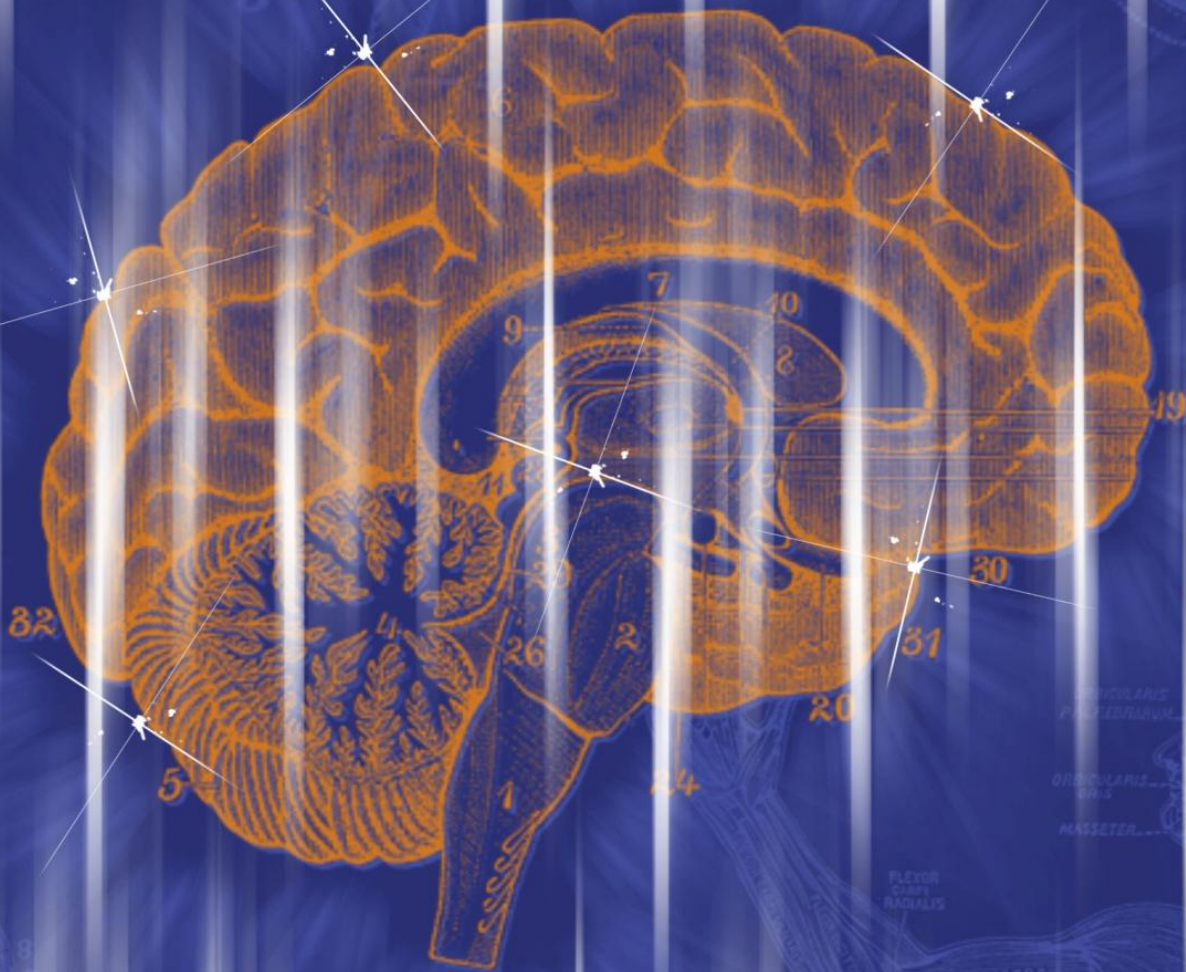


PSIONICS TRANSCENDED



THE POWER OF KI



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This supplement is dedicated to the entire Paizo team for refining, expanding, and continuing the legacy of such a great game.

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CHAPTER 1 - INTRODUCTION

Our goal with this resource is to provide the basic building blocks to bring psionics into your game based on the Pathfinder Roleplaying Game Core Rulebook. These rules are seamlessly compatible with the core game.

No new races or creatures will be covered in this book. Many of the psionic races and creatures have already been covered in the Bestiary and Bestiary 2 for the Pathfinder Roleplaying Game. Those that aren't will likely appear in upcoming resources for creatures and races, and have been extensively covered in other 3rd party products.

Our next resource, The Guide to Fermia, will have races and creatures for the Fermia campaign setting. You will find a whole world of ancestors to the current core races within and a large collection of primal creatures to challenge your abilities.

Psionics for this resource is an ancient power from when the creatures that roamed the world enjoyed a close relationship with their creators, nature, and their surroundings. Over the years, the knowledge to control psionics was lost to all but a few monks, ninjas, and secluded civilizations. The knowledge of psionics is experiencing a renaissance in the world, it is transcending from a forgotten art to a power to be reckoned with.

THE POWER OF KI AND PSIONICS

A psionic character has the innate ability to collect the power in all living things through meditation and self-control. This collection of power is known as *ki*, the supernatural energy used for monk *ki* powers.

Psionics is the ability to manipulate this pool of supernatural energy into spells and other abilities. The magic manifested by psionic power is identical to arcane and divine magic, but draws its power from within the spellcaster, much like a cleric casts spells granted by their deity. Some psionic abilities may appear extraordinary or supernatural.

Psionic spellcasters have access to some of the existing arcane, divine and spells. These spells are further identified by a discipline used to cast the spell. Where divine and arcane spells require material component, psionic spellcasters use the energy within themselves to manifest their power.

The magic manifested by a spellcaster is created by encouraging it into being; it usually takes focus and a lifetime commitment to control. Mastering the art of psionic magic requires a strong constitution and great charisma.

THE CORE RULES

Psionic magic is already a part of the Core rules, albeit in a very limited form. Monks and ninjas use an energy

called *ki* to power supernatural abilities. This energy comes from within the body, mind, and soul of the Monk. *ki* is also the same energy that powers psionic magic.

Psionics spells and abilities fall into three categories: spells, spell-like abilities, and supernatural abilities. These are the 3 same categories that arcane and divine magic fall into.

All psionic spells are divided into the same schools of magic as arcane and divine spells. Many universally common arcane and divine spells are available to psionic spellcasters.

At its core, psionics is purely magic. Psionic magic can be resisted like other magic, can be manipulated by metamagic feats, and is "manifested" by casting spells.

Psionic spellcasters can use *ki* to increase the power of their spells and increase the number of spells they can cast. In fact, their power is related to how much *ki* they control more than their actual level.

Like sorcerers, psionic spellcasters do not need to prepare their spells in advance. Once a spell is known, they only require 8 hours of rest or meditation per day. The 8 hours of rest need not be consecutive.

