

CLASSES OF THE LOST SPHERES:

ECHO



PSIONICS
UNLEASHED
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Lost Spheres

Publishing

M. Thompson

SAGA OF THE LOST SPHERES

THREE WORLDS. ONE STORY.
[HTTP://LOSTSPHERESUBLISHING.COM](http://LOSTSPHERESUBLISHING.COM)



-Classes of the Lost Spheres- Echo

Designer: Christen N. Sowards

Editor: James Durchenwald

Cover Art and Background: Michael Thom

Graphic Design: Christen N. Sowards, James Durchenwald

Playtesters: Aaron Gulledge, Donald J. Decker, James Durchenwald, Matt Groen, Michael Lefavor, Orion Peterson, Shawn Rhoades, Vanessa Moon

Compatibility with Psionics Unleashed requires Psionics Unleashed: Core Psionics System from Dreamscarred Press. See <http://dreamscarredpress.com> for more information on Psionics Unleashed.

Dreamscarred Press does not guarantee compatibility, and does not endorse this product.
Psionics Unleashed is copyright 2010 Dreamscarred Press and is referenced with permission.

Lost Spheres Publishing, ©2013

For bonus content follow us on Facebook: <http://www.facebook.com/LostSpheresPublishing>



PSIONICS
UNLEASHED
COMPATIBLE

M. Thom 2013

INTRODUCTION:

Role: Sometimes your party needs just a little bit more. A second healing spell, one more mighty swing against a dragon, or a second try at the lock that just won't budge. If these extra efforts were rolled up into one class, that class would be the Echo. The Echo is the ultimate in backup and countermeasures; which can the difference between life and death.

RULES ELEMENTS:

Sources of Power - Some products make references to 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 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.

Divine - The power of the Gods, drawn through creation and returned to their mortal vessels. Clerics, Oracles and Druids use this power source.

Entropic - The power of system failures in the universe and broken entities of great power.

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.)

Psionic - The power of the mind unlocked through self-awareness or rigorous study. Psions, Wilders and similar classes fit this power 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.

ROLE-PLAYING NOTE:

GMs should consider the gaming group they play with when determining if an Echo character is appropriate. Some players may not appreciate a character who can do what they can do under the best of circumstances. GMs are advised to ask if their group would mind a PC Echo in a party.

THE ECHO:

Alignment: Echoes may be of any alignment.

Hit Die: d8

Class Skills: The Echo can choose any 8 skills to be class skills at 1st level. See the Remembrance class feature for more info about Echo class skills.

Skill Ranks per Level: 6 + Int modifier

CLASS FEATURES:

Mirror Memory (Ex): An Echo is proficient in simple weapons. They are also proficient in all weapons, armor, and shields that they have seen used in the past 24 hours. Additionally, an Echo can automatically activate any magic or psionic item he or she has seen activated in the last 24 hours. For these effects the Echo has a caster or manifester level equal to their Echo class level.

Reflections (Su): Each day, an Echo has a pool of Reflections equal to three plus their class level. As long as the Echo has at least one Reflection remaining in their pool, they may maintain a psionic focus (if psionics are available in your game) as though they had a power point reserve. Reflections are replenished after 8 hours of rest. Normally only one Reflection can be used in a round. As a free action, an Echo may expend a Reflection to do one of the following things:

- **Echo Feat:** For one round exchange a feat

TABLE: THE ECHO					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Mirror Memory, Reflection, Mirror Power (1st)
2	+1	+0	+3	+3	Deeper Reflection
3	+2	+1	+3	+3	Mirror Power (2nd), Remembrance
4	+3	+1	+4	+4	Deeper Reflection
5	+3	+1	+4	+4	Lasting Impression, Mirror Power (3rd), Remembrance
6	+4	+2	+5	+5	Deeper Reflection
7	+5	+2	+5	+5	Mirror Power (4th), Remembrance
8	+6/+1	+2	+6	+6	Deeper Reflection
9	+6/+1	+3	+6	+6	Lasting Impression, Mirror Power (5th), Remembrance
10	+7/+2	+3	+7	+7	Dark Reflection, Deeper Reflection
11	+8/+3	+3	+7	+7	Mirror Power (6th), Remembrance
12	+9/+4	+4	+8	+8	Deeper or Dark Reflection
13	+9/+4	+4	+8	+8	Lasting Impression, Mirror Power (7th), Remembrance
14	+10/+5	+4	+9	+9	Deeper or Dark Reflection
15	+11/+6/+1	+5	+9	+9	Mirror Power (8th), Remembrance
16	+12/+7/+2	+5	+10	+10	Deeper or Dark Reflection
17	+12/+7/+2	+5	+10	+10	Mirror Power (9th), Remembrance
18	+13/+8/+3	+6	+11	+11	Deeper or Dark Reflection
19	+14/+9/+4	+6	+11	+11	Hall of Reflection, Remembrance
20	+15/+10/+5	+6	+12	+12	True Reflection

the Echo currently possesses for another feat they have seen used within a number of rounds equal to their Charisma modifier.

