

# Psychic Pathways



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## Introduction

Pathfinder Roleplaying Game: Occult Adventures introduced psychic magic to the game, with five classes of psychic spellcasters, expanding the number of sources of magic from two (arcane and divine) to three. Unfortunately, certain aspects of the game that were made before the introduction of psychic magic, which could not have been predicted at the time they were made, are incompatible with this new type of magic. One such aspect was prestige classes, where prerequisites often required arcane or divine spellcasting specifically, such as with the arcane archer and the mystic theurge. While many GM's could simply rewrite the prerequisites if they chose, it seemed like the perfect opportunity to make some brand new prestige classes that specifically captured the psychic and occult flavor.

## **Component Artist**

Component artists are expert magicians practiced in both the arcane and the psychic arts, able to use both types of magic effectively. Masters not only of spellcasting, but of the philosophy of magic and its nature, component artists are able to use their raw talents with one style to supplement their abilities with others. Focusing on spell components themselves, component artists use the unique traits of a spell style to maximize the potency of their spells.

#### Hit Dice: d6.

Requirements

**Spells:** Ability to cast 2nd-level arcane and 2nd-level psychic spells.

Śkills: Knowledge (arcana) 5 ranks.

#### **Class Skills**

The component artist's class skills (and the key ability for each skill) are Knowledge (all) (Int), Perception (Wis), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

#### **Class Features**

All of the following are class features of the component artist prestige class.

**Spells per Day:** When a new component artist level is gained, the character gains new spells per day as if he had also gained a level in any one psychic spellcasting class he belonged to before he added the component artist prestige class and any one arcane spellcasting class he belonged to before he added the component artist prestige class. He does not, however, gain other benefits a character of that class would have gained. This essentially means that he adds the level of component artist to the level of whatever other psychic spellcasting class and arcane spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class or more than one psychic spellcasting class before he became a component artist, he must decide to which class he adds each level of component artist for the purpose of determining spells per day.

**Component Artistry (Ex):** A component artist is an expert at using magical components from both arcane and psychic sources in order to cast his spells. At 1st level, a component artist may choose to substitute thought components for verbal components, emotional components for somatic components, and vice versa on any spell he casts.

**Somatic Artistry (Su):** A component artist is able to use his somatic components to make spells more accurate. At 2nd level, a component artist can add somatic components to a spell that does not have somatic components. Whenever a component artist casts a spell with somatic components, if that spell requires an attack roll, he gains a +2 bonus on the attack roll.

**Emotional Artistry (Su):** A component artist can use his passions to make his spells more effective at breaking through magical resistances. At 4th level, a component artist can add emotional components to a spell that does not already have them. Whenever a component artist casts a spell with emotional components, he gains a +2 bonus on caster level checks made to overcome spell resistance.

**Verbal Artistry (Su):** A component artist can eloquently word his spells in order to make them more resilient to magical tampering. At 6th level, a component artist can add verbal components to a spell that does not already have them. Whenever the component artist casts a spell with verbal components, that spell's caster level is treated as though it were 2 levels higher than it actually is for the purposes of *dispel magic* and similar effects.

**Thought Artistry (Su):** A component artist is able to focus his thoughts in order to make his spells more difficult to resist. At 8th level, a component artist can add thought components to any spell that does not already have them. Whenever the component artist casts a spell with thought components, the saving throw DC of that spell, if any, is increased by 1.

**Component Unity (Su):** A master component artist is able to weave all spell components together to unleash truly powerful spells. At 10th level, whenever the component artist casts a spell with verbal, somatic, thought, and emotional components, each of the bonuses granted by his somatic artistry, emotional artistry, verbal artistry and thought artistry class features is increased by +1.

## Dark Mind Infiltrator

Dark mind infiltrators are psychics with a gift for espionage and skullduggery. Using their psychic talents, dark mind infiltrators are able to cloak themselves from the minds of other creatures in order to become invisible. They are also adept at using surprise to their advantage, wreaking havoc on the unwary minds of their foes.

Hit Die: d8.