MAKING PSIONICS WORK

Psionic magic cannot be manifested, or cast, without having the ability to harness the power of *ki*. This is collected into a *ki* Pool. A creature can only have 1 *ki* pool just as sure as it can only have 1 body. Thus, this *ki* pool is shared with all classes that grant the *ki* pool class feature.

Having a *ki* pool does not automatically allow you to use psionics. It takes training or innate talent to be able to harness this energy for use as magic.

Psionic spellcasters have the same general limits on spells known and spells per day that their arcane and divine counterparts have. This differs greatly from prior incarnations of psionics as detailed in the d20 System Resource Documents.

The psionic spellcaster uses *ki* to augment spells to increase their power and scope. Many psionic spells increase in power based on the caster's [power level](#). This power level is the amount of *ki* in their *ki* pool or their caster level, whichever is lower. Psionic spellcasters can increase this power for a single spell by spending *ki* points, which lowers their overall power level.

Ki can be used to recall spell slots and vice versa. This gives the psionic character great flexibility (like power points), while trying to stay in line with other classes and rules.

Instead of one attribute defining the psionic spellcasters ability, two attributes are used. Constitution is a measure of the physical body and how much power it can hold. It sets the DC, number of spells known, and the maximum spell level for the psionic spellcaster. Charisma is a measure of the ability to harness that energy into *ki*.

It sets the number of psionic spells cast per day, as well as adjusting the *ki* pool.

All psionic spells and abilities are created from the positive energy of a living creature or the negative energy of the undead (negative *Ki*). The energy is consumed to power the spell and does not provide any other bonuses (heal living/undead for example) or penalties to the target unless otherwise specified.

CONVERSIONS

If you have a 3rd-party product that uses the standard power point mechanic, you can convert to this system by using the following guidelines.

Spell Level: The spell level of any psionic power should be Power points plus 1 then divided by two (powers costing 1, 3, 5, 7, 9, 11, 13, 15, or 17 points would become 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, and 9th level spells).

Spell Class: Psion and wilder spells become psion. Any wilder only spell can be added to a new wilder spell list or just added to the general psion list. Psychic warrior spells become psyker spells.

Spell School: This can be a little more difficult to judge. Read the general spell school information or research existing spells to make the choice. If the spell replicates or mostly replicates an existing spell, use the existing spell instead.

Spell Damage: Spell damage and effects should be based on power level instead of caster level.

Augmentations: Most augmentations can be covered by standard augmentation rules. Any other augmentations should be adjusted to 1-4 *ki* points based on power. Look through the spells to get a general idea of what is appropriate. You GM will have final say in this.

Classes: Classes should be given spells per day and/or spell known based on an existing class. Most spontaneous casters should follow either the Sorcerer or Bard spell progression. The ability to convert and augment spells gives a slight advantage in number of spells per day using this system. The reduced damage and progression of the spells helps bring the whole system into balance with other classes.

COMMON TERMS

Augment: The ability to use *ki* to increase the power and scope of psionic spells.

Discipline: This describes how a psionic spell is cast or manifested. All psionic spells will have a discipline listed as a spell descriptor and is not treated as a spell school or subschool.

Ki Feats: These abilities harness the power of *ki* and the creature's *ki* focus state to perform magically enhanced feats. Some metamagic and item creation feats require a *ki* pool to function.

Ki Focus: This ability is available to all creatures with a *ki* Pool. It allows a creature to prepare for action and increase their future chances of success.

Ki Pool: A pool of supernatural energy that are utilized by *ki* powers and psionic magic. Typically, this is gained by a character as a class feature. Feats and racial abilities can also grant a character the ability to have a *ki* pool, but it is a smaller amount that does not grow with the character. The presence of a *ki* pool does not automatically allow a character to cast psionic spells or use *ki* powers. If the character possesses levels in multiple classes that grant a *ki* pool, character levels stack to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total (see *ki* pool Modifier). The character can now use *ki* points from this pool to power the abilities of every class she possesses that grants a *ki* pool.

Ki Pool Modifier: The modifier used to increase your daily *ki* pool. For psions, psykers, and ninjas this is Charisma. For monks this is Wisdom. If a character possesses level in multiple classes that grant a *ki* pool, the choice of which score is used is made when the second-class ability is gained, and once made, the choice is set.

Ki Powers: These are trained abilities used by monks, ninjas, and other classes. Most *ki* powers are beyond the discipline of a psionic spellcaster in the same way that psionic spells may be foreign to a monk.

Power Level: The power level is the total amount of *ki* in the psionic spellcaster's *ki* pool or the spellcaster's level, whichever is lower.

Psionic Creature: Any creature that has a *ki* pool is known as a psionic creature.

Psionic Spells: Spells that are cast by trained spellcasters that know how to collect energy into a *ki* Pool. The spells are divided into the same schools as arcane and divine magic. Psionic spells require no components to cast. Unlike arcane and divine magic, psionic spells can be cast even if the caster cannot move or speak.

Each psionic spell will be associated with a discipline that is listed in the descriptor of the spell.

CHAPTER 2 - RACES

DWARVES

Dwarf Adventurers

Psionic dwarves tend to live in reclusive communities away from other civilizations. Many dwarves have long forgotten the ways of psionics when they turned to their gods. Such dwarves question the piety of psionic-using creatures and view psionics as somewhat distasteful. In psionically-aware communities, however, the dwarves view psionic magic as a great tool to bring harmony to their people.

Psion: The dwarves have a long history of psionics dating back to before the dawn of man. Some say that their strong will and fortitude is due to their close studies of psionics. Dwarves tend to be egoists or telepaths.

Psyker: Dwarf psykers are fierce opponents. They are focused and determined to defend the realm. Their soul weapons are typically materialized with great detail and flourish. It is with great pride that the psyker displays his creations to the world.

Alternate Racial Traits

Self Control: Some dwarves have learned to control their anger and greed. They gain a +2 racial bonus on concentration and ki focus checks. This racial trait replaces greed and hatred.

Favored Class Options

Egoist: Add 1 more psychometabolism spell to your list of spells known. The spell must be at least one level below the highest level you can cast.

Psyker: Add +1 bonus on checks to gain ki focus.

Shaper: Add +1 hp bonus to any spell cast to heal or mend a construct or object.

Telepath: Gain +1/4 SR against mind-affecting spells.

ELVES

Elf Adventurers

The elves were the first to learn how to harness the power of psionics and see it as a natural extension of magic. All elves enjoy the awareness of this magic giving them their now traditional elven immunities. At worse, elves view psionics as an ancient art, a mere curiosity left over from before the discovery of arcane magic. Many elves have finely tuned their psionic power; they are almost unmatched in ability.

Psion: Elven psions are the most common of all psionic creatures in the land. They strive to perfect their arts through meditation and trials.

Psyker: Huge armies of elven psykers roamed the lands long ago. They are still proud and feel their skills on the battlefield are unmatched.