- **Echo Familiarity:** For one round the Echo gains a circumstance bonus of +2 to a skill check the Echo has witnessed used within a number of rounds equal to their Charisma modifier. If the Echo uses this ability to replicate a skill they do not have a Class Skill bonus in, they may also add their Charisma modifier to the roll. Untrained skills targeted by this ability may be used as if they were trained.

Mirror Power (Su): At 1st level, an Echo gains the ability to Mirror Power. The Echo must select one Source of Power (Arcane, Divine, Entropic, Temporal, Psionic, Primal) to learn.

For one reflection, the Echo can replicate a single spell or power with that source they witnessed within the past round. Activating this ability is a Standard Action that requires an Echo to spend a Reflection point. The spell or power must have an effective spell level equal to no more than half the Echo's level rounded up. Mirror Power copied effects are resolved as a spell-like or psi-like ability at the effective caster or manifester level of the original effect's creator or the Echo's own effective level, whichever is lower. The DCs of the effect are equal to the original source or the 10+ the effect level + the Charisma modifier of the Echo, whichever is lower. Mirrored effects that require a component valued more than 100 gp in value are not subject to this ability.

M. Thompson

Deeper Reflection (Su): At 2nd level and every even level after, an Echo gains a Deeper Reflection. A Deeper Reflection may only be selected once unless otherwise indicated:

- **Cascade:** If you have successfully used Mirror Power within one round, you can count yourself as a valid target for Mirror Power. You may only do so once for each instance of the Cascade Deeper Reflection you possess. For example a 5th level Echo with Cascade twice, witnessing an enemy casting *fireball* could then Mirror Power a *fireball* once for the caster, then again in the following round from themselves, and once again in the round after that. If another casting of *fireball* occurred before the last Cascade, the Echo could instead start a new Cascade from that casting. You may select this Deeper Reflection more than once, up to once for every five levels of the Echo class.
- **Facet of Power:** The Echo selects another Source of Power. This source is added to their Mirror Power ability. You may select this Deeper Reflection more than once.
- **Depth of Reflection:** The Echo's effective level increases by 1 when determining levels of spells and powers to replicate with Mirror Power.
- **Memory of Power:** Select one spell or power your character was personally affected by and that has a level one level lower than the current highest effect level the Echo can Mirror Power. You can now use Mirror Power on this spell or power as if it had been cast in the prior round without needing an original source. For example, an Echo at 4th level with Depth of Reflection, can normally Mirror Power 3rd Level effects. This Echo could select a 2nd level effect Memory of Power to always consider previously cast. You may select this Deeper Reflection more than once.
- **Twin Strikes:** The Echo may if using a weapon of the same type as a target

within Close range, resolve attacks with the base attack bonus of the this target as long as your attacks are made within 1 round of witnessing an attack by that target with that weapon. If you have the Lasting Impression class feature, you may use Twin Strikes an additional number of rounds equal to your Lasting Impression. Activating this ability uses a Reflection as a free action.

Remembrance (Su): At 3rd level, the Echo can select one skill they have used Echo Familiarity on in the previous level. This skill is permanently added to the Class skills of the Echo. The Echo gains another Remembrance at every odd Echo level after 3rd.

Lasting Impression (Su): At 5th level, the Echo may use Mirror Power on an effect that has been cast or manifest within 1 more round, allowing the Echo to replicate effects from the last 2 rounds. An Echo without the Cascade Deeper Reflection cannot Echo their own effect. An Echo gains additional Lasting Impressions at 9th, 13th, 17th, and 19th level. Other abilities may also benefit from Lasting Impression if their descriptions indicate it.

Dark Reflection (Su): At 10th level, an Echo may select a Dark Reflection instead of a Deeper Reflection. A Dark Reflection may only be selected once unless otherwise indicated.

