eye of the Storm's Wild Surge ability (if any) increases by one level with an attendant chance of psychic enervation or the Eye of the Storm may take Talented as a bonus feat. If selecting the feature after the first time, the Eye of the Storm may elect to raise the level of powers effected by his talented feat by one.

**Heart of Chaos (Su):** Beginning at 3rd level, when in danger of dying (real combat, falling, etc.) the Eye of the Storm can swell the energies of both sources they control simultaneously while using destabilized power. When evoking this ability the Eye of the Storm can use a single standard action to cast a spell and manifest a power or spell from a separate source. Both power and/or spells must require no more than a single standard action to activate outside of this ability. The level of the lowest spell is subtracted from your destabilized power roll. After this ability is used, a variable amount of time must pass as the chaotic energies of his or her being are ready to attempt such a blatant power usage again. Roll 1d10 to see how many rounds the Eye of the Storm must wait before activating

this ability again. If the maximum result is rolled on both dice, the characters magic has "gone wild" and attempts to cast spells and use powers generate the GM's choice of [primal magic events](#) or wild magic as a wand of wonder triggers until the recharge window is passed. The character may wild surge as normal or overchannel if the character has either ability. At 7th level the random recharge for this ability is reduced to 1d8 rounds.

**Eyes of the Storm (Su):** At 5th level, when in danger of dying (real combat, falling, etc.) the Eye of the Storm can empower a single effect with both sources while using destabilized power. When evoking this ability the Eye of the Storm can cast a spell or manifest a power adding (or subtracting) the results of their destabilized power die to the DC of the effect they choose to activate. Roll 1d10 to see how many rounds the Eye of the Storm must wait before activating this ability again. If the maximum result is rolled on both dice, the characters magic has "gone wild" and attempts to cast spells and use powers generate the GM's choice of [primal magic events](#) or wild magic as a wand of wonder triggers until the recharge window is passed. The character may wild surge as normal or overchannel if the character has either ability. At 7th level the random recharge for this ability is reduced to 1d8 rounds.

## RULES ELEMENT:

**Wild Magic** - Pathfinder has introduced official rules for primal magic events which we recommend for attempted spell casting after heart of chaos or eyes of the storm have gone wild. If these rules are not available GMs are encouraged to use the wand of wonder tables in the Core Rulebook or make tables of their own. Players playing an eye of the storm class character should be respectful of game time and take steps to streamline die rolls for class abilities when possible.

Table 3-4: Gyreblade

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+1	+1	+0	+1	Fused Weaponry	
2nd	+2	+1	+1	+1	Bonus Feat, Enhanced Blade (+1)	+1 level to both Sources' spells/powers
3rd	+3	+1	+1	+2	Riptide Skill	+1 level to both Sources' spells/powers
4th	+4	+2	+1	+2	Flow Skill	+1 level to both Sources' spells/powers
5th	+5	+3	+2	+3	Bonus Feat, Enhanced Blade (+2)	+1 level to both Sources' spells/powers
6th	+6	+3	+2	+3	Riptide Skill	
7th	+7	+4	+2	+4	Flow Skill	+1 level to both Sources' spells/powers
8th	+8	+4	+3	+4	Bonus Feat, Enhanced Blade (+3)	+1 level to both Sources' spells/powers
9th	+9	+5	+3	+5	Riptide Skill	+1 level to both Sources' spells/powers
10th	+10	+5	+3	+5	Flow Skill	+1 level to both Sources' spells/powers

## GYREBLADE

Warriors dedicated to the pursuit of the perfect weapon, the gyreblade learns to combine the tidal energies of two distinct sources to create a single weapon with the powers of both.

Dedicating herself first to a primary Source which they know as their flowing or Flow source. Then studying a counterpoint Source they unlock a underflow or Riptide Source. The ebb and flow of these energies forms the principle gyre upon which the warrior fuses each weapon in to a tidally-infused whole.

**Hit Die:** d10

## REQUIREMENTS

To qualify to become an gyreblade, a character must fulfill all of the following criteria.

**BAB:** +4.

**Skills:** Knowledge (Arcana) 5 ranks.

**Special:** Access to two of the following class features or abilities: arcane pool, blood pool, bound equipment, dire weapon, fabled item, form mind blade, kinetic blade infusion, legacy weapon focus power, occult weapon, psychic pool, seed discovery, shadow equipment, shadowblade shadow style, summon equipment. The GM may allow more.

## CLASS SKILLS

The gyreblade's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (Arcana, History, Engineering, and Martial) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

## CLASS FEATURES

The following are class features of the gyreblade prestige class.

**Fused Weaponry (Su):** The primary strength of the Gyreblade is the ability to fuse one of their manifested or summoned weapons with another. Choose two Sources and a class that draws from each. You must designate one source as a Flow (or primary) source and one as Riptide (or secondary source). The gyreblade can manifest these weapons as a single weapon. This means a soulknife's mind blade can also serve as their transmutation occult implement or the vessel of a kinetic blade infusion. Actions necessary to summon the combine weapon may be the most advantageous of either weapon.



The fused weapon only maintains one base weapon damage but the choice of which can be changed once per round as a free action. The type of attack required is determined by the base weapon damage selected. If a soulknife/kineticist used this feature to channel a kinetic blade infusion, they would be able to choose base weapon damage for the mind blade's current shape or elemental damage from their kinetic blast. They would be able to use psychic strike through either and apply blade skills to both. For purpose of selecting new abilities all gyreblade levels stack with both of these classes for use of the weapon only.

For example, a 4 soulknife/1 occultist/5 gyreblade would count as a 6th level occultist when using legacy weapon on their mind blade but not for selecting other focus powers.

**Bonus Feat (Ex):** The gyreblade may select a bonus feat of their choice that is either a combat feat or directly interacts with a Source and its contribution to the fuse blade.

**Spellcasting/Advancement:** At each level except 1st and 6th, you gain new spells per day and an increase in caster or manifester level (and spells or

powers known, if applicable) as if you had also gained a level in the Source using classes matching those you selected for the fused blade ability to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of those classes would have gained.

If instead a class offered aspects, infusions, knacks, loci, psionic powers or waypoints you may advance these as one of the leveling options.

**Enhanced Blade (Su):** The gyreblade's fused blade gains a +1 enhancement bonus at 2nd, 5th and 8th level. Gyreblades who possess the ability to trade enhancement bonuses for weapon qualities can use enhanced blade bonuses to gain these abilities subject to the normal maximums available to either source's ability. No enhancement bonus can ever be above +6.

**Flow and Riptide Skills (Ex or Su):** The gyreblade gains new techniques and skills regarding their fused weapon as they advance. At 3rd, 6th, and 9th level you may select a skill matching the Source you selected as your Riptide. At 4th, 6th, and 10th levels you may advance your Flow Source for the fused weapon.

You may select from the following:

**Awaken Psychic Strike (Su):** Your weapon can be charged with 1d8 of psychic damage as move action. This extra damage is expended as a free action and does not effect targets who are immune to [mind-affecting] descriptors. This ability stacks with other sources of psychic strike damage. See the soulknife [psychic strike](#) ability for more information.

**Empowering Oscillation (Su):** Each time the gyreblade uses a free action to shift base weapon state (and damage) they gain an additional +1d6 damage to attacks made for this combat. These bonuses continue until they reach a maximum of +1d6/2 levels the gyreblade has attained in this class, at which point the bonus damage resets to zero.

**Extra Arsenal Trick (Ex or Su):** You may select another arsenal trick from the armorist arsenal trick lists counting your combined armorist and gyreblade levels for qualification purposes.

**Extra Blade Skill (Ex or Su):** You may select another blade skill from the soulknife blade skill lists counting your combined soulknife





and gyreblade levels for qualification purposes.

*Extra Blood Talent (Ex or Su):* You may select another blood talent from the vital blade blood talent lists counting your combined vital blade and gyreblade levels for qualification purposes.

*Extra Dark Revelation (Ex or Su):* You may select another dark revelation from the shadow blade skill lists counting your combined shadow blade and gyreblade levels for qualification purposes.

*Extra Seed Discovery (Ex or Su):* You may select another seed discovery from the verdant blade seed discover lists counting your combined verdant blade and gyreblade levels for qualification purposes.

*Extra Shadow Style (Ex):* You may select another shadow skill from the shadow assassin or shadow warrior shadow style lists counting your combined shadow assassin or shadow warrior and gyreblade levels for qualification purposes.