Alternate Racial Traits

Psychic Awareness: Some elves have been hunted by their enemies for decades and have gained a psychic intuition against attack. These elves gain a +2 trait bonus on initiative rolls. They can always act in a surprise round; however, the elves are still flat-footed until they act. This racial trait replaces the elven magic racial trait.

Favored Class Options

Egoist: Add +1/2 hp to the damage healed or dealt by their channel energy ability.

Psyker: Add +1/4 to the psyker's saving throw bonus against enchantment spells and effects.

Seer: Add +1/3 to any insight bonus gained from spells your cast.

Telepath: Add 1 more telepathy spell to your list of spells known. The spell must be at least one level below the highest level you can cast.

GNOMES

Gnome Adventurers

Gnomes were second after the elves to develop psionic abilities and have a long history with magic. Gnomes have worked hard to ensure the knowledge and power of psionics is passed down through the generations. Other races with psionic ability are fascinating to these gnomes.

Psion: Gnomes with psionic abilities have usually been a psion of some kind. The gnome's small size and psionic's flexibility make a great pair of skills.

Psyker: Few gnomes have become psykers due to the physical demands of the class.

Alternate Racial Traits

Psionic Ancestry: Some gnomes have held onto their psionic knowledge through many generations. The gnomes add +1 to the DC of any telepathy spell they cast (this applies spells that list telepathy as a spell descriptor). Gnomes with a Charisma of 11 or higher and a ki pool of at least 1 point also gain the following spell-like abilities: 1/day — create sound, lesser foresight, missive, and mindlink. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier. This racial trait replaces the gnome magic racial trait.

Favored Class Options

Kineticist: Add +1/2 to the damage of any energy spell you cast (an energy spell is any spell with “energy” in its name).

Nomad: Add +1 feet to your base land speed. You do not gain any advantage until you gained an increment of 5 feet.

Seer: Add 1 more clairsentience spell to your list of spells known. The spell must be at least one level below the highest level you can cast.

Shaper: Add +1 hit point to the shaper's astral companion.

HALFLINGS

Halfling Adventurers

Halflings have a minor interest in psionics. Some believe that their calm demeanor and luck comes from psionic power inherited long ago.

Psions: Halflings tend to be nomads and telepaths as it helps them get places quicker and dig up juicy gossip.

Psykers: Halfling psykers tend to sing while they adventure and are often confused for bards until they manifest their soul weapon.

Alternate Racial Traits

Halfling Intuition: Some halflings know when something is about to happen. These halflings gain a +1 bonus to reflex saves and a +1 dodge bonus to AC. This dodge bonus is lost any time the halfling loses their dexterity bonus to AC. This racial trait replaces the halfling luck racial trait.

Favored Class Options

Nomad: Add 1 more psychoportation spell to your list of spells known. The spell must be at least one level below the highest level you can cast.

Psyker: Add +1/3 to the damage of your soul weapon.

Telepath: Increase the DC to resist telepathy spells you cast by +1/2.

HALF-ELVES

Half-Elf Adventurers

Half-elves are shunned by elven psionic communities. They tend to be alone or associated with large human civilizations.

Psions: Half-elf psions are receptive to kindness from others and enjoy high adventure. Any time they can lend a hand, they will jump at the chance.

Psykers: Half-elf psykers tend to be a little aloof but are a loyal companion to the party.

Favored Class Options

Egoist: Add +1 to the damage healed or dealt from your channel energy ability.

Kineticist: Add 1 more psychokinetic spell to your list of spells known. The spell must be at least one level below the highest level you can cast.

Psyker: Gain + 1/2 to psychic strike damage.

Wilder: Add +1/3 to the wilder's *ki* pool.

HALF-ORCS

Half-Orc Adventurers

Orcs have an interesting relationship with psionic power. Primitive orcs found that elves were a delicacy and psionic elves gave them energy. Over the eons, this altered the genetics of some orcs. Descendents of those orcs have great psionic prowess.

Psions: Most half-orc psions tend to be kineticists due to their relationship with raw elements.

Psyker: The half-orc psyker is a powerful opponent not to be taken lightly.

Alternate Racial Traits

Orc Power: All natural attacks made by the half-orc gains +1 damage of the energy type the half-orc is attuned to (see the *energy affinity* spells). This racial trait replaces the orc ferocity racial trait.

Favored Class Options

Kineticist: Gain energy resistance +1/3 energy resistance to the energy type the half-orc is attuned to (see the *energy affinity* spells).

Psyker: Add +1/3 to the psyker's *ki* pool.

Wilder: Add 1 more random spell to your list of spells known. The spell must be at least one level below the highest level you can cast.

Human Adventurers

Humans were the last to develop psionic abilities after coming into contact with arcane and divine magic. Experimentation and vigorous training is required for a human to master the psionic arts.

Psions: Humans tend to be nomads, telepaths, or shapers due to the close relationship with similar arcane spells.

Psykers: Many humans who were not quite disciplined to be a monk delved into the world of the psyker.

PSIONICS TRANSCENDED: THE POWER OF KI

Alternate Racial Traits

Minor Surge: You were born with the ability to harness psionic power. Once per day you can augment a psionic spell with 1 free *ki* point. As with other augmentation, you can only augment spells from one source, you may not spend *ki* points from your *ki* pool in conjunction with this ability. This racial trait replaces the skilled racial trait.

Favored Class Options

Nomad: Increase the number of uses of nomadic stride by +1/2.

Psyker: Add 1 more psyker spell to your list of spells known. The spell must be at least one level below the highest level you can cast.

Shaper: Add 1 more metacreativity spell to your list of spells known. The spell must be at least one level below the highest level you can cast.

PSIONIC TRAITS

These basic traits are associated with psionics and psionic spellcasting. You do not need to be a psionic character to take a Psionic Trait. These traits represent your upbringing in a psionic society.

Calm Focus: You have always been able to stay focused in the midst of chaos. You learned how to quiet your mind quickly and improve your focus. You gain a +1 bonus on checks to gain *ki* focus.

Chaotic Fate: Your life have been filled with chaos and all your best laid plans have gone awry. This makes it difficult for seers to divine your future. You gain a +1 bonus against clairvoyant spells (spells that list clairvoyance in the spell descriptor).

Gifted Power: You have always had a strong gift. At any time your power level is lower than 1/2 your caster level, you gain a +1 bonus to power level for all psionic spells you cast.

Intuitive Reflexes: You have studied the kineticist and recognized the look in their eyes when they begin to cast a spell. This trait gives you a +1 bonus to save against kinetic spells (spells that list psychokinesis in the spell descriptor).

Iron Constitution: You have dealt with many egoists in your life and have learned to respect their power. This gives you a +1 bonus to save against metabolic spells (spells that list psychometabolism in the spell descriptor).

Natural Artificer: You feel that things should be crafted out of real materials, not conjured from the ether. You can a +1 bonus to metacreativity spells (spells that list metacreativity in the spell descriptor).