- **Counterecho:** The Echo may ready an action to use Mirror Power in response to an effect. This Counterecho allows the Echo to execute a counterspell action, if they succeed in an opposed caster check against the original effect. If the Echo succeeds the original effect is negated.
- **Beast Echo:** Select one creature type, you may now use Mirror Power to echo Supernatural Abilities from creatures of this type. An effect can be affected by Mirror Power if the creatures CR is equal

to or less than the Echo's effective level for Mirror Power. Creatures with CRs under their effective Echo level -2 are potentially eligible targets for Memory of Power. Supernatural abilities effected by Beast Echo must be able to be triggered in a single Standard action. Any duration effects end in a number of rounds equal to the Echo's charisma modifier modified by Lasting Impressions. Selecting the type of a classed creature allows access to supernatural class features within the above limits.

- **Flattering Imitation:** When using Mirror Power, the Echo may substitute their own DCs (determined by $10 + \text{effect level} + \text{Charisma modifier}$) and effective caster or manifester levels if higher than the original caster instead of the target of Mirror Power.
- **Memory of Shards:** As an immediate action the Echo may spend a Reflection to activate a Mirror Power effect from Memory of Power after successfully using Counterecho to counterspell an enemy. The Mirror Power effect must be one level lower than the countered effect. For example an echo using the Counterecho power on an enemies Disintegrate spell would then be able to immediately activate a Mirror Power from Memory of Power of up to 5th level.
- **Pool of Shadows:** The Echo gains a second Shadow Reflection pool equal to their Charisma modifier. They may only use these points to power Dark Reflections.
- **Shadow of Power:** The Echo may cause the result of Mirror Power to be from another source they know instead of the original source. The GM has final say to exact effects of source exchanges.
- **Twin Echoes:** The Echo may now use a Shadow Reflection from Pool of Shadows and a normal Reflection in the same round. The normal Reflection cannot be used to power a Dark Reflection that round. Any

two Reflection powers may be used even if they both take a standard action, though an Echo using two standard action Reflections must do so as a full round action. The Echo must have Pool of Shadows to take this Dark Reflection.

Hall of Echoes (Su): Once per day as a free action the Echo may select an effect valid for their Mirror Power with a single target. By spending two Reflections, the Mirror Power effect resolves on all eligible targets, friend or foe, within Close range.

True Echo (Su): Once per day you may spend a Reflection to exactly replicate the actions and effects of another character's full round. Spells are cast, attacks made all as though the Echo was the character targeted by this effect, with the same statistics, effects and items however they can be redirected against new targets. If a target used a magic item, the Echo must have a physical object in the same hand or position on the body, mundane or otherwise. Item effects generate from the held item as though it were the original target's item, but do not consume charges or uses from the target or their items.

FEATS:

ABSORB POWER:

Prerequisite: Mirror Power class feature.

Benefit: As a standard action you may spend one Reflection to make a touch attack against a character capable of triggering your Mirror Power class feature. The target must make a Will save ($DC = 10 + 1/2 \text{ Echo Level} + \text{CHA Modifier}$). On a successful save the Echo may act as though the target had just activated that spell or power for purposes of their Mirror Power ability. If the target fails the save, they

instead lose access (as if it was not on their Spells or Powers Known List) to the spell or power for a number rounds equal to the Echo's Charisma modifier. During these rounds the Echo may Mirror Power the ability as though it was just cast or activated each round.

DARKER REFLECTION:

Prerequisite: Dark Reflection class feature.

Benefit: You may select an additional Dark Reflection.

DEEPEN REFLECTION:

Prerequisite: Deeper Reflection class feature.

Benefit: You may select an additional Deeper Reflection.

ECHO ITEM

Prerequisite: Mirror Power (1st level), UMD 3 Ranks.

Benefit: You may now use Mirror Power to duplicate powers and spells generated by items of power. The item must have a Source you currently have learned for Mirror Power and the effect must be within your normal limits for Mirror Power. You must have an object in hand of similar size or nature (a loop of twine for a ring, a twig or dagger for a wand, etc.) Otherwise, this ability follows Mirror Power as per normal rules and uses one reflection.

EXTRA REFLECTION:

Prerequisite: Reflection class feature.

Benefit: You gain 2 extra Reflections in your pool.

Special: You may select this feat more than once.

FORM OF ECHOES:

Prerequisite: Moment of Change class feature, Reflection class feature.

Benefit: Your effective caster levels from Echo stack with your effective caster levels from Taskshaper. You may use Moments of Change to power Reflection based powers and Reflections to power Moment of Change based powers. See Rite Publishing's Secrets of the Taskshaper for more information.

REFLECTIVE RESONANCE [PSIONIC]

Prerequisite: Reflection class feature.

Benefit: When you Mirror Power a psionic manifestation you create a 30' Zone of Psionic energy shimmering around you. Your Reflections resonate with psionic characters within your Zone allowing them a circumstance bonus to their Manifester Level equal to the number of rounds you have echoed one of their powers. This bonus lasts a maximum number of rounds equal to your Charisma bonus.