*Fused Arcana (Ex):* You may use powers and spells and powers from any class you have may be used transparently between class abilities you possess. Magi can use spell combat to manifest psionic powers or psychic warriors can use spells with martial power.

*Imprinted Technique (Su):* Select one martial maneuver you currently qualify for. This maneuver is considered an extra maneuver known for your highest initiator class level and may be recovered as per maneuvers of that type. It is always readied at the beginning of each

encounter and does not count against total readied maneuver. It can only be activated in actions involving your fused weapon. If you do not have an initiator level you may gain the Martial Training I feat instead.

*Kinetic Surge (Su):* You may expend your psionic focus or psychic focus to add 2 to the effective level of your kinetic blast per +1 of your Enhanced Blade bonus (maximum of +6 levels when at 9th level gyreblade) when using kinetic blade infusions for one round. This increase cannot exceed your total character level.

*Residual Blade (Su):* Your fused weapon may retain its kinetic blade infusion base dice until the beginning of your following round allowing you to make attacks of opportunity and threaten with it and to inflict kinetic blast damage on those who provoke attacks instead of the other weapon's base damage dice.

*Power Gyre (Su):* Select one class from each source chose in your fused blade class feature. You may take a full-round action to cast or use a single power or supernatural ability and still take a single attack at your highest attack bonus with a -2 penalty. You may resolve your attack and power use action in any order.

*Powerful Emanations (Su):* Auras created by or emanating from your fused blade increase their granted bonuses by +1. You may select this skill more than once.

*Powerful Enchantment (Su):* If you possess the fabled item savant knack, you gain access to the enchantment advanced knack if you do not have it. Your savant levels stack with your gyreblade levels when determining the effects of this ability.

*Volatile Combination (Su):* The gyreblade may purposely join their fused weapon improperly causing it to overload and explode. Creatures within 5' per level of the gyreblade must make a successful Reflex save vs. a DC of 10+1/2 the gyreblade's character level+their choice of Constitution or Strength modifier. Creatures failing this save take both Flow and Riptide base weapon state damages. A successful save reduces this to half damage.

## RULES ELEMENT:

**Fused Weapons** - Many characters due to class, race or feat have the ability to summon, create or enhance weapons on their own, but very few have the ability to join these effects on the same weapon. The gyreblade was designed to be as comprehensive as possible but may not account for every possible weapon creation. GMs may wish to add other weapon related class or race features to the qualifying list for this class and to apply flow and riptide skills to other weapon-related options.



Table 3-5: Shadowed Packmaster

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+0	+0	+1	Undersummon, Shadowfire	+1 level to lower Source's spells/powers
2nd	+1	+1	+1	+1	Improved Reality +10%	+1 level to both Sources' spells/powers
3rd	+1	+1	+1	+2	Underaugment A	+1 level to both Sources' spells/powers
4th	+2	+1	+1	+2	Improved Reality +20%	+1 level to both Sources' spells/powers
5th	+2	+2	+2	+3	Packmaster +1 creature	+1 level to both Sources' spells/powers
6th	+3	+2	+2	+3	Improved Reality +30%	+1 level to lower Source's spells/powers
7th	+3	+2	+2	+4	Underaugment B	+1 level to both Sources' spells/powers
8th	+4	+3	+3	+4	Improved Reality +40%	+1 level to both Sources' spells/powers
9th	+4	+3	+3	+5	Packmaster +2 creatures	+1 level to both Sources' spells/powers
10th	+5	+3	+3	+5	Improved Reality +50%	+1 level to both Sources' spells/powers

## SHADOWED PACKMASTER

Exploiting the duality of liminal states, the Shadowed Packmaster evokes not one, but two otherworldly origins for her summoning spells. Relying on a primary template spell or power, she allows quasi-real realms like Shadow and Dream to fill in the shapes of the creatures she calls from else where.

As she gains in skill, the Shadowed Packmaster gains the ability to summon more and more realized secondary creatures. Eventually, her shadow monsters rival their counterparts for effectiveness and reality.

Shadowed packmasters make up a portion of the guard of Hyraeatan's blackblades. Shadow hounds and echoed creatures are common in the city's streets.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become an shadowed packmaster, a character must fulfill all of the following criteria.

**Feats:** Augment Summoning.

**Skills:** Knowledge (Arcana) 5 ranks.

**Special:** Access to spells or powers of 1st level of more in two classes that have such abilities. Ability to cast *summon monster* or *manifest astral* construct.

## CLASS SKILLS

The shadowed packmaster's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int), Handle Animal (Cha), Knowledge (all skills, taken individually) (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

## CLASS FEATURES

The following are class features of the shadowed packmaster prestige class.

**Spellcasting/Manifesting:** At each level except 1st and 5th, you gain new spells per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in Source using classes to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of those classes would have gained.

At 1st and 5th level, you gain new spells per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in your spellcasting class with the lowest effective level. For example, a 4th-level wizard/3rd level cleric who gained one level of shadowed packmaster

would gain increased spellcasting ability as if they had gained a level of cleric (since that class's caster level is lower than his wizard caster level). If all your Source-using classes have equal effective levels, you can apply this benefit to any of your existing Source-using classes. You do not, however, gain any other benefit a character of those classes would have gained.

**Undersummon (Su):** At 1st level, when casting a *summon monster* spell or manifesting an *astral construct* power you may sacrifice a spell from a different Source Origin than the original spell or power of no less than one level lower than the original. If you do you may summon an additional quasi-real copy of the creature summoned or created. Any creature that interacts with the undersummoned creature can make a Will save to recognize its quasi-real nature. The Will save is against a spell or power of the original spell or power level. If the Will save is failed, all interactions with the undersummoned creature are as per the original creature full statistics.

An undersummoned creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as undersummoned). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a undersummoned creature, however, the undersummoned creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the undersummoned creature's AC bonuses are just one-fifth as large. A creature that succeeds on its save sees the undersummoned creature as indistinct translucent or dreamlike versions of the other summoned or manifested creatures. Objects automatically succeed on their Will saves against undersummoned creatures.

A caster maintaining a psionic focus or psychic focus can sustain an undersummon for as long as they retain focus even after the original summon effect has ended.

**Shadowfire (Ex):** An undersummoned creature may express opposite elemental types and active energies from those of the original creature, if you so choose. Fire elementals would instead deal cold damage and be the cold subtype. In addition, any elemental damage deal by spell-like, psi-like or supernatural

abilities may be altered to their opposites.

**Improved Reality (Ex):** At 2nd level, your undersummoned creatures deal +10% more damage when recognized as quasi-real and have +10% more hit points. At every even level after 2nd, these bonuses increase by another +10% to a maximum of +50% at 10th level. These bonuses stack with feats and abilities from other sources but can never take an undersummoned creature's reality to above 100%.

**Underaugment: Menu A (Su):** At 3rd level, you may add an augment to creatures you summon with the undersummon ability. This augment may be selected from the Menu A from the Astral Construct entry of the Ultimate Psionics book. (See Appendix)

## RULES ELEMENT:

**Astral Constructs** - The Shadowed Packmaster references the *astral construct* power lists from the bestiary of the Dreamscarred Press psionics system in *Ultimate Psionics*. Not all games will have these lists so they have been included in the backmatter of this book for sake of reference. You can also find complete rules for [creating astral constructs here](#). Further information including feats, prestige classes and expanded content are available in the *Ultimate Psionics* book.

**Packmaster:** At 5th level you may summon a second quasi-real creature when using your undersummon ability. This creature is identical to the other undersummoned creature. Each must be resisted and recognized as quasi-real independently, though spells that target areas can be used against both simultaneously.

**Underaugment: Menu B (Su):** At 7th level, you may now add a more power augment to creatures you summon with the undersummon ability. This augment may be selected from the Menu B from the Astral Construct entry of the Ultimate Psionics book, alternately, you may select 2 options from Menu A. (See Appendix)



Table 3-6: Souldancer

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+0	+0	+1	Migration Pool, Heart of the Soul	
2nd	+1	+1	+1	+1	Soul Step	+1 caster or manifester level
3rd	+2	+1	+1	+2	Bonus Host Feat	+1 caster or manifester level
4th	+3	+1	+1	+2	Soul Step	+1 caster or manifester level
5th	+3	+2	+2	+3	Fused Migration	+1 caster or manifester level
6th	+4	+2	+2	+3	Soul Step	
7th	+5	+2	+2	+4	Bonus Host Feat	+1 caster or manifester level
8th	+6	+3	+3	+4	Soul Step	+1 caster or manifester level
9th	+6	+3	+3	+5	Astral Travel	+1 caster or manifester level
10th	+7	+3	+3	+5	Final Step	+1 caster or manifester level

## SOULDANCER

Some spirits are born with the gift to move for moments from within the shell of their physical forms. Drifting to mingle senses with animals or loved ones. These moments are fleeting often dismissed as dreams or flights of fancy. Others hone these psychic gifts.