Naturally Psionic: You were born with a natural gift for psionics. You gain 1 bonus *ki* point for your *ki* pool. If you do not have a *ki* pool, you gain a small *ki* pool of 1 point. This benefit does not grant you the ability to cast

psionic spells unless you gain that ability through another source, such as levels in a psionic class.

Random Thoughts: Your mind is constantly shifting and focusing on other things. Some might call you a scatterbrain. This quirk gives you a +1 bonus to saves against telepathic spells (spells that list telepathy in the spell descriptor).

Strong Roots: You dislike travelling and tend to set up roots where you are. Because of this, you gain a +1 bonus to saves against teleportation spells (spells that list psychoportation in the spell descriptor).

Transcendental Knowledge: You have always been around psionic-powered individuals and have gained an understanding of the art. You gain a +1 trait bonus on Knowledge (psionics) skill checks and Knowledge (psionics) is always a class skill for you.

PSIONIC SPELL-LIKE ABILITIES

Creatures with spell-like abilities from race, class, or other features or traits can alternatively use the psionic equivalent of the spell if they have a *ki* pool. For example, enlarge person can be swapped out for enlarge self, light can be swapped out for psi light.

CHAPTER 3 - CLASSES

PSION

The psion is an alternate class based on the Sorcerer. She is able to harness the mysteries of magic with her mind and channel it for specific purposes. Where a cleric draws power from a deity and a sorcerer draws power from arcane magic, the psion draws power from within. Some psions serve their community as seers and mystics gaining a sizeable reputation. Many civilizations though do not easily understand the psion's world, which leads to suspicion and fear.

Role: Like the sorcerer, psions excel at casting a selection of favored spells frequently, making them powerful team members. Psions also share similarities with clerics with their ability to wear medium armor.

As with all alternate classes, a Psion may not take any class levels in Sorcerer, nor may a Sorcerer take any class levels in Psion.

Alignment: Any

Hit Dice: d6

Class Skills

The psion's class skills are Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int) plus class skills based on the discipline of their choosing.

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields).

Magical Aura (Ex): A psion radiates a magical aura that can be detected by Detect Magic. At levels 1-5, the aura is faint, between levels 6-11 the aura grows to moderate, and becomes strong at level 12.

Spells: Psions differ from other spellcasters in that two attributes are required to access psionic magic: constitution and charisma. Constitution is a measure of the psion's inner strength, which limits the level and power (DC) of spells she may use. Charisma is a measure of how much power the psion can summon from that inner strength, which limits the number of spells useable each day.

A Psion casts psionic spells drawn primarily from the psion spell list presented in **Chapter 7 - Spells**. She can cast any spell she knows without preparing it ahead of time.

To learn or cast a spell, a psion must have a Constitution score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a psion's

spell is 10 + the spell level + the psion's Constitution modifier.

Like other spellcasters, a psion can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is on [Table 3-1: Psion](#). In addition, she receives bonus spells per day if she has a high Charisma score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*). Unlike arcane and divine spellcasters, the ability to cast spells, DC of the spells, and the number of spells that can be cast each day are based on those two different character attributes.

A psion's selection of spells is extremely limited. A psion begins play knowing four 0-level spells (powers) and two 1st-level spells of her choice. At each new psion level, she gains one or more new spells, as indicated on [Table 3-2: Psion Spells Known](#). Unlike spells per day, her Charisma score does not affect the number of spells a psion knows. These new spells can be common spells chosen from the psion spell list, her discipline exclusive spell list, or they can be unusual spells that the psion has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered psion level after that (6th, 8th, and so on), a psion can choose to learn a new spell in place of one she already knows. In effect, the psion loses the old spell in exchange for the new one. The new spell's level must be the same as that of the replaced spell. A psion may swap only a single spell at any given level, and must choose whether to swap the spell at the same time that she gains new spells known for the level.

Unlike a wizard or a cleric, a psion need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Psions can cast 1 less spell per level per day than a sorcerer; however, they gain the ability to use conversion and recharge to change their spells allotment for any given level. Unlike arcane and divine spellcasters, the power of a psionic spell is determined by the caster's **power level** not just her caster level. The power level is equal to the psion's caster level or the amount of *ki* in her *ki* pool, whichever is lower.

Discipline: A psion must choose if they will devote themselves to a discipline at level one: Clairsentience, Metacreativity, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy. Choosing a discipline grants access to exclusive discipline abilities and spells. A psion with no discipline is a wilder and has rather chaotic, undisciplined powers.

Psions learn one additional spell derived from their discipline each time they can gain access to a new level of spells. These spells are in addition to the number of spells given in [Table 3-2: Psion Spells Known](#). These bonus spells are not subject to the limits on spells known.

PSIONICS TRANSCENDED: THE POWER OF KI

TABLE 3-1: PSION

Level	Base Attack Bonus	Saves			Special	Spell per day								
		Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Magical Aura, Discipline, Powers, Discipline Spells, Discipline Ability, <i>ki</i> Pool	2								
2nd	+1	+0	+0	+3	Augment Spell, Quick Metamagic	3								
3rd	+1	+1	+1	+3	Conversion	4								
4th	+2	+1	+1	+4	Discipline Ability, Discipline Spell, Recharge	5	2							
5th	+2	+1	+1	+4	Discipline Focus Feat	5	3							
6th	+3	+2	+2	+5	Discipline Spell	5	4	2						
7th	+3	+2	+2	+5		5	5	3						
8th	+4	+2	+2	+6	Discipline Ability, Discipline Spell	5	5	4	2					
9th	+4	+3	+3	+6	Metapsionics, Bonus Ki	5	5	5	3					
10th	+5	+3	+3	+7	Discipline Spell	5	5	5	4	2				
11th	+5	+3	+3	+7		5	5	5	5	3				
12th	+6/+1	+4	+4	+8	Discipline Ability, Discipline Spell	5	5	5	5	4	2			
13th	+6/+1	+4	+4	+8		5	5	5	5	5	3			
14th	+7/+2	+4	+4	+9	Discipline Spell	5	5	5	5	5	4	2		
15th	+7/+2	+5	+5	+9		5	5	5	5	5	5	3		
16th	+8/+3	+5	+5	+10	Discipline Ability, Discipline Spell	5	5	5	5	5	5	4	2	
17th	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	3	
18th	+9/+4	+6	+6	+11	Discipline Spell	5	5	5	5	5	5	5	4	2
19th	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	3
20th	+10/+5	+6	+6	+12	Discipline Ability, Power Boost	5	5	5	5	5	5	5	5	4

Ki Pool (Su): A psion gains a pool of *ki* points, a supernatural energy harvested by meditation and used to manipulate the abilities of a psion. The number of points in a psion's *ki* pool is equal to 1/2 her psion level + her Charisma modifier.

The psion's *ki* pool is used to [augment spells](#) and power other psion abilities.

The *ki* pool replenishes each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the psion possesses levels in another class that grants a *ki* pool, psion level stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score is used is made when the second class ability is gained, and once made, the choice is set. The psion can now use *ki* points from this pool to power the abilities of every class she possesses that grants a *ki* pool.

Powers: Psions can learn a number of powers, or 0-level spells, and noted on [Table 3-2: Psion Spells Known](#). These spells are cast like any other spell, but they do not consume any slots and may be used again. Psionic powers work like arcane cantrips and divine orisons.

Discipline Spell: Every time a psion gains access to a new level of spells, they also learn one extra spell

exclusive to their discipline. Psions of one discipline are unable to learn spells exclusive to another discipline.

In those cases where multiple spells are available for a level, the psion can choose one of those to learn. Any of the remaining discipline spells may be learned in place of general psion spells up to their maximum number of spells known.

Wilders are undisciplined and gain a random spell they do not already know. They do not get to choose the discipline spells they learn.

Discipline Ability: Psions gain special abilities related to the discipline of their choosing as they gain levels. Some abilities replicate existing spells and others grant new powers. Unless otherwise specified, discipline abilities cannot be augmented.

Augment Spell (Ex): Beginning at 2nd level a psion can augment spells by spending *ki* points. Most spells can be augmented using the general augmentation rules (in Chapter 6 - Magic). Some spells have additional augmentation choices that are listed with the spell description.

Some augmentations can be used multiple times for a single spell being cast. Unless otherwise specified, the maximum number of *ki* points that can be used to augment a single spell is equal to the 1/2 the Psion's level (minimum 1).

A spell can only be augmented from one *ki* pool source. If an item is used to augment a spell, that item can be the only source of augmentation for that casting.

Quick Metamagic (Su): Beginning at 4th level, metamagic feats do not require extra time to apply to spells, like they do for a sorcerer. They can be applied spontaneously by the psion. This is a natural extension of the psion's augmentation abilities.

Conversion (Su): Beginning at 3rd level, as a standard action, a psion can convert *ki* points to regain a psionic spell slot. Spell slots can be regained by spending 1 *ki* point per level of the spell slot. For example, 2 *ki* points can be used to regain the use of a second level psionic spell. Only one slot can be regained each round.

A psion may also spend 1 *ki* point to convert 1 psionic spell slot into 2 or more lower level spell slots or 2 or more spell slots into 1 higher level spell slot. The total levels of spell slots must be identical and only psionic spells may be converted this way. For example, a 2nd level spell slot can be converted into two 1st level spell slots or vice versa.

A psion cannot have useable spell slots in excess to their daily allotment of spells for any given level. Any excess slots received from conversion are lost immediately.

TABLE 3-2: PSION SPELLS KNOWN

Level	Spells Known (by Spell Level)									
	0	1	2	3	4	5	6	7	8	9
1st	4	2								
2nd	5	2								
3rd	5	3								
4th	6	3	1							
5th	6	4	2							
6th	7	4	2	1						
7th	7	5	3	2						
8th	8	5	3	2	1					
9th	8	5	4	3	2					
10th	9	5	4	3	2	1				
11th	9	5	5	4	3	2				
12th	9	5	5	4	3	2	1			
13th	9	5	5	4	4	3	2			
14th	9	5	5	4	4	3	2	1		
15th	9	5	5	4	4	4	3	2		
16th	9	5	5	4	4	4	3	2	1	
17th	9	5	5	4	4	4	3	3	2	
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Recharge (Su): Beginning at 4th level, a psion can expend a spell slot as a standard action and regain *ki* points equal to the level of the spell that was expended. The number of *ki* points gained in this manner cannot exceed to the psion's daily *ki* Pool. Excess *ki* points are lost. This ability can be used once per day at 4th level and 1 additional time per day every 4 levels after (8th, 12th, 16th, and 20th).

Bonus Ki: Psions get 1 bonus *ki* point at 9th level and 1 more bonus *ki* point every 2 levels after (11th, 13th, 15th, 17th, and 19th).

Metapsionics (Su): Beginning at 9th level, a psion may use any metamagic feat that it has by spending *ki* points instead of increasing the spell level. The number of *ki* points spent is equal to the number of spell levels increased by using the metamagic feat. Either the spell level can be increased or *ki* points can be spent, not a combination.

Power Boost (Su): Beginning at 20th level, the psion can expend her *ki* focus to gain a bonus to her power level equal to her Charisma modifier.

Disciplines

Egoist (Psychometabolism)

A psion who specializes in psychometabolism is known as an egoist. This discipline consists of spells that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Bonus Skills: The egoist gains the class skill of Acrobatics (Dex), Climb (Str), and Heal (Wis).

Bonus Feat: At 5th level, the egoist gains a bonus feat of [Discipline Focus](#): Psychometabolism.

Discipline spells: 1st – [thicken skin](#); 2nd – [animal affinity](#), [chameleon](#), [empathic transfer](#), [hustle](#); 3rd – [ectoplasmic form](#), [haste*](#); 4th – [metamorphosis](#), [psychic vampire](#), [restoration*](#); 5th – [psychofeedback](#), [restore extremity](#), [revive](#); 6th – [heal*](#); 7th – [fission](#), [greater restoration*](#); 8th – [fusion](#); 9th – [greater metamorphosis](#)

Channel Energy (Su): An egoist can channel energy like a cleric (see the *Pathfinder Roleplaying Game Core Rulebook* for more information). Living creatures, good outsiders, and creatures with positive energy affinity always channel positive energy. Undead, evil outsiders, and creatures with negative energy affinity channel negative energy. Neutral outsiders can choose at first level.

You can use this ability a number of times per day equal to 3 + your Charisma modifier. The amount of damage healed or dealt is 1d6 points of damage, any excess healing is lost. The Will save to resist the channeled energy is equal to 10 + 1/2 the psion's level + the psion's Charisma modifier.

At 4th level the amount of damage healed or dealt increases by 1d6 and every 4 levels after (2d6 at 4th level, 3d6 at 8th, 4d6 at 12th, 5d6 at 16th, and 6d6 at 20th).

Metabolic Link (Su): Beginning at 4th level, the egoist can cast psychometabolism spells with a range of personal as touch spells on willing creatures. The cost to do this is 1 *ki* point per level of the spell being cast. This is considered an augmentation and is subject to the same

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limits of other spell augmentations. No other augmentations may be used on the linked spell.

Empathic Channel (Su): Beginning at 8th level, the egoist can transfer fatigued, shaken, and sickened conditions from targets of the channeled energy to herself when used to heal. The egoist must declare it is an empathic pulse when using the ability. All fatigued, shaken, and sickened conditions of the affected creatures are removed and transferred to the egoist.

The transferred conditions last 1 round for each creature affected within the channel's area of effect.

When used to harm, conditions are transferred from the egoist to the harmed creatures. The condition lasts for 1d4 rounds. If the creature makes the save vs. the channeled energy, no condition is transferred and the egoist retains the condition.

Wild Shape (Su): At 12th level, the egoist gains the wild shape ability of a druid useable once per day (see the *Pathfinder Roleplaying Game Core Rulebook* for more information). She treats the druid level for the ability as her psion level minus 8. She gains 6th level druid wild shape abilities at level 14, 8th level wild shape abilities at level 16, 10th level wild shape abilities at level 18, and 12th level wild shape abilities at level 20.

Likewise, the egoist gains an extra use per day every 4 levels (twice a day at level 16, and three times per day at level 20).

The psion also qualifies for any feat affecting the Wild Shape ability (Natural Spell for example).

Touch of Life (Sp): Beginning at 16th level, the egoist can use *revive* as a spell-like ability 3 times per day.

Complete Heal (Su): Once per day an egoist can channel all their positive energy into a creature healing it of all hit point damage, removing all afflictions, diseases, curses, and poisons. It cures all temporary ability damage, restores all drained ability scores, and restores up to 1 negative level. The egoist must spend at least 4 *ki* points to start this ability as a full round action that triggers attacks of opportunity. At the end of the action, the egoist's *ki* pool is reduced by 1 for every 20 hit points of damage healed.

If the egoist is attacked while using this ability, they must make a concentration check as if casting a 9th level spell. If the ability is interrupted, the egoist still loses the initial 4 *ki* points that started the action.

Kineticist (Psychokinesis)

Psions who specialize in psychokinesis are known as kineticists. They are the masters of spells that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

Bonus Skills: The kineticist gains the class skill of Bluff (Cha) and Intimidate (Cha)

Bonus Feat: At 5th level, the kineticist gains a bonus feat of *Discipline Focus*: Psychokinesis.

Discipline spells: 1st – *control object*; 2nd – *control air*; *energy missile*; 3rd – *energy blast*, *slow**; 4th – *control body*, *inertial barrier*, *Energy Ball*; 5th – *energy cone*, *energy current*, *fiery discorporation*; 6th – *dispelling buffer*, *antimagic field**; 7th – *spell turning**; 8th – *telekinetic sphere**; 9th – *tornado blast*

Energy Affinity (Sp): You can the *energy affinity* spell for *cold*, *electricity*, *fire*, and *sonic*. These are bonus spells and do not count towards your number of spells known.

Kinetic Burst (Su): Beginning at 4th level, you may unleash a burst of kinetic energy outward in a 20' radius. Small objects weighing less than 1 lb. are pushed back 20'. Medium or smaller creatures within the radius must make a reflex save (DC 10 + 1/2 the psion's level + the psion's Charisma modifier) or be stunned for 1 round.

Tiny or smaller creatures within the radius are also subject to a bull rush attack. Resolve these attempts as normal, except that they do not provoke attacks of opportunity. Add your Charisma bonus, your psion level, and size bonus to determine your Combat Maneuver Bonus for this attack (see Chapter 8 of the *Pathfinder Roleplaying Game Core Rulebook* for more information) instead your normal CMB.

Every eight levels, the size category that can be affected increases. At 12th level, small creatures can be bull rushed and large creatures can be stunned. At 20th level, medium creatures can be bull rushed and huge creatures can be stunned.

You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Energy Resistance (Ex): At 8th level, you gain resist energy 5 to cold, electricity, fire, or sonic based on your energy affinity.

Every 4th level after (12th, 16th, 20th), you gain another 5 to resist energy.

Counter Energy (Su): Beginning at 12th level, you can attempt to counter any spell with the fire, cold, sonic, or electricity descriptor based on your current energy affinity. This works like a traditional counter spell in that you must ready an action to counter the spell and make the Spellcraft check to identify it. If you correctly identify the spell, and it is one of the spells you can counter, you may counter the spell by spending 1 *ki* point per spell level.

Telekinesis (Sp): Beginning at 16th level, you can use the *telekinesis** spell as a spell-like ability. You can use this ability as a standard action a number of rounds per day equal to 3 + your Charisma modifier. This ability, like most spell-like abilities, cannot be augmented.

Student of Energy (Su): Beginning at 20th level, if you make a successful Spellcraft check for any fire, cold, electricity, or sonic based spell, you can cast that spell using your caster level for all variables. You must already be able to cast spells of that level be attuned to the correct energy affinity in order to cast the learned spell.

Once you cast the spell, the knowledge is lost. You may only have one spell reserved this way at any time. If you learn another spell, the preceding spell is immediately lost from your memory.

You do not need any material components to cast the spell. If the spell requires components costing 1,000 gp or more, you must consume manna or ambrosia for an equal amount of value.

This learned spell may not be augmented in any way.

Nomad (Psychoportation)

A psion who relies on psychoportation spells is known as a nomad. Nomads can cast spells that propel or displace objects in space or time.

Bonus Skills: The nomad gains the class skill of Climb (Str), Fly (Dex), Ride (Dex), and Swim (Str)

Bonus Feat: At 5th level, the psion gains a bonus feat of *Discipline Focus*: Psychoportation.

Discipline Spells: 1st – *burst*; 2nd – *dimension swap*, *levitate**; 3rd – *astral caravan*, *blink**; 4th – *dimensional anchor**, *dismissal**, *fly**; 5th – *baleful teleport*, *teleport**, *teleport trigger*; *banishment**; 7th – *dream travel*, *ethereal jaunt**; 8th – *mass time hop*; 9th – *teleportation circle**, *time regression*

Nomadic Stride (Ex): As a swift action, you may move normally across any difficult terrain. You can use this ability a number of rounds per day equal to 3 + your Charisma modifier.

Nomadic Movement (Ex): Beginning with 4th level, you can use Charisma in place of Strength and Dexterity when making Climb, Fly, Ride, and Swim skill checks. You also can do the same when making CMD checks against Bull Rush and Overrun. You ignore up to -2 of any armor check penalty associated with these checks.

Blink (Sp): Beginning at 8th level, you can use *blink* as a swift action a number of rounds per day equal to 3 + your Charisma modifier.

Bind Location (Su): Beginning at 12th level, you can bind yourself to a specific location by spending one hour in meditation. You may teleport yourself back to that location as a swift action by spending 2 *ki* points at any time thereafter. The teleport works within 100 miles of the bound location or an additional 100 miles for every additional 2 *ki* points spent. You must be within the same plane as the bound location to use this ability.

If the location is moved or destroyed the bind is dismissed. The location will radiate magic as a 5th level spell and can be dispelled as if you were casting *teleport*. Effects that prevent teleportation will also block this ability.

Nomadic Retreat (Su): Beginning at 16th level, you can increase the speed of yourself and your allies by 30' as a swift action. All allies within 30' at any time during your turn gain this benefit. The effect lasts until the beginning of your next turn. You can use this ability a

number of rounds per day equal to 3 + your Charisma modifier.

Nomadic Evacuation (Su): Beginning at 20th level, you can teleport back to your bind location from anywhere, including across planes. You may also bring 1 willing ally per additional *Ki* point spent.

Seer (Clairsentience)

A seer chooses clairsentience as their core discipline. Seers can learn precognitive spells to aid their comrades in combat, as well as spells that permit them to gather information in many different ways.

Bonus Skills: The seer gains the class skills of Diplomacy (Wis), Stealth (Dex), and Perception (Wis).

Bonus Feat: At 5th level, the seer gains a bonus feat of *Discipline Focus*: Clairsentience.

Discipline Spells: 1st – *destiny dissonance*; 2nd – *clairvoyant sense*, *object reading*, *sensitivity to psychic impressions*; 3rd – *escape detection*, *fate link*; 4th – *anchored navigation*, *scrying**; 5th – *clairtangent hand*, *second chance*; 6th – *greater precognition*, *greater prescience*; 7th – *fate of one*, *greater scrying**; 8th – *hypercognition*; 9th – *metafaculty*, *reality revision*

Clairvoyant Lore (Su): You can study a creature to learn about its abilities and weaknesses. You can examine a structure and get a glimpse of its history. You gain information about a creature or structure as if you made the appropriate Knowledge skill check with a result equal to 15 + your psion level + your Charisma modifier.

To learn about a creature's weakness or abilities requires a standard action. To gain historical or local insight into structures and places, you need to spend 10 minutes to get a feel for the information.

Precognitive Edge (Su): Beginning at 4th level, you gain the ability to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That is when everything begins to come together, and you can act.

You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +1 insight bonus that you can apply as an immediate action to either an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

You may also grant a +1 dodge bonus to AC as a swift action. This bonus lasts until you are attacked or you are caught in a situation that causes you to lose your dexterity bonus to AC.

The insight bonus increases to +2 at level 8, +3 at level 12, +4 at level 16, and +5 at level 20.

You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Uncanny Dodge (Ex): Beginning at 8th level, you gain uncanny dodge as a bonus feat. If you already have uncanny dodge, you immediately gain improved uncanny dodge.

Scrying Sense (Sp): Beginning at 12th level you immediately become aware of any attempt to observe you by means of a scrying spell. This functions like the *detect scrying* spell.

Hyperawareness (Su): Beginning at 16th level you immediately become aware if someone can sense you by any means. You gain a +10 insight bonus to perception checks to identify the location of any creature that can see you. Stealthed creatures will become visible to you if you can perceive them.

Invisible creatures lose concealment if you can identify where they are; however, if they move, you must pinpoint them again. The DC to pinpoint invisible creatures with this ability is equal to 20 + the creature's stealth skill modifier.

Undo Reality (Su): Beginning at 20th level you gain insight into the future that allows you react more favorably to actions against you. Once per day, as an immediate action, you can force the outcome of an action to be undone before it takes effect, even after you know the outcome. If a creature confirms a critical hit against you, you may undo the original attack and force the attack to be rerolled. You must take the results of the redone action. An opposed skill check can be undone by having all parties involved recheck their skill. Any single event that has one or more variable components can be undone in this manner as long as you are actively involved in some way (i.e., the target, the source, making some roll, etc.)

Shaper (Metacreativity)

A psion specializing in metacreativity is known as a shaper. This discipline includes spells that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Bonus Skills: The shaper gains the class skill of Appraise (Int), Disable Device (Dex), and Use Magic Device (Cha)

Bonus Feat: At 5th level, the shaper gains a bonus feat of *Discipline Focus*: Metacreativity.

Discipline Spells: 1st – *astral construct*, *minor creation**; 2nd – *repair construct*; 3rd – *greater concealing*, *amorpha*, *ectoplasmic cocoon*; 4th – *fabricate**, *quintessence*; 5th – *hail of crystals*, *psychic turmoil*; 6th – *crystallize*, *greater fabricate**; 7th – *greater psychic turmoil*, *mass ectoplasmic cocoon*; 8th – *astral seed*; 9th – *genesis*

Astral Companion (Sp): Beginning at 1st level, you can create an *astral construct* as a spell-like ability to create a companion. The astral construct created by this ability stays under your command until dismissed (beyond

the limitations of the spell). The level of the astral construct is restricted by the Companion Level on Table 4-1: Astral Construct Abilities (1 HD for level 1-2, 2 HD for level 3, 3 HD for level 4-5, etc.)

You may only have 1 astral construct in existence at a time. You must dismiss your companion before you can create another construct. The *astral construct* spell will fail if you attempt to create another construct without dismissing the companion. If the spell fails in this way, the spell slot is still used as if it were countered.

You can use this ability once per day.

Mending Link (Su): Beginning at 4th level, you can mend any astral construct under your control (including your companion) as an immediate action. The amount healed is 1 hit point for each *ki* point spent. This action can be performed to prevent damage that would destroy an astral construct. This ability works over any distance as long as both of you are in the same plane. The maximum amount of *ki* that can be spent per action is limited to half your psion level.

Ectoplasmic Hardening (Su): Beginning at 9th level, you can harden creatures by infusing their forms with ectoplasmic energy. Incorporeal creatures become solid, temporarily losing their incorporeal ability. Ectoplasmic creatures, such as astral constructs and extraplanar outsiders are slowed as if the target of a *slow* spell.

The ability requires a ranged touch attack as a standard action and does not provoke attacks of opportunity. You can use this ability a number of rounds per day equal to 3 + your Charisma modifier.

Master Constructor (Ex): Beginning at 12th level, you gain a +2 bonus to all skill checks involving constructs. This includes sculpting checks to make or change the shape of a construct, Spellcraft checks to identify constructs, or any other skill check required to build, interact with, or dismantle a construct.

Improved Companion (Su): Beginning at 16th level, you gain 2 bonus augment points to use when creating your astral companion. These points may not be used when creating a basic astral construct.

Ectoplasmic Merge (Su): Beginning at 20th level, you can merge with any astral construct you control (including your companion) as a standard action. While merged with the construct, you have the protection of an *ectoplasmic cocoon* (like the spell). You may not perform any actions other than directing or exiting the construct. You "see" the world through the construct's senses. You may direct the construct to perform any action that it is capable of doing.

If the construct is destroyed or dismissed while you are merged with it, you exit the cocoon stunned for 1 round. Exiting the construct requires a standard action.

Telepath (Telepathy)

A psion who chooses the discipline of telepathy is known as a telepath. He is the master of spells that allow mental

contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

Bonus Skills: The telepath gains the class skill of Bluff (Cha), Diplomacy (Cha), and Sense Motive (Wis)

Bonus Feat: At 5th level, the telepath gains a bonus feat of *Discipline Focus*: Telepathy.

Discipline Spells: 1st – *charm**, *slumber*; 2nd – *aversion*, *brain lock*, *paralyze*, *suggestion**; 3rd – *crisis of breath*, *hostile empathic transfer*, *false sensory input*; 4th – *dominate**, *thieving mindlink*, *modify memory**, *schism*; 5th – *metaconcert*, *mind probe*; 6th – *brilliant inspiration***, *mind switch*; 7th – *brain spider*, *crisis of life*; 8th – *mind seed*; 9th – *true mind switch*, *psychic surgery*

Swift Mindlink (Su): At 1st level you gain the ability to forge a telepathic bond with a willing target as a swift action. This functions like the *mindlink* spell. You may use this ability for 3 + Charisma modifier rounds per day. The rounds do not need to be consecutive. This ability may not be augmented.

Mindflank (Su): At 4th level you gain the ability to mindflank opponents. You and the person you are mindlinked with (granted by the ability or the spell) are considered to be flanking if you threaten the same creature.

Convincing Push (Su): At 8th level you can push your thoughts onto resistant creatures. Once per day you can force a target to reroll their saving throw if they succeed against your telepathic compulsions and charms. Only compulsion and charm spells with the telepathy discipline listed as a descriptor can be “pushed” convincingly. At 12th level, and every 4 levels after, you can do this one more time per day.

Strong Mind (Su): At 12th level, you can reflect incoming, single target telepathy spells. You can make a caster level check against an incoming telepathic spell as if you were trying to counter or dispel it. This happens in place of your saving throw. If you are successful, you can reverse the direction of the spell. You become the caster and the original caster becomes the target. You must be able to cast the level of the spell you are reversing.

The target must save against their spell using your DC instead of theirs. If the original caster is also a telepath, they may try to reverse the spell once again; however, if they save, the spell is countered and it ends.

If you fail to reverse the spell, the spell takes effect on you as if you failed your saving throw. If you attempt to reverse a spell of higher level than you can cast, you automatically fail and the spell affects you.

You may use this ability once per day at 12th level, twice per day at 16th level, and three times per day at 20th level.

Hide Thoughts (Su): At 16th level, you can file memories away deep in the depths of your mind. The filed memories are inaccessible to you or anyone seeking

your knowledge. To you, it is as if those events never happened. Once per day, during your meditation, you will be reminded that you have thoughts stored. At this time, you can retrieve all your stored thoughts. If you do not, you must wait until your next daily meditation.

Any type of thought or memory can be stored away in your mind: spells, passwords, memories, actions, etc. If asked about an action you have stored away, you will have no knowledge of that action.

If someone reminds you about an event, it will be new knowledge, and will not trigger any memories.

Super Id (Su): After level 20, you can choose the target's behavior when using *id insinuation*. You also receive a +4 bonus to the DC of that spell. You can direct any creature affected by your *id insinuation* spell to act normally, do nothing, flee, or attack the nearest creature. You can make this choice for all targets while you maintain concentration.

Wilder (Undisciplined)

A psion who has not chosen a discipline is known as a wilder. She is somewhat chaotic in nature and prone to losing control of her power.

Bonus Skills: The wilder gains the class skill of Acrobatics (Dex), Bluff (Cha), Climb (Dex), Escape Artist (Dex), Intimidate (Cha), Perception (Wis) and Swim (Str).

Bonus Feat: At 5th level, the psion gains a bonus feat of *Extra K**.

Discipline Spells: Undisciplined psions do not gain discipline exclusive spells. Instead, they gain the knowledge of one spell based on the results of the following table. Once the type of spell is known, randomly determine the actual spell from the appropriate spell list. If the spell is something she could not use because it relies on discipline or psyker exclusive abilities to function, choose a different spell.

TABLE 3-3: WILDER RANDOM SPELL TYPE

D20	Result
1	A lower level spell is learned (minimum level 1). Roll again for the type of spell. Ignore 1 or 20 if it comes up again.
2-3	Egoist Discipline Spell
4-5	Kineticist Discipline Spell
6-7	Nomad Discipline Spell
8-9	Shaper Discipline Spell
10-17	Psion Spell
18-19	Psyker Spell
20	2 spells are learned. Roll twice; ignore 1 or 20 if it comes up again.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she casts a spell. During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see *Psychic Enervation*, below).

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A wilder can choose to invoke a wild surge whenever she casts a spell. When she does so, she is granted a +1 bonus to her power level. This boost to power level can cause a spell to exceed any maximum effect listed in the spell description.

She cannot use the Overchannel feat and invoke her wild surge at the same time, nor can she increase her power level from her *ki* pool.

At 4th level, a wilder can increase her power level by 1d2, 1d3 at 8th level, 1d4 at 12th level, 1d6 at 16th level, and 2d4 at 20th level.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort (the spell still functions normally). The chance of suffering psychic enervation is equal to 5% per increase in power level gained from the wild surge. Roll d20, if the result is equal to or less than the bonus to power level, the wilder suffers from psychic enervation.

A wilder that is overcome by psychic enervation is dazed until the end of her next turn and loses a number of *ki* points equal to the power level bonus she gained from the wild surge.

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the spell level cast. The bonus increases by +1 for each power level increase granted by the wild surge.

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

Elude Touch (Ex): Starting at 8th level, a wilder's intuition supersedes her intellect, alerting her to danger from touch attacks (including rays). She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Volatile Mind (Ex): Beginning at 12th level, a wilder's temperamental mind comes a little unhinged. They gain spell resistance equal to 10 + their psion level vs. all mind-affecting spells, even beneficial ones. A wilder can drop this resistance and willingly allow a mind-affecting spell to affect her by spending 1 *ki* point per spell level.

Because of this volatility, mind-affecting spells can only be cast by spending 1 *ki* point and the spell may not be augmented. A wild surge will prevent the mind-affecting spell from being cast.

Wild Cascade (Su): Beginning at 16th level, once per day the wilder can send out a wild wave of energy. This wave radiates outward in a 30-foot-radius circle centered on the caster. Each character in the area with a *ki* pool (including the wilder) must make a Will save (DC = 10 + 1/2 psion level + charisma modifier) or begin losing *ki* from their *ki* pool.

During the first round of the cascade, each affected creature loses 1 *ki* point from their *ki* pool, this increases each round by 1 until all the *ki* is lost from their *ki* pool. The affected creature can make a save at the beginning of each round to stop the cascade as a move action. If they fail, they lose the next amount of *ki* immediately.

Once the cascade is triggered, it continues until stopped by a save or the creature's *ki* pool is empty. The affected creature's *ki* pool is shut off from use during the cascade. *Ki* cannot be used in any fashion while affected by the cascade.

A sonic blast radiates outward from the affected causing 1d6 sonic damage per point of *ki* lost (max 6d6; reflex save for half; same DC) to all within a 30' radius of the affected creature(s). Creatures will only take damage once each round even if they are within reach of two or more bursts.

Wild Spell (Su): Beginning at 20th level, a wilder can get a random spell added to their knowledge for the day. As a standard action, the wilder can spend 1 *ki* for each level of spell to be randomly retrieved from the ether. This a bonus spell, like a discipline spell, does not count towards her number of spells known. Roll on the Random Spell Type table about to determine the type of spell known.

All knowledge of the wild spell is lost when the wilder regains her daily *ki* pool.

PSYKER

The psyker is an alternate class of the Bard. She is able to harness the mysteries of magic with her mind much like a psion but is more focused on melding that talent with physical confrontation