For more on Zones, see Transcendent 10 - Psionics of Conflict - Zones of Power.

SHATTERED RESISTANCE [PSIONIC]

Prerequisite: Reflection class feature.

Benefit: When you Mirror Power a spell, you create a 30' Zone of flickering energy around you. Your Reflections resonate with spells sourced from the same power. Casters with the same source that are within your Zone gain a circumstance bonus to DCs of spells equal to the number of rounds you have echoed that source.

For more on Zones, see Transcendent 10 - Psionics of Conflict - Zones of Power.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Lost Spheres Publishing company names and logos; the "Classes of the Lost Spheres - Echo" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game Content; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you

Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity.

You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game

Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy Copyright 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics Copyright 2004 Bruce R Cordell. All rights reserved.

If Thoughts Could Kill Copyright 2001–2004 Bruce R. Cordell. All rights reserved.

Mindscapes Copyright 2003–2004 Bruce R. Cordell. All rights reserved.

Unearthed Arcana Copyright 2004 Wizards of the Coast.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

The Genius Guide To: Feats of Psionic Might. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens

Pathfinder Companion: Sargava, the Lost Colony. Copyright 2010, Paizo Publishing, LLC; Author: JD Wiker.

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Psionics Expanded. Copyright 2011, Dreamscarred Press.

Monte Cook's Arcana Unearthed DM's Screen and Player's Guide Copyright 2003 Monte J. Cook. All rights reserved.
 The Diamond Throne Copyright 2003 Monte J. Cook. All rights reserved.
 Monte Cook's Arcana Unearthed Copyright 2003 Monte J. Cook. All rights reserved.
 Monte Cook's Arcana Evolved Copyright 2005–2007 Monte J. Cook. All rights reserved.
 Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
 Death in Freeport Revised, © 2000–2004, Green Ronin Publishing, LLC; Author Chris Pramas.
 Fading Suns: d20, © 2001, Holistic Design, Inc.
 Falthar's Curios, © 2000, Green Ronin Publishing, LLC; Author Chris Pramas.
 Focus on Freeport #7: The Jade Serpent of Yig, © 2001, Green Ronin Publishing, LLC; Author William Simoni.
 Legions of Hell, © 2001, Green Ronin Publishing, LLC; Author Chris Pramas.
 Madness in Freeport Revised, © 2001–2004, Green Ronin Publishing, LLC; Author William Simoni.
 Terror in Freeport Revised, © 2001–2004, Green Ronin Publishing, LLC; Author Robert J. Toth.
 Seas of Blood, © © 2001, Mongoose Publishing.
 Assassin's Handbook, © 2002, Green Ronin Publishing, LLC; Authors David "Zeb" Cook and Wolfgang Baur.
 Armies of the Abyss, © 2002, Green Ronin Publishing, LLC; Authors Erik Mona and Chris Pramas.
 Book of the Righteous, © 2002, Aaron Loeb.
 Freeport: The City of Adventure, © 2002, Green Ronin Publishing, LLC; Authors Matt Forbeck and Chris Pramas.
 Mutants & Masterminds, © 2002, Green Ronin Publishing, LLC; Author Steve Kenson.
 Salon du Masque, © 2002, Green Ronin Publishing, LLC; Author Chris Pramas.
 Secret College of Necromancy, © 2002, Green Ronin Publishing, LLC; Authors David "Zeb" Cook and Wolfgang Baur.
 Avatar's Handbook, © 2003, Green Ronin Publishing, LLC; Author Jesse Decker.
 Book of Fiends, © 2003, Green Ronin Publishing, LLC; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.
 Cry Havoc, ©2003 Skip Williams. All rights reserved.
 Tales of Freeport, © 2003, Green Ronin Publishing, LLC; Author Graeme Davis.
 The Noble's Handbook, © 2003, Green Ronin Publishing, LLC; Author Rodney Thompson.
 Swords of Our Fathers, © 2003, The Game Mechanics.
 The Unholy Warrior's Handbook, © 2003, Green Ronin Publishing, LLC; Author Robert J. Schwalb.
 Skull & Bones © 2003, Green Ronin Publishing, LLC; Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka.
 The Psychic's Handbook, © 2004, Green Ronin Publishing, LLC; Author Steve Kenson.
 Unearthed Arcana, © 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.
 Advanced Player's Manual, © 2005, Green Ronin Publishing: Author Skip Williams.
 The Freeport Trilogy, © 2005, Green Ronin Publishing, LLC; Authors Chris Pramas, William Simoni, and Robert J. Toth.
 d20 Freeport Companion, © 2007, Green Ronin Publishing, LLC; Author Robert J. Schwalb.
 Freeport Companion: Pathfinder Roleplaying Game Edition, © 2008, Green Ronin Publishing, LLC; Authors Robert J. Schwalb, Adam Daigle, Brandon Hodge, John E. Ling, Jr., Greg A. Vaughan
 The Secrets of Divine Channeling Copyright 2010 Steven D. Russell Author Jonathan McNulty
 The Genius Guide to: The Dragonrider. Copyright 2009, Super Genius Games. Author: Owen K.C. Stephens.
 Paths of Power. Copyright 2009, 4 Winds Fantasy Gaming; Authors Sean O'Connor and Patricia Willenborg, with Connie J. Thomson and Robert W. Thomson.
 The Genius Guide to: The Godling. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.
 The Great City Player's Guide © by Øone Roleplaying Games
 The Complete Book of Eldritch Might Copyright 2004 Monte J. Cook. All rights reserved.
 Monte Cook's Arcana Evolved Copyright 2005 Monte J. Cook. All rights reserved.
 The Book of Roguish Luck Copyright 2005 Wolfgang Baur. All rights reserved.
 The Secrets of the Luckbringer Copyright 2011, Steven D Russell; Author Steven D. Russell
 Monte Cook's Arcana Unearthed DM's Screen and Player's Guide Copyright 2003 Monte J. Cook. All rights reserved.