Those whose strength lies deepest in migration, the journey of spirit through bodies and states of life and death can master their gifts to become souldancers. Masters of migration who can flit from host to host with near effortless grace. Demons and devils among other outsiders master these abilities as well, becoming manipulators of spirit and soul even more dangerous to the mortal world.

In time a souldancer's understanding is such that they can move the souls of allies as easily as their own or control hosts bodies with intimate familiarity.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a souldancer, a character must fulfill all of the following criteria.

**Feats:** Iron Will

**Special:** Access to the *lesser mind switch* power or the *riding possession* or *possession* spell.



## CLASS SKILLS

The souldancer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Knowledge (Arcana, Planes and Religion) (Int), Sense Motive (Wis) and Spellcraft (Int). Additionally, each level after 2nd, the Souldancer may select a skill a previous host had to gain as a class skill.

Skill Ranks at Each Level: 2 + Int modifier.

## CLASS FEATURES

The following are class features of the souldancer prestige class.

**Migration Pool (Su):** A souldancer gains a pool of power they can utilize to move spiritual energies between one vessel to another. The pool has 1 point per level of souldancer. If you possess a phrenic pool you may add points in your migration pool to your phrenic pool and freely use them for either. If you possess a psionic power pool you can spend power points equal to your character level to gain a migration pool point as a free action. At 1st level the souldancer can expend a point from their migration pool to use *possession* as a spell-like ability. All spell-like abilities powered by migration pool points are considered to be cast at full character level regardless of other caster or manifester levels the souldancer may have access to.

**Heart of the Soul (Su):** When possessing or attempting a possession the conflux of spiritual energies empowers you. Your caster and manifester levels become equal to your character level for telepathy and anathanatism powers or necromancy and enchantment spells.

**Soul Step (Su):** A souldancer's skill with migration increases as they gain in levels. Each new migration power known is called a soul step, a reference to the spirit master's journey. Each soul step that requires a saving throw determines its DC as 10 + 1/2 the souldancer's total hit dice plus one mental ability score modifier of their choice. At every even level they may select one of the following:

*Deathspeaker (Su):* By expending a migration point the souldancer can speak with dead creatures in a manner similar to the *speak with dead* spell. Unlike normal uses of the spell the souldancer may activate this ability as many times as they wish on a corpse.

*Drive Out (Su):* You may use a migration pool point to contest another creature's possession of a host body. You may make an opposed Will save with the current possessor. If you succeed the original possessor is driven out. If you are at least a 5th level souldancer you may use an immediate action to expend a second migration pool point to attempt a possession of the host if desired.

*Enslave Supernature (Su):* You may grant the possessor access to supernatural powers and spell-like abilities of the creatures possessed by your abilities. You must have the extraordinary control soul step to choose this one.

*Extraordinary Control (Su):* You gain control of a host's feats and extraordinary abilities and may use them as if you were the host. Statistics are still derived from the host's body and ability scores. You must have the obedient hands soul step to choose this one.

*Ghost Prison (Su):* You may spend a migration point within 1 round of a creature dying to imprison its spirit in a receptacle of your choosing. The item should be suited to the creature it imprisons (GMs say on whether or not an item is appropriate). For up to 1/day per souldancer level, the creature's life force is trapped. During this time you can possess the talisman as if it was the creature's original body. You may use any soul step class features on the receptacle freely. This possession still allows you to move and control your own body while contacting the receptacle.

*Grant Reincarnation (Su):* You may spend a migration point when touching the remains of a fallen ally to generate an effect similar to the *reincarnate* spell but requiring only a standard action and no components. If you are 6th level you may also spend 2 migration points to use this ability on yourself as an immediate action in response to dying.

*Inner Jailer (Su):* You may expend a migration point to contain a spirit as though it was using *riding possession* on you. You control all aspects of the possession and deny sensory information as you see fit. You may listen to the creature and use social skills on it as normal if you so choose.

*Lessons of the Spirit (Su):* Your Heart of the Soul ability now allows you to count your entire character level for purposes of your phantom class feature if you possess it.

*Liminal Fusion (Su):* You may undertake a



special ritual in which takes one hour and you must spend migration points equal to the HD of a spirit within your talisman or your own body. That creature receives one special Will saving throw. If the creature fails it is instantaneously transformed into a Liminal Self of the souldancer. Unlike normal alternate selves of the liminal self feat this can allow for liminal selves of greater HD than the souldancer. If you gain a liminal self with more HD than your character level you also gain the Shadow Self flaw. See the Liminal Self feat for more information. The souldancer must have the ghost prison or inner jailer soul steps to take this one.

**Manifest Ally (Su):** You may spend 2 points to cause an ally who is disabled to manifest as a phantom of a spiritualist of the character's total level. The ally controls the phantom's form and abilities should generally follow their nature. Once you selected this ability it is recommended that you prepare or help prepare a phantom for each of your party members so that should they fall in combat you can use this ability without slowing down the game. For more information on the spiritualist class and phantoms see the *Pathfinder Roleplaying Game Occult Adventures* rulebook or [visit this website](#).

**Migrate Ally (Su):** You may use your migration pool to send an ally's essence into a target creature instead of your own. You may use any of your migration abilities in conjunction with this ability.

**Obedient Hands (Su):** A possessor in control of a hosts body can force the host to make a second Will save upon being possessed. If they fail the second save the possessing creature can make skill checks with the hosts skills or their own.

**Prolonged Residence (Su):** You may double the duration of all *mind switch* powers and *possession* spells you possess. This ability stacks with the extend spell or extend power feats.

**Spirit Eye (Su):** By enacting a partial astral projection the souldancer can send for bits of spirit to sense things at a distance. By spending 1 migration point the souldancer can cast *clairvoyance/clairaudience* as a spell-like ability.

**Spiritual Army (Su):** By expending a migration point a souldancer and casting the appropriate spell they may summon any creature or creatures they may summon with a *summon monster* or *summon nature's ally* spell but they may apply the ghost template to

the any creature called. Despite having access to the abilities of the ghost template, the alignment of these summoned spirits matches that of the souldancer. You must have the deathspeaker soul step before selecting this one.

**Voice of the Beyond (Su):** By spending a migration point, the souldancer can call the spirit of a dead creature in a manner similar to the *commune* spell but contacting the dead instead of a powerful outsider. You must have the deathspeaker soul step before selecting this one.

**Bonus Host Feat (Ex):** At 3rd and 7th levels the souldancer gains a bonus feat. This feat must be one the souldancer qualifies for and have been possessed by a prior or current host. These feats may be reselected each time the souldancer takes possession of a new host.

**Fused Migration (Su):** At 5th level the souldancer can use migration points to effect a *greater possession* if she so chooses. You may use other relevant soul step abilities as normal.

**Astral Travel (Su):** At 9th level the soul dancer can cast *astral projection* as a spell-like ability once per day. The souldancer can only bring others with them if they possess the migrate ally soul step ability.

**Final Step (Su):** At 10th level the souldancer can use 2 migration points to use *mind swap*, *major* as a spell-like ability. You may use other relevant soul step abilities as normal.



## RULES ELEMENT:

**Possession** - Most of the souldancer's class features refer to the mechanic of possession. Originally this mechanic was represented by the *magic jar* spell. The *Pathfinder Roleplaying Game Occult Adventures* book expanded and clarified these rules and this prestige class was designed with them in mind. If you do not have that book then consider *magic jar* a possible reference for mechanics or go to: <http://www.d20pfsrd.com/occult-adventures/occult-rules/magical-possession>

Table 3-7: Tribemind

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+0	+0	+1	Liminal Self (3), Needs of the Many (1/day)	
2nd	+1	+1	+1	+1	Lessons of the Few	(See Lessons of the Few)
3rd	+2	+1	+1	+2	Liminal Self (4), Needs of the Many (2/day)	
4th	+3	+1	+1	+2	Lessons of the Few, Equality +1	(See Lessons of the Few)
5th	+3	+2	+2	+3	Liminal Self (5), Dominance	
6th	+4	+2	+2	+3	Lessons of the Few, Needs of the Many (3/day)	(See Lessons of the Few)
7th	+5	+2	+2	+4	Liminal Self (6), Equality +2	
8th	+6	+3	+3	+4	Lessons of the Few, Needs of the Many (4/day)	(See Lessons of the Few)
9th	+6	+3	+3	+5	Liminal Self (7),	
10th	+7	+3	+3	+5	Act as One, Lessons of the Few, Needs of the Many (5/day)	(See Lessons of the Few)

## TRIBEMIND

Occasionally, a person undergoes trauma terrible enough to shatter them, a piece of them retreats deep within in response to the shock. Sometimes this is their innocent inner child, while others it is their darker half.

Still rarer are those who continue to splinter. Some keep developing new splinter selves in response to stresses and even specialized to specific challenges. Others are afflicted by the remnants of massive psychic death events or a strong line of ancestral memories struggling to be free.

Those who learn to control their condition and make peace with their inner legions come to be known as tribeminds. The tribemind gains access to fragments of the skills of those they contain and the ability to compel the inner selves to action for brief controlled moments. As the acceptance of the liminal selves grows so too does their power eventually causing the tribemind to stand out as a leader among equals.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a tribemind, a character must fulfill all of the following criteria.

**Feats:** Two Liminal Self feats.

**Skills:** Autohypnosis 5 ranks.

**Special:** Base Will save of +3 or greater or the Iron Will feat.





## CLASS SKILLS

The tribemind's class skills (and the key ability for each skill) are Autohypnosis (Wis), and any skills gained by the use of the Lessons of the Few class feature. Additionally, the tribemind gains one additional class skill whenever they gain a new Liminal Self.

Skill Ranks at Each Level: 2 + Int modifier.

## CLASS FEATURES

The following are class features of the tribemind prestige class.

**Liminal Self (Su):** A tribemind gains a third Liminal Self upon taking the 1st level of this class. Additionally, the tribemind may exceed the normal limits of the Liminal Self feat. They must still declare which mental attribute governs each selection of the feat and are subject to the limits of the feats or abilities they possess if they change a persona normally (see Dominance below). They are not required to select different Mental Attributes per Liminal Self feat gained.

**Needs of the Many (Su):** A tribemind, as a free action may force a Liminal Self to perform an action through their shared body. For one round the Liminal Self is considered manifest and in control of the body but must adhere to the wishes of the tribemind. The tribemind can compel any Liminal Self in this manner. Additional uses of this ability are gained at 3rd level and every odd level after that to a maximum of 5 at 9th level. This manifestation of the Liminal Self does not cause the tribemind to suffer the discharge of abilities or other penalties as per normal for the Liminal Self feat. This manifestation does not count as a normal trigger of the Liminal Self feat.

**Lessons of the Few (Su):** A tribemind picks up abilities of their inner personas and sometimes they stick. Select a character class possessed by a Liminal Self you possess, at the listed level of tribemind you gain all of the abilities other than BAB and Saving Throw bonuses you would have gained by gaining one level of that class, including spellcasting. If you had a level in this class yourself, you may advance that classes features as though you had advanced that level other than saves and BAB. Instead you gain the BAB and save bonuses as indicated on Table 3-7. You gain another selection of Lessons of the Few level at 4th and every

even level to a maximum of 5 at 10th level. Levels may be taken from multiple liminal selves. Levels taken in the same class stack with each other or prior levels in that class.

**Equality (Su):** At 4th level the tribemind's liminal selves become able to be within 1 level of the tribeminds own level, instead of only 2. At 7th level the liminal selves are the same level as the tribemind. If you have the Potent Sleeper feat and reach 7th level in this class, you may exchange it for another feat your character would qualify for. Equality can never result in a Liminal Self with higher HD or levels than the tribemind has.

**Dominance (Su):** At 5th level whenever a Liminal Self takes control through normal use of the feat, the tribemind can make an opposed Will save with the Liminal Self.

If the tribemind succeeds, the Liminal Self behaves as though under a *dominate monster* effect controlled by the tribemind. This control lasts until the tribemind sleeps, relinquishes control, reasserts or calls on another Liminal Self. If another Liminal Self is called up, the prior self suffers the discharge of power as normal.

If the Liminal Self succeeds at the opposed Will check, it gains control of the body until it sleeps or chooses to relinquish control. This may result in complications if an uncooperative Liminal Self rises up at a bad time.

Damage is not healed by this ability, if the tribemind calls up a Liminal Self with a lower hit point total than current damage or the domination effect is ended while a Liminal Self had more damage than the tribemind's hit points, the character immediately gains the disabled condition and must be stabilized if dying. If the damage is enough to kill the character in question, the tribemind can make a DC 25 Will save to change back to the self that was surviving the damage. The dominance ability does allow the Liminal Self to exceed its normal duration limits to those stated above.

**Act as One (Su):** At 10th level 1/day for 5 rounds a day, each Liminal Self of the tribemind gains the ability to act once using either a move or standard action to complete an action that would normally require a standard action. Alternatively at the tribemind's discretion a Liminal Self may take a full-round action as normal for Needs of the Many.

Table 3-8: Trinity Mage

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+0	+0	+1	Sequence, Trinity State	+1 level to lowest Source's/+1 to 2nd lowest's
2nd	+1	+1	+1	+1	Bonus Feat	+1 level to lowest Source's/+1 to highest
3rd	+1	+1	+1	+2	Sequence	+1 level to lowest Source's/+1 to 2nd lowest's
4th	+2	+1	+1	+2	Universal Force 1/day	+1 level to lowest Source's/+1 to highest
5th	+2	+2	+2	+3	Sequence	+1 level to lowest Source's/+1 to 2nd lowest's
6th	+3	+2	+2	+3	Bonus Feat	+1 level to lowest Source's/+1 to highest
7th	+3	+2	+2	+4	Sequence	+1 level to lowest Source's/+1 to 2nd lowest's
8th	+4	+3	+3	+4	Universal Force 2/day	+1 level to lowest Source's/+1 to highest
9th	+4	+3	+3	+5	Sequence	+1 level to lowest Source's/+1 to 2nd lowest's
10th	+5	+3	+3	+5	Tri-Trinity 1/day	+1 level to lowest Source's/+1 to highest

## TRINITY MAGE

Some assert that three is the oldest magic number. Rules are dedicated toward respecting its potency and mystery. There are three dominant spellcasting traditions - Arcane, Divine, and Psychic. There are three major Transitive Planes - Astral, Ethereal and Shadow. These groupings of three are rarely lost on the practitioners of magic but also rarely as understood as they are by the trinity mage.

Studying the principles of planar energy exchange and energetics, the trinity mage masters not the application of a single Source or Planar Origin but rather the synergy of three.

Using powerful sequences the trinity mage yields effects that similarly skilled mages could not dream to achieve with a single mystical force.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become a trinity mage, a character must fulfill all of the following criteria.

**Feats:** Any feat that increases a caster level.

**Skills:** Knowledge (Arcana) 5 ranks and Spellcraft 5 ranks.

**Special:** Access to spells, effects or powers of 1st

level or more in three classes that have such abilities. Alternatively one of these classes may have access to one or more spheres of power. Each class must be from a different source.

## CLASS SKILLS

The Trinity Mage's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int), Knowledge (all skills, taken individually) (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

## CLASS FEATURES

The following are class features of the trinity mage prestige class.

**Power Use or Spellcasting/Manifesting:** At each odd level you gain new spells per day and an increase in binder, caster, or manifester level (and spells, spheres or powers known, if applicable) as if you had also gained a level in two of your Source using classes to which you belonged before adding the prestige class level. You must choose your lowest and 2nd lowest caster levels. If there two classes are even you may choose either. No class can be leveled more



than once by a single level of this prestige class.

At even levels, you gain new spells per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in your power using class with the lowest and highest effective level. For example, a 4th-level wizard/2nd level wilder/1st level shifter who gained one level of trinity mage would gain increased spherecasting ability as if he had gained a level of shifter (since that class's caster level is lower than his wizard or wilder caster level). And a level of wilder since it was his 2nd lowest. If any of your Source-using classes have equal effective levels for lowest or highest level, you can apply this benefit to any of your existing Source-using classes. You do not, however, gain any other benefit a character of those classes would have gained.

**Trinity State (Su):** At 1st level, you gain a pool of points referred to as trinity points equal to 3 plus your trinity mage level. You can expend a point of trinity pool as a free action to enter your trinity state. During your trinity state you may use Sequences, powerful rotations through each of your Sources taking advantage of the lingering powers of each. Your trinity state lasts as many rounds as your highest casting modifier. If you are rendered unconscious or paralyzed, or interrupted casting your trinity state ends.

**Sequence (Su):** At each odd level the trinity mage gains the ability to focus their triple source origins in sequences of synergistic power between three powers, spells, spell-like or supernatural abilities. Each of the three abilities used in a sequence must come from a different Source Origin. If a trinity mage is prevented from completing a sequence, further spells do not gain the sequence benefits. They may attempt a new sequence if they are still in trinity state. If your trinity state ends mid-sequence, the remaining spells or effect gain no sequence benefit. You may select from one of the following sequences at each odd level:

**Sequence of Admixture (Su):** As you move through the abilities of this sequence, you alter the elemental affinity of each effect in the sequence. The first effect in the sequence is augmented so that each die of elemental damage is increased +1 damage of a different elemental type. The second effect in the sequence may be altered to be a new elemental type. If you do so, it also deals an additional 50% of the original

type of damage. If you do not alter it, it is increased by another 50% elemental damage of a different type.

**Sequence of Boundaries (Su):** As you initiate this sequence you must commit to fold energies from each source into your magic to allow it to pass between the planar boundaries. The first spell or power in this sequence has its DC increased by +1 and its damage increased by +1 per die to any creature that is not fully on the same plane of existence as the trinity mage. The second spell instead crosses fully over into another plane and is 100% effective against incorporeal or otherwise planarly displaced creatures while only having 50% effect in the trinity mage's plane. The final spell is resolved in both planes at full effect.

**Sequence of Devastation (Su):** As you initiate this sequence you must commit to a series of powers and spells that flow through your trinity of sources. The first ability, power or spell cast gains +1 damage





to each die of damage the effect deals. The 2nd effect gains a 50% increase to the damage the spell deals, and the final spell resolves at maximum damage. These benefits are the last applied to caster level calculations and can exceed character level norms.

**Sequence of Echoes (Su):** As you initiate this sequence you lock into a series of powers and spells that resonates between your trinity of sources. The first ability, power or spell cast must be able to target more than one target, it may target an additional target within range. If this effect divides its damage between targets you gain an extra die of the appropriate damage type. The next spell of your second source must be an effect that targets a single creature, it may target a second creature in the range of the original effect at the full effect of the spell or power. The final effect may at the trinity mage's desire be fully duplicated having different targets or ranges. If a creature is effected by the original and duplicated effect they must take damage and save from each, if relevant.

**Sequence of Efficiency (Su):** As you initiate this sequence you synergize a series of powers and spells that flow through your trinity of sources. The first ability, power or spell cast requires one spell level less to resolve (one spell slot lower to cast) or psionic power costs 2 less power points to augment. The second power or spell is reduced by 2 levels or 4 power points to a minimum of 1 power point or spell slot. Additionally, the second power or spell must be of a lower level than the first. The final spell or power is cast or manifest for free. The final spell or power must be lower level than the second power. All spells or powers must be known to the trinity mage.

**Sequence of Evolution (Su):** As you initiate this sequence you expose your physical form to the energies of your trinity of sources. The first ability, power or spell cast that has a target of personal adds a +2 enhancement bonus to the ability score of your choice. The second effect grants a pool of 2 evolution points as though you were a humanoid base form eidolon belonging to a summoner of your highest caster or manifester level. The final spell if it has the [polymorph] descriptor may simultaneously effect the caster while under the effect of another spell or effect with the [polymorph] descriptor. All spells in a sequence must have a casting time of 1 round or less.

**Sequence of Endurance (Su):** As you initiate

this sequence you enforce each effect with the building power of your trinity of sources. The effects this sequence (ability, power or spell cast) gain +2 to their effective levels for attempts to dispel or suppress them. The second spell persists for 1d4 rounds after being dispelled. The final spell must be successfully dispelled twice before its effect ends.

**Sequence of Fusion (Su):** As you initiate this sequence you synchronize the effects of your trinity of sources interweaving them. The first ability, power or spell cast gains increase to duration of a character 2 levels higher than your current power use limits. The second is extended as per the extend spell feat. If you complete the sequence, both the second and final spells become linked to the initial spell's duration. Each of these spells must have a duration of 1 round per level or greater. The resulting fusion is considered to have all Source descriptors and is one effect at the highest caster level you possess for purposes of dispelling. A trinity mage may only have one fused spell in existence at a time.

**Sequence of Mercy (Su):** As you initiate this sequence you flood your sequence with increasing amounts of positive energy. Your first sequence effect deals 50% of its damage as nonlethal damage. The second effect deals 100% of its damage as nonlethal damage. The third effect can deal all of its damage as healing if you so desire. Each of these effects must be an effect that deals damage.

**Sequence of Momentum (Su):** As you initiate this sequence you accelerate your movements and energies as they flow through your trinity of sources. The first ability, power or spell cast raises your initiative by +2 for the current encounter. The next spell of your 2nd grants you a +4 to concentration checks to avoid attacks of opportunity, and the final spell resolves as a move action (if normally a standard action) or a standard (if normally more than a standard action) cast that does not provoke of opportunity (even if it requires a ranged touch attack). These benefits are the last applied to caster level calculations and can exceed character level. All spells in a sequence must have a casting time of 1 round or less.

**Sequence of Persistence (Su):** As you initiate this sequence you lend the liminal permeation of each source you touch to the next making them harder to resist. Your first spell or power has a +2 to its DC. The





## RULES ELEMENT:

**Sequences** - Some GMs (or players) might have questions as to the balance of the sequence mechanic. The prohibitions of three classes or Source Origins combinations with the action economy commitment of the sequence can make them surprisingly hard to abuse. GMs who do have concerns should expect trinity mages to perform better than peers in long workday scenarios and worse in shorter battles. For info on workday balance visit: <http://wp.me/p3b3nl-qn>

second moves to a second eligible target if a creature resists its DC. The final spell requires its targets to roll again if they succeed against the spells first DC. These bonuses are the last applied to a spell or power's DC.

**Sequence of Power (Su):** As you initiate this sequence you must commit to a series of powers and spells that increasingly rise your trinity of sources. The first ability, power or spell cast gains +1 to caster level. The next spell of your 2nd gains a +2 to caster level and +1 to DCs for against it, and the final spell gets a +3 to caster level and a +2 to DCs for saves against it. These benefits are the last applied to caster level calculations and can exceed character level. All spells or powers must have a casting time of 1 round or less.

**Sequence of Radiance (Su):** As you initiate this sequence you slowly open yourself to the raw energies that flow through your trinity of sources. The first ability, power or spell cast that has an energy descriptor has its caster level raised by 2. The next effect deals half of its damage as untyped instead of elemental, and the final spell resolves entirely as though untyped. These benefits are the last applied to caster level calculations and can exceed character level. All spells in a sequence must have a casting time of 1 round or less.

**Sequence of Synergy (Su):** As you initiate this sequence you an aura of synergistic energies from your trinity of sources. The first spell you cast in this sequence grants a +1 to caster or manifester level for any adjacent ally that casts a spell or manifests a power that shares a school, discipline or descriptor with it

during the sequence. The second power or spell in the sequence must have a target of personal. This effect can instead be cast on any ally within close range instead of the trinity mage. The third power or spell instead takes effect on both the caster and an ally within close range as though the spell had been cast twice. These benefits are the last applied to caster level calculations and can exceed character level. All spells in a sequence must have a casting time of 1 round or less.

**Sequence of Transmission (Su):** Activating this power causes you to oscillate wildly in-between the realities of your liminal Sources. Your first spell in your sequence also allows you an additional 5' move that turn as a free action taken immediately after casting the first spell. Your second Source's spell in this sequence must have a range of close. As part of casting this spell or using the power you can use a free action to move to a square adjacent to the target or in the area of effect. The third spell in the sequence may have a range of medium or long. As part of casting this spell or using the power you can use a free action to move to a square adjacent to the target or in the area of effect. The movement of 2nd and 3rd powers or spells can be taken before or after the spell resolves.

**Bonus Feat (Ex):** At 3rd level, you gain a bonus feat that is either a Metamagic feat, Occult, Spell Focus, Sphere-based or Psionic as related to one of their three Source Origins. Other feats related to your sources might be allowed with GM approval.

**Universal Force (Su):** When a trinity mage reaches the final moment of each sequence there is a burst of universal energy weaker but similar in nature to a *wish* or *miracle* spell. At 4th level, once a day upon completing a sequence, the trinity mage can as a standard action tap this flare to shape a spell or power effect of their choosing. The spell or power must be equal to or lower than the lowest spell of the completed sequence. Sphere effects should be considered half the spherecaster's caster level in spell levels. At 8th level, you gain another use of this ability.

**Tri-Trinity (Su):** At 10th level, once a day the trinity mage may spend three uses of the trinity state to enter a tri-trinity trance. The trinity mage casts three spells, one from each of their sources and applies any three sequences to the spells, in the same order as each would normally be cast.

# CHAPTER 4: LIMINAL POWER CAMPAIGNS

## RUNNING LIMINAL POWER CAMPAIGNS

Liminal power, first and foremost is a clarification of Source mechanics in a way that allows for a greater breadth of game abilities to exist in a single game universe. While it is possible to run with a more simplified “anything goes” mantra in game, cohesive and consistent metaphysics can drastically increase the verisimilitude of your game worlds.

Introducing liminal power ideas into a new game is relatively easy. Depending on the planar knowledge of the world at large, the ideas of Source Origins or the Liminal Planes may be matters of public understanding or lore that is relatively irrelevant to the power users.

If a GM uses Liminal Power and Source Origin it is a good idea to get clear on where any spellcaster, power user or other supernaturally empowered character gets their powers from. Most classes come with default assumptions about these mechanics. Wizards, sorcerers, and bards are all arcane casters. This is listed in the spellcasting entry. Similarly divine casters like clerics, oracles and even paladins are indicated in their class features.

Some classes, particularly those introduced in third party supplements do not always make Source Origin clear. Generally if a class draws spells or mechanics from a “parent” class then it follows the same rules as that class unless specifically called out as otherwise.

Determining sources for supernatural classes without spellcasting can be more complex. Umbras for instance tend to draw their powers from an invasive fusion of elemental energies into their forms. As power flows through the elemental planes into

them it would be easy to attribute an arcane Source to them, rendering them a Elemental Arcane Source Origin. Such a character would have little to gain from many of the liminal mechanics in this book. If however it was determined that the umbra elemental energies were from Astral micro-portals in their body or Shadow planar elemental shards then it the Source Origins (Astral Elemental) or (Shadow Elemental) would be eligible for many of mechanics presented in these rules.

Remember that Liminal Planes are NOT required to utilize some mechanics. Liminal Selves could be developed in response to extreme psychic trauma or enough information about the Shadow Plane may exist in a world to allow characters to take the shadowed packmaster prestige class without ever leaving the Prime Material.

## INTRODUCING LIMINAL POWER TO PRE-EXISTING GAME

The nature the Transitive Planes allows nearly any game of any ongoing length to integrate the concepts in this book at any time. Because a primary usage of the Astral, Ethereal and Shadow planes is to allow transportation their contact with an existing campaign merely needs to be one of discovery. What there are several ways to approach this. Here are a few suggestions:

- **Strange Visitation:** It could be that the existing campaign is visited by someone with knowledge of liminal power and planar Source mechanics that introduces this knowledge to your campaign world. This person could be a teacher, a trader or



even a foe trying to build a power base with this new knowledge.

- **Invading Force:** A hostile invasion by liminal power users could result in their magic items or spell books falling into the hands of people in your campaign setting. Prisoners might be interrogated for the knowledge of summoning under shadow creatures or fusing psionic and psychic power into a single astral vessel.
- **Ancient Lore:** It could be that this knowledge existed once in your campaign setting, but has since been lost and is now rediscovered. Through adventurers efforts or simple archaeological digs devices, artifacts and other forms of sequestered knowledge could be brought forth for study.
- **Rival Orders:** It is possible to see these traditions as culturally or inherently oppositional. Each group could be trying to assert itself as the true masters of liminal energy trying to control or dominate the others in subterfuge, competition or open warfare. The rivalry has forced their practices out in the open and into the eyes of the player characters.
- **Communal Study:** Perhaps a group of liminal users has come together to pursue the mastery of all transitive empowered skills to achieve ultimate power over reality itself. Either through meditations of experimentation.

## LIMINAL CAMPAIGN FACTIONS

Many planar organizations exist that may or may not interact with player characters in your games or have at one point or another influenced a world's history. These organizations range from curious to insidious and may present new challenges to characters.

### ETHERIC EXPLORATION LEAGUE

Keepers of the Library Beyond Limits, the Etheric Exploration League's membership are known for their enthusiastic delving of the unknown wonders of the multiverse, if not a strong sense of self-preservation. Their beliefs of knowledge's absolute sovereignty lead them to categorize and catalogue all discoveries with no subject taboo. Sadly a number of their members fail to be sufficient to the task of managing forbidden

lore and have at times risen to become dangerous threats to themselves and others.

During more peaceful times they often hire the services of brave adventurers to accompany them on tasks believed to be hazardous or otherwise requiring the aid of a strong arm. Many a party of heroes has been surprised at the lengths of aggression the League will undertake to get particularly rare knowledges or items.

For donations or reciprocal work tutors in nearly every tradition can be discovered among these challengers of the unknown. Such students often find themselves approached for membership in the League should they prove both skilled and passionate enough to impress their mentors.

## THE CHILDREN OF GOLDENMOUNT

The Children of the Goldenmount long set aside the needs of the material world. Gathering the resources necessary to separate themselves from the troubling affairs of the Prime Material world of their origin, the Children conducted a ritual to translate their mountain monastery and its environs into a demiplane.

Over time the Goldmount has grown to host a vast number of ascetics and mystics that studied the energies of the Transitive Planes and have unlocked many mysteries of the mind including various forms of psychic magic and psionic power. They in turn have decided it is now time to share these wisdoms with the so-called Darkened Lands.

Often a single master of the Goldenmount will travel to a Prime Material world and found a small retreat or other place of learning. They teach until someone discovers their nature at which point the student is invited to study in earnest at the Mount.

## PARITIES OF HYRAEATAN

The City in Shadow is a complex nexus of dualities. Ever locked between the tides of Light and Dark, the struggle is embodied in the actions of the Parities. Fourteen orders of rival mysteries, the Parities represent themselves as keepers of the balance of Shadow. Each Parity has vast stores of knowledge kept in their respective Towers and none dare say what secrets have passed under the eyes of the Seven Seraphs.

Each Parity espouses a specific primacy and world view from the consumptive decadence of the vampiric Sanguine Sovereignty to the stringent lives of duty found among the Hands of Onus. Though divided between a balance of seven Light and seven Dark parities, the morality of the orders has long been left at the side of the road of History. From the Icegrave Enclave and its massive Tomb Glacier to the House of Heights and their ageless eternal, the Parities each enact dangerous plots and save countless lives.

The Parities greatest gift to the multiverse is the creation of a shared watch-force known as the Wardens of the Lattice. Each Parity offers up members patrol the ancient web of inter-planar roads and portal nexuses that dot the warping landscapes of the Plane of Shadow.

## ORPHANS OF THE SHATTERED SUN

In the earliest days of the kingdoms of man there was a trinity of worlds blessed with a wealth of learning and magical development. The humans of these worlds shared their knowledge with other races and in turn were enriched by the secrets of ley-lines from the elves, stone magic of the dwarves, blood magic of orcs and so it went.

They learned but were ever hungry for new forms of power, new sources of energy. A cabal of their mightiest struck upon a plan to ignite a second star within the spheres of their origin. The cost was steep, as one of the three worlds would need to be sacrificed to create the second sun, but the cabal knew their power would grow beyond measure.

Due to the efforts of heroes bent on stopping them or perhaps a series of errors in their mystical preparations, the cabal failed to completely ignite their new star but still the sister world was torn asunder. And as punishment they were branded exiles and cast from their homes.

Now the Orphans of the Shattered Sun travel in secret looking for new systems and worlds ready to recreate their grand experiment. Often times training new mages in their traditions without ever revealing their sinister origins or the ultimate goals of their order. Each cell of the Orphans answers to a single master of the old ways, who in turn meet clandestinely on the skeletons of worlds they have failed to ignite.

## SILVER TOMB

Long have the Undying Queens of the Astral Knights vexed the worlds of men. Each reigning from their fortress cities in the timeless void of the Astral Realm. What few know is that when these matrons are at last defeated by outsiders or betrayed from their own ranks their crowns are taken to a secret tomb deep in the Shining Sea.

There lies the Silver Tomb. Row upon row of diadems and circlets, the headresses of a hundred monarchs and more. The crowns each serve as phylactery to the psychic ghosts of the departed Queen that wore them. Some say that the young of the race are called to the Silver Tomb from time to time to be tested for the crown.

Those that survive are imbued with the hungry lore and avarice of the Undying Queens and sent forth form their own Astral fastness and raise new Knights for their dark purposes.



## NEW PSIONIC POWERS:

### ASTRAL INFUSION

**Discipline:** Metacreativity (Creation)

**Level:** cryptic 1, psion/wilder 1

**Display:** Visual

**Manifesting Time:** Immediate Action

**Range:** Touch or Self

**Effect:** One Illusion (Shadow) or Conjunction (Summoning)

**Duration:** 1 round/level

**Saving Throw:** none; **Spell Resistance** no

**Power Points:** cryptic 1, psion/wilder 1

You flood yourself or an ally's spell effect with a bloom of astral energy to enhance its reality. The effect must be an illusion (shadow) or conjunction (summoning) spell. Shadow subtype spells gain a 10% increase to their attacks and effects on a successful Will save for the duration. Summoned creatures from a conjunction (summoning) spell gain 1 option from the Astral Construct Menu A abilities for the duration of the power.

**Augment:** You can augment this power in one or both of the following ways.

- For every 2 additional power points you spend, the effect of the targeted illusion (shadow) spell increases by another 10%.
- If you spend 6 additional power points, you can instead grant 1 option from Menu B from the Astral Construct Menu or 2 Menu A abilities to creatures from conjunction (summoning) spells. If you instead augment the power twice this way you may add an option from Menu C in exchange for both Menu B choices.

### MANIFEST LIMINAL SELF

**Discipline:** Metacreativity (Creation) **Level:** psion/wilder 2

**Display:** Visual

**Manifesting Time:** Standard Action

**Range:** Close (25' + 5'/level)

**Effect:** One summoned ectoplasmic form.

**Duration:** 1 round/level

**Saving Throw:** none; **Spell Resistance** no

**Power Points:** psion/wilder 3

**Description:** You may select one alternate character of 1st level you have a Liminal Self feat for. You shape astral energy and ectoplasm into a copy of the Liminal Self's physicality as it exists in the quasi-plane or dreamscape it comes from. This manifestation does not consume your daily uses of the feat or deplete your resources when it ends. You can not have more manifestations of this power active than you have Liminal Self feats. If you cannot pay the augment cost for the current level of liminal self, you may use a lower level version of the liminal self with the GM's permission, otherwise this power fails if you do not augment it to the level required to meet a Liminal Self's current HD or character level.

**Augment:** For every additional power point you spend you can manifest a Liminal Self with a level of one greater.

## APPENDIX I: ASTRAL CONSTRUCTS

Some powers and abilities reference the astral construct menus. While these lists are presented for ease and convenience full astral construct rules are available in the psionics rules subsystems from Dreamscarred Press.

When manifesting the astral construct power, the manifester assembles the desired creature from a menu of choices, as specified in the construct's statistics block. A manifester can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant an astral construct the ability to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

An astral construct does not need to meet the prerequisites for a feat granted by a menu choice.

### ASTRAL CONSTRUCT MENU A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

**Buff (Ex):** The astral construct gains an extra 5 hit points.

**Celerity (Ex):** The astral construct's land speed is increased by 10 feet.

**Cleave (Ex):** The astral construct gains the Cleave feat.

**Deflection (Ex):** The astral construct gains a +1 deflection bonus to Armor Class.

**Fly (Ex):** The astral construct has physical wings and a fly speed of 20 feet (average).

**Improved Bull Rush (Ex):** The astral construct gains the Improved Bull Rush feat.

**Improved Slam Attack (Ex):** The astral construct gains the Improved Natural Attack feat.

**Mobility (Ex):** The astral construct gains the Mobility feat.

**Power Attack (Ex):** The astral construct gains the Power Attack feat.

**Resistance (Ex):** Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

**Swim (Ex):** The astral construct is streamlined and shark-like, and gains a swim speed of 30 feet.

**Trip (Ex):** If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

### ASTRAL CONSTRUCT MENU B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

**Compact Form:** The astral construct is summoned in a smaller form, coming one size category smaller than normal. Its Strength is reduced by 2, its Dexterity is increased by 2, and its modifiers based on size are adjusted appropriately.

**Energy Touch (Ex):** The astral construct deals an extra 1d4 points of damage of your active energy type (fire, cold, sonic, or electricity) when you manifest the construct.

**Extra Attack:** If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier x 1-1/2. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

**Fast Healing (Ex):** The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

**Heavy Deflection (Ex):** The astral construct gains a +4 deflection bonus to Armor Class.

**Improved Buff (Ex):** The astral construct gains an extra 15 hit points.

**Improved Critical (Ex):** The astral construct gains the Improved Critical feat with its slam attacks.



**Improved Damage Reduction (Ex):** The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

**Improved Fly (Ex):** The astral construct has physical wings and a fly speed of 40 feet (average).

**Improved Grab (Ex):** To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

**Improved Swim:** The astral construct is streamlined and shark-like, and gains a swim speed of 60 feet.

**Muscle (Ex):** The astral construct gains a +4 bonus to its Strength score.

**Poison Touch (Ex):** If the astral construct hits with a melee attack, the target is affected by astral poison.

**Poison (Su):** astral poison – injury; save Fort DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier; frequency 1/minute for 2 minutes; effect 1 Con damage; cure 1 save.

**Pounce (Ex):** If the astral construct charges a foe, it can make a full attack.

**Smite (Su):** Once per day the astral construct can choose one target to focus on, dealing additional damage. The astral construct deals extra damage equal to its Hit Dice to this target until the target is dead, the astral construct's duration is destroyed, expired, or dismissed, or the manifester who summoned it rests to regain daily power points.

**Trample (Ex):** As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + 1/2 astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a –4 penalty.

## ASTRAL CONSTRUCT MENU C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

**Blindsight (Ex):** The astral construct has blindsight out to 60 feet.

**Concussion (Sp):** The astral construct can manifest *concussion blast* (manifester level 7th) as a free action once per round.

**Constrict (Ex):** The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

**Dimension Slide (Sp):** The astral construct can manifest *dimension slide* (manifester level equal to Hit Dice) as a move action once per round.

**Energy Bolt (Sp):** The astral construct can manifest energy bolt (manifester level 8th) as a standard action once per round. The creator's active energy type determines the type of energy used. Kineticists are not restricted to an active energy type when choosing this menu option.

**Extra Buff (Ex):** The astral construct gains an extra 30 hit points.

**Extreme Damage Reduction (Ex):** The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.

**Extreme Deflection (Ex):** The astral construct gains a +8 deflection bonus to Armor Class.

**Natural Invisibility (Su):** The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

**Power Resistance (Ex):** The astral construct gains power resistance equal to 10 + its Hit Dice.

**Rend (Ex):** The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.

**Spring Attack (Ex):** The astral construct gains the Spring Attack feat.

**Whirlwind Attack (Ex):** The astral construct gains the Whirlwind Attack feat.

## APPENDIX I: METAMORPHOSIS

Some powers and abilities reference the *metamorphosis* psionic powers. While these lists are presented for ease and convenience full *psionic power* rules are available in the psionics rules subsystems from Dreamscarred Press.

### METAMORPHOSIS

**Discipline:** Psychometabolism

**Level:** Egoist 3

**Display:** Material

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min/level

**Power Points:** Egoist 5

### DESCRIPTION

As *minor metamorphosis*, except you instead gain one option from enhancement menu B or one option from abilities menu B. Choices that give similar benefits to those from enhancement menu B or abilities menu B do not stack. For example, you cannot pick to gain two natural attacks from abilities menu B and also to gain a natural attack from abilities menu A to get three attacks.

### ENHANCEMENT MENU B

- +4 enhancement bonus to Strength
- +4 enhancement bonus to Dexterity
- +4 enhancement bonus to Constitution
- Increase your size by two size categories (+4 size bonus to Strength, -4 size penalty to Dexterity, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that increase your size.
- Decrease your size by two size categories (+4 size bonus to Dexterity, -4 size penalty to Strength, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that decrease your size.
- Pick 3 choices from Enhancement Menu A. You may not choose the same option twice.
- Increase your base land speed by 20 feet.

## ABILITIES MENU B

- You gain two natural slam/bite/claw attacks that deal 1d8 damage if Medium (1d10 if Large).
- You gain Fast Healing 2.
- You gain a +3 natural armor bonus.
- You gain 20 temporary hit points.
- You gain the Improved Critical feat with any natural attacks you have.
- You gain damage reduction 5/magic.
- You gain a fly speed of 20 feet (poor).
- You gain a poison attack. When you hit with a natural melee attack, the target must make a Fortitude save (DC10 +  $\frac{1}{2}$  your manifester level + your key ability modifier) or take 1 point of Constitution damage.
- You can spit poison as a ranged touch attack (30 feet) as a standard action. If it hits, it deals 3d6 acid damage and the target must make a Fortitude save (DC10 +  $\frac{1}{2}$  your manifester level + your key ability score modifier) or take 1 point of Constitution damage.
- You gain a swim speed of 40 feet.
- You gain a climb speed of 40 feet.
- You gain a burrow speed of 30 feet.
- You gain 3 choices from Abilities Menu A from minor metamorphosis. You may not choose the same option twice.

**Augment** You can augment this power in the following ways.

- For every 4 power points you spend, you gain one choice from Enhancement Menu B and one choice from Abilities Menu B. You may not choose the same option twice.
- For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A from minor metamorphosis. You may not choose the same option twice.

### METAMORPHOSIS, MAJOR

**Discipline:** Psychometabolism

**Level:** Egoist 6

**Display:** Material

**Manifesting Time:** 1 standard action

**Range:** Personal



**Target:** You

**Duration:** 1 min/level

**Power Points:** Egoist 11

### DESCRIPTION

As *minor metamorphosis*, except you instead gain one option from Enhancement Menu C or one option from Abilities Menu C. Choices that give similar benefits to those from Enhancement Menu C or Abilities Menu C do not stack. For example, you cannot pick to gain three natural attacks from Abilities Menu C and also to gain a natural attack from Abilities Menu A to get four attacks.

### ENHANCEMENT MENU C

- +6 enhancement bonus to Strength
- +6 enhancement bonus to Dexterity
- +6 enhancement bonus to Constitution
- Pick 2 choices from Enhancement Menu B from metamorphosis. You may not choose the same option twice.
- Increase your base land speed by 30 feet.

### ABILITIES MENU C

- You gain the Rend ability. If you hit the same opponent with two natural attacks in one round, you deal additional damage equal to 2d6 + your Strength modifier.
- You gain three natural slam/bite/claw attacks that deal 2d6 damage if Medium (2d8 if Large).
- Your natural attacks extrude poison and acid. When you hit with a natural melee attack, it deals +2d6 acid damage and the target must make a Fortitude save (DC10+ ½ your manifester level + your key ability modifier) or take 1 point of Constitution damage.
- You gain Fast Healing 5.
- You gain +6 natural armor bonus.
- You gain 40 temporary hit points.
- You gain a fly speed of 40 feet (good).
- You gain a swim speed of 60 feet.
- You gain a climb speed of 60 feet.
- You gain a burrow speed of 60 feet.
- You gain 2 choices from Abilities Menu B from metamorphosis. You may not choose the same

option twice.

**Augment** You can augment this power in the following ways.

- For every 6 power points you spend, you gain one choice from Enhancement Menu C and one choice from Abilities Menu C. You may not choose the same option twice.
- For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A from minor metamorphosis. You may not choose the same option twice.
- For every 4 power points you spend, you gain one choice from Enhancement Menu B and one choice from Abilities Menu B from metamorphosis. You may not choose the same option twice.

### METAMORPHOSIS, MINOR

**Discipline:** Psychometabolism

**Level:** Cryptic 1, egoist 1, psion/wilder 2

**Display:** Material

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min/level

**Power Points:** Cryptic 1, egoist 1, psion/wilder 3

### DESCRIPTION

You channel your psionic power, snapping bones and twisting flesh, transforming yourself into a new shape or form. You can take the form of any creature of the same size as yourself, but this is a purely cosmetic change, your abilities, powers or stats do not change beyond the options selected below. This grants you a +10 bonus on Disguise skill checks.

If you choose to imitate an existing person, you gain an additional +2 circumstance bonus to Disguise checks to convince people that you are that person. If you choose to take on an intimidating, horrifying, or otherwise imposing form, you gain a +2 circumstance bonus to Intimidate checks.

In addition, you get one choice from either the Enhancement Menu A or Abilities Menu A.

## ENHANCEMENT MENU A

- +2 enhancement bonus to Strength
- +2 enhancement bonus to Dexterity
- +2 enhancement bonus to Constitution
- Increase your size by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that increase your size.
- Decrease your size by one size category (+2 size bonus to Dexterity, -2 size penalty to Strength, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that decrease your size.
- Increase your base land speed by 10 feet.

## ABILITIES MENU A

- You gain 5 temporary hit points.
- You gain the Cleave feat.
- You gain the Improved Trip feat.
- You gain a +1 natural armor bonus.
- You gain a natural slam/claw/bite (pick one) attack that deals 1d8 damage if Medium (1d10 if Large).
- You gain Resistance 5 against one of these energy types: Cold, Acid, Fire, Electricity.
- You gain a swim speed of 20 feet.
- You gain a climb speed of 20 feet.
- You gain a burrow speed of 15 feet.

**Augment** For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A. You may not choose the same option twice.

## METAMORPHOSIS, TRUE

**Discipline:** Psychometabolism

**Level:** Egoist 9

**Display:** Material

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min/level

**Power Points:** Egoist 17

## DESCRIPTION

As *minor metamorphosis*, except you gain two menu choices from the Enhancement Menu C and two menu choices from Abilities Menu C from major metamorphosis. As a swift action, you can change your menu choices while the duration of this power is in effect.

While under the effects of this power, you can choose to become one of the following types, with the associated benefits: aberration, dragon, fey, humanoid, magical beast or monstrous humanoid. As a swift action, you can change what type you are while the duration of this power is in effect.

**Augment** You can augment this power in the following ways.

- For every 6 power points you spend, you gain one choice from Enhancement Menu C and one choice from Abilities Menu C. You may not choose the same option twice.
- For every 2 power points you spend, you gain one choice from Enhancement Menu A and one choice from Abilities Menu A from minor metamorphosis. You may not choose the same option twice.
- For every 4 power points you spend, you gain one choice from Enhancement Menu B and one choice from Abilities Menu B from metamorphosis. You may not choose the same option twice.



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Each a discipline of a liminal master - a being between worlds.  
Step through the Border and find your place among them.

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- **Blackblade Breaker** – Mastering the entropic elements of negative planar infusion, these warriors learn to shatter shadow versions of themselves, providing their own tactical advantages from flanking to misdirection.
- **Dreamsealer** – A studied master of the energies of body, spirit and mind, the dreamsealer uses healing as an opportunity to enhance the life it finds. Providing wounded allies with seals that unlock new powers and transform their physical being, their powers are amazing as they are fleeting.
- **Eye of the Storm** – Wilders and mages have flirted with the power of Chaos for ages, but the Eye of the Storm welcomes it into their being. Gaining increasingly unstable energies they can't hope to control forever, these mad savants combine twin Source Origins and live for the unbridled power of their lucid moments.
- **Gyreblade** – Soulknives and other mystic warriors have found ways to awake the weapons of the mind, elemental planes and etheric power. The gyreblade seeks to fuse two of these weapons into one singular form combining the lore of mind and magic into a weapon of endless potential.
- **Shadowed Packmaster** – Mentalists and mages call to the silver sea of the Astral for summoned constructs of crystallized thought or planes like the Ethereal for dream echoes of what is. The Shadowed Packmaster learns to utilize the power of two planes at once, drawing Shadow versions of his own summons as he calls them to form a pack of servitors.
- **Souldancer** – Some mentalists learn the strange art of possessing another creature's body. The souldancer perfects it learning to migrate from host to host, shifting her friends to less wounded bodies, caging possessing creatures or even to call back the lost to life.
- **Tribemind** – Rare are those whose mind fragments to for other selves, rarer still are those who learn to control this phenomena. The tribemind learns to command their inner multitudes and call upon them in moments of need.
- **Trinity Mage** – Exploiting one of the Great Laws, the trinity mage masters the art of drawing on three distinct power Source Origins learning to enter the trance-like Trinity State their oscillating power builds to rival the most focused of supernatures.