Table 1-	1: The Comp	onent	Artist			
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
ıst	+0	+0	+0	+1	Component artistry	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
2nd	+1	+1	+1	+1	Somatic artistry	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
3rd	+1	+1	+1	+2	-	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
4th	+2	+1	+1	+2	Emotional artistry	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
5th	+2	+2	+2	+3	_	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
6th	+3	+2	+2	+3	Verbal artistry	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
7th	+3	+2	+2	+4	-	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
8th	+4	+3	+3	+4	Thought artistry	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
9th	+4	+3	+3	+5	-	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class
ıoth	+5	+3	+3	+5	Component unity	+1 level of existing arcane spellcasting class, +1 level of existing psychic spellcasting class

Requirements

**Spells:** Ability to cast 2nd-level psychic spells. **Skills**: Bluff 5 ranks, Stealth 5 ranks.

#### **Class Skills**

The dark mind infiltrator's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Disable Device (Dex), and Stealth (Dex).

**Skill Ranks at Each Level:** 4 + Int modifier.

#### **Class Features**

All of the following are class features of the dark mind infiltrator prestige class.

**Obscure Self (Sp):** A dark mind infiltrator is able to use his psychic talents to hide from those with weak minds. As a standard action, the dark mind infiltrator can force a single living creature within 30 feet to succeed on a Will save (DC 10 + the dark mind infiltrator's dark mind infiltrator level + the dark mind infiltrator's primary spellcasting ability score modifier) or treat the dark mind infiltrator as though he were not there. The target cannot see the dark mind infiltrator, hear any noise the dark mind infiltrator makes, and cannot detect the dark mind infiltrator with scent or other natural senses; even most magical means of detecting the dark mind infiltrator fail, though true seeing allows the target to observe the dark mind infiltrator. As a result, the target is considered to be flat-footed against the dark mind infiltrator. The target receives a new saving throw each round at the end of her turn in order to end this effect. A dark mind infiltrator can only affect one creature at a time with this ability, and if the dark mind infiltrator attacks the target, or casts a spell which

targets the target or includes the target in its area, this effect immediately ends (though the target is still considered flatfooted against that attack or spell). At 5th level, and again at 9th level, a dark mind infiltrator can use this ability to affect an additional creature at one time. This is a mind-affecting effect.

**Spells per Day:** At the indicated levels, a dark mind infiltrator gains new spells per day as if he had also gained a level in a psychic spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting class before becoming a dark mind infiltrator, he must decide to which class he adds the new level for purposes of determining spells per day.

**Sneak Attack:** At 2nd level, the dark mind infiltrator's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the dark mind infiltrator flanks his target. This extra damage is 1d6 at 2nd level, and increases by 1d6 at 5th level, and again at 8th level. Should the dark mind infiltrator 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.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a dark mind infiltrator can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal

#### Table 2-1: The Dark Mind Infiltrator

1st 2nd	+0			Save	Special	Spells Per Day
		+0	+1	+1	Obscure self	—
and	+1	+1	+1	+1	Sneak attack +1d6	+1 level of existing spellcasting class
3rd	+2	+1	+2	+2	Unseen influence	+1 level of existing spellcasting class
4th	+3	+1	+2	+2	Silent communication	+1 level of existing spellcasting class
5th	+3	+2	+3	+3	Obscure self (2 targets), sneak attack +2d6	-
6th	+4	+2	+3	+3	_	+1 level of existing spellcasting class
7th	+5	+2	+4	+4	Silent listening	+1 level of existing spellcasting class
8th	+6	+3	+4	+4	Sneak attack +3d6	+1 level of existing spellcasting class
9th	+6	+3	+5	+5	Obscure self (3 targets)	
10th			+5		Warp perception	+1 level of existing spellcasting class

damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The dark mind infiltrator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A dark mind infiltrator cannot sneak attack while striking a creature with concealment.

**Unseen Influence:** A dark mind infiltrator is able to easily manipulate the minds of those who are unaware of him. At 3rd level, whenever a dark mind infiltrator casts a mind-affecting spell against a flat-footed target, that target suffers a -1 penalty on her saving throw. At 6th level, and again at 9th level, this penalty increases by a further -1.

**Silent Communication (Sp):** A dark mind infiltrator can use a limited form of telepathy to speak directly into others' minds, and can even manipulate them to believing that his words are their own thoughts. At 4th level, as a move action, a dark mind infiltrator can gain the ability to communicate telepathically with a creature within 30 feet for 1 round. The dark mind infiltrator may also attempt to convince the target that what he communicates was her own thought; this requires a successful Bluff check opposed by the target's Sense Motive check. If the target is aware of the dark mind infiltrator, the dark mind infiltrator suffers a -5 penalty on the Bluff check, and if the target is aware of the dark mind infiltrator's silent communication ability, she receives a +10 bonus on her Sense Motive check to determine if the dark mind infiltrator is speaking to her.

**Silent Listening (Sp):** Starting at 7th level, a dark mind infiltrator becomes constantly aware of the thoughts of creatures within 30 feet, giving him several advantages. A dark mind infiltrator gains a bonus equal to his dark mind infiltrator level on all Sense Motive checks against creatures within that area. Additionally, as a swift action, he can choose to focus his attentions on a single individual in order to hear her thoughts more clearly. This grants him a +1 insight bonus to AC against attacks by that creature and allows the dark mind infiltrator to hear the target's surface thoughts, as though with *detect thoughts*. Creatures protected from *detect thoughts* are immune to this effect.

**Warp Perception (Sp):** At 10th level, whenever a creature fails a saving throw against the dark mind infiltrator's obscure self ability, the target becomes unable to perceive a number of creatures equal to the dark mind infiltrator's psychic spellcasting ability score modifier. These designated creatures are obscured from the target exactly as the dark mind infiltrator is obscured by his obscure self ability, and if the target later succeeds on a save against this ability, she becomes able to perceive the dark mind infiltrator, as well as all the creatures obscured by the warp perception ability.

## Focused Blade

Focused blades are powerful combatants who blend skill handling steel with a talent for psychic magic. Intensely focused, they are able to concentrate on combat and maintain clear thoughts and emotional states to fuel their psychic magic. They also have a natural ability to feed off the emotions of others, making them deadly warriors in impassioned situations.

#### Hit Dice: d10.

Requirements

**Spells:** Ability to cast 2nd-level psychic spells. **Base Attack Bonus:** +5. **Feats:** Combat Casting.

#### **Class Skills**

The focused blade's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), and Sense Motive (Wis).

#### Skill Ranks at Each Level: 2 + Int modifier.

#### **Class Features**

All of the following are class features of the focused blade prestige class.

**Combat Concentration (Ex):** A focused blade learns how to focus on her thoughts while in the grips of bloody combat, allowing her to easily cast spells during battle. Starting at 1st level, a focused blade adds twice her level to concentration checks made to cast spells with thought components.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
ıst	+1	+1	+0	+0	Combat concentration, psychic strike +1 (magic)	-
2nd	+2	+1	+1	+1	Emotional resonance	+1 level of existing spellcasting class
3rd	+3	+2	+1	+1	Psychic strike +2 (silver and cold iron)	
4th	+4	+2	+1	+1	Spell strike	+1 level of existing spellcasting class
5th	+5	+3	+2	+2	Psychic strike +3 (adamantine)	
6th	+6	+3	+2	+2	Expose mind	+1 level of existing spellcasting class
7th	+7	+4	+2	+2	Psychic strike +4 (all alignments)	
8th	+8	+4	+3	+3	Incite emotion	+1 level of existing spellcasting class
9th	+9	+5	+3	+3	Psychic strike +5 (epic)	
ıoth	+10	+5	+3	+3	Anger surge	+1 level of existing spellcasting class

#### Table 3-1: Focused Blade

**Psychic Strike (Su):** A focused blade can channel her psychic energies into her weapon for more powerful weapon attacks. At 1st level, as a swift action, a focused blade can gain a +1 bonus to attack and damage rolls with a held melee weapon, and that weapon also counts as magic for the purposes of overcoming damage reduction. At 3rd level, and every 2 levels thereafter, the bonus to attack and damage increases by +1. At 3rd level, a weapon affected in this way overcomes damage reduction as though it were silver and cold iron. At 5th level, it overcomes damage reduction as though it were an adamantine weapon. At 7th level, it overcomes damage reduction as though it were of all alignment types. At 9th level, it overcomes damage reduction as though it were an epic weapon.

**Emotional Resonance (Su):** A focused blade can feed off hostility in order to power her weapon attacks. At 2nd level, a focused blade gains a +1 bonus on attack and weapon damage rolls for each hostile creature within a 10-foot radius, to a maximum bonus of +5 on attack and damage rolls.

**Spells per Day:** At the indicated levels, a focused blade gains new spells per day as if she had also gained a level in a psychic spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting class before becoming a focused blade, she must decide to which class she adds the new level for purposes of determining spells per day.

**Spell Strike (Su):** At 4th level, a whenever a focused blade casts a spell as a with a casting time of 1 standard action or less, she may choose to also make melee attacks as though she were making a full-attack action; if she does, she forgoes her first attack.

**Expose Mind (Su):** A focused blade is able to use weapon attacks in order to distract a target from his thoughts, allowing her to make more successful psychic attacks against the target. At 6th level, whenever a focused blade deals damage to a creature with a weapon attack, that creature

suffers a cumulative -1 penalty on all saving throws made against her psychic spells for 1 round.

Incite Emotion (Su): At 8th level, as a standard action, a focused blade can attempt to affect the emotional state of creatures within 30 feet, causing them to dramatically alter the way they feel about the focused blade. When she uses this ability, the focused blade must choose either a hostile emotion or a calm emotion. If she chooses a hostile emotion, all creatures in the area become hostile towards the focused blade, possibly attacking her, unless they succeed on a Will save (DC 10 + 1/2 the focused blade's level + the focused blade's Charisma modifier). If she chooses a calm emotion, all creatures in the area who fail a Will save (DC 10 + 1/2 the focused blade's level + the focused blade's Charisma modifier) become helpful towards the focused blade. In either case, these effects last for 1 minute. The focused blade can choose to exclude any number of creatures within the area from this effect.

Anger Surge (Su): A focused blade at the height of her power is able to draw on the raw aggression of others to fuel her own intense attacks. At 10th level, a focused blade may choose a single hostile creature at the start of her turn. If she does, whenever she makes melee full attack against that creature, she may make an additional attack at her highest base attack bonus against that creature.

### **Psychic Intercessor**

A psychic intercessor is a priest who has embraced inner spiritual teachings to augment her spiritual beliefs. Often practitioners of strange fringe versions of their religions, these spiritual men and women are able to use their psychic energies to share the gods' gifts with others. In exchange for this shift of power, the psychic intercessor uses her psychic powers to further her deity's spiritual goals and aid others. Despite their odd philosophies, psychic intercessors are welcome almost everywhere, and their potent abilities to aid others are appreciated by those of almost any faith.

#### **Table 4-1: The Psychic Intercessor**

Base

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
ıst						+1 level of existing divine spellcasting class,
150	+0	+0	+0	+1		+1 level of existing psychic spellcasting class
2nd			+1		Touch of the gods	+1 level of existing divine spellcasting class,
2110	+1	+1	+1	+1	Touch of the gous	+1 level of existing psychic spellcasting class
ard	+1	+1	+1			+1 level of existing divine spellcasting class,
3rd	+1	+1	+1	+2		+1 level of existing psychic spellcasting class
<i>eth</i>	12			12	Cift of the opinit	+1 level of existing divine spellcasting class,
4th	+2	+1	+1	+2	Gift of the spirit	+1 level of existing psychic spellcasting class
-th	5th +2	+2		1.0	-	+1 level of existing divine spellcasting class,
500			+2	+3		+1 level of existing psychic spellcasting class
6th					Swift intersection	+1 level of existing divine spellcasting class,
oth	+3	+2	+2	+3	Swift intercession	+1 level of existing psychic spellcasting class
-th	12	+2	+2	+4		+1 level of existing divine spellcasting class,
7th	+3				_	+1 level of existing psychic spellcasting class
8th		12	12		God's mind	+1 level of existing divine spellcasting class,
otii	+4	+3	+3	+4		+1 level of existing psychic spellcasting class
oth		+3	+3	+5	- 100	+1 level of existing divine spellcasting class,
9th	+4					+1 level of existing psychic spellcasting class
toth	+5	+3	+3	+5	Harmonic overcharge	+1 level of existing divine spellcasting class,
10th						+1 level of existing psychic spellcasting class

#### Requirements

**Spells:** Ability to cast 2nd-level divine spells and 2nd-level psychic spells.

Skills: Knowledge (religion) 5 ranks.

Hit Dice: d6.

#### **Class Skills**

The psychic intercessor's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

#### **Class Features**

All of the following are class features of the psychic intercessor prestige class.

**Spells per Day:** When a new psychic intercessor level is gained, the character gains new spells per day as if she had also gained a level in any one psychic spellcasting class she belonged to before adding the prestige class, and any one divine spellcasting class she belonged to previously. She does not, however, gain other benefits a character of that class would have gained. This essentially means that she adds the level of psychic intercessor to the level of whatever other psychic spellcasting class and divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one psychic spellcasting class or more than one divine spellcasting class before she became a psychic intercessor, she must decide to which class she adds each level of psychic intercessor for the purpose of determining spells per day. **Touch of the Gods (Su):** By attuning her emotions directly to a subject, a psychic intercessor has the ability to transfer magical protections normally only offered for herself to another. At 2nd level, a psychic intercessor can cast spells with a range of personal on a willing creature within 5 feet.

**Gift of the Spirit (Su):** A psychic intercessor is able to reach out to the minds and spirits of others in order to transmit magic that normally requires bodily contact. At 4th level, a psychic intercessor can cast spells with a range of touch on willing targets within 30 feet.

**Swift Intercession (Su):** A psychic intercessor is able to cast spells at the speed of thought in desperate situations. At 6th level, once per day, a psychic intercessor can expend a single unused spell or spell slot that could be used to cast a psychic spell in order to cast a divine spell of the same level with a casting time of 1 round or less as a swift action.

**God's Mind (Su):** A psychic intercessor can use her divine powers in order to greatly improve the psychic potential of her spells. At 8th level, as a full-round action, a psychic intercessor can expend a single unused spell or spell slot that could be used to cast a divine spell in order to cast a psychic spell of the same level with a casting time of 1 round or less. If she does, for the purposes of that spell she treats her caster level as though it were 4 higher than it actually is.

Harmonic Overcharge (Su): A psychic intercessor can summon forth the magic of the gods and the magic of the mind into a single exceptional spell effect. At 10th level, as a full-round action, the psychic intercessor may cast a psychic spell with a casting time of 1 round or less and a divine spell with the same name as that spell. If the spells target the same creature, their effects stack, even if they normally would not.

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# Secret Paths of Occult Power!

Pathfinder Roleplaying Games Occult Adventures introduced psychic magic to the game, with five classes of psychic spelleasters, expanding the number of sources of magic from two Greane and divine) to three. Unfortunately, certain a spects of the game that were made before the introduction of psychic magic, which could not have been predicted at the time they were made, are incompatible with this new type of magic. One such a spect was prestige classes, where prerequisites often required areane or divine spelleasting specifically, such as with the areane archer and the mystic theorge. While many GMs could simply rewrite the prerequisites if they chose, it seemed like the perfect opportunity to make some brand new prestige classes that specifically captured the psychic and occult flavor.



This book contains four new prestige classes for psychic spelleasters. The component artist blends areanc and psychic magic, in the style of the mystic theorge, but gains the ability to substitute one type of components for another, and gains benefits when easting spells with certain components. The dark mind infiltrator mixes physical stealth with psychic sneakiness, and specializes in warping the perceptions of their targets. The focused blade blends psychic powers and physical provess, making powerful psychic strikes and using his blade to distract opponents from dangerous psychic assaults. Finally, the psychic intercessor finds common ground between psychic and divine magic, tapping into the will of the multiverse to invoke powerful divine interventions.

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