The Diamond Throne Copyright 2003 Monte J. Cook. All rights reserved.
 Monte Cook's Arcana Unearthed Copyright 2003 Monte J. Cook. All rights reserved.
 Monte Cook's Arcana Evolved Copyright 2005–2007 Monte J. Cook. All rights reserved.
 Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
 The Secrets of the Taskshaper, Copyright 2010, Steven D. Russell; Author: Steven D. Russell
 The Genius Guide to: The Time Thief Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
 The Genius Guide to: The Vanguard. Copyright 2010, Super Genius Games. Authors: Marc Radle, Owen K.C. Stephens.
 The Genius Guide to: The War Master Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
 The Genius Guide to: The Witch Hunter Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
 Classic Monsters Revisited. Copyright 2008, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Joshua J. Frost, James Jacobs, Nicolas Logue, Mike McArtor, James L. Sutter, Greg A. Vaughan, Jeremy Walker.
 Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn (based on material by Jonathan Tweet, Monte Cook, and Skip Williams).
 Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.
 Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.
 Fang & Fury: A Guidebook to Vampires. © 2003, Green Ronin Publishing; Author: Jim Bishop.
 Monster Encyclopedia I. © 2004, Mongoose Publishing Ltd.
 Wayfinder #5. © 2011, Paizo Fans United; Authors: Ryan Costello, Jr., Liz Courts, Paris Crenshaw, Darrick Dahl, Adam Daigle, Blake Davis, Jess Door, Jeffrey Erwin, J. Russell Estes, Charles Evans, Dawn Fischer, Christoph Gimmmler, Robert Gresham, Jesper Haglund, Eric Hindley, Michael Kelley, Michael Kortess, Michael Lane, Thomas LeBlanc, Jeffrey Lee, Tom McQueen, Kevin Andrew Murphy, Tom Phillips, Dane Pitchford, Marc Radle, John C. Rock, Carl Rossi, Joseph Scott, K. Neil Shackleton, Justin Sluder, Neil Spicer, David Schwartz, Ian Turner, Brandon Waldenberg, and Mike Welham.
 101 Renegade Class Feats Copyright 2011 Steven D. Russell; Author Steven D. Russell
 10 Luckbringer Feats Copyright Steven D. Russell; Authors: Steven D. Russell
 Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
 Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
 Genius Options: Masters of Time. Copyright 2012, Super Genius Games, LLC; Author: Owen K.C. Stephens
 The Genius Guide To: The Time Thief. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
 The Secrets of the Taskshaper, Copyright 2010, Steven D. Russell; Author: Steven D. Russell
 Transcendent 10 – Systems of Skill – Expanded Skill Checks. © 2012, Lost Spheres Publishing. Author: Christen N. Sowards
 Transcendent 10 – Feats of Offense – Spellcasting & Metamagic. © 2012, Lost Spheres Publishing. Author: Christen N. Sowards
 Transcendent 10–Spells of Synergy – Multiclass & Melee. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards
 Transcendent 10–Psionics of Conflict – Zones of Power. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards
Classes of the Lost Spheres - Echo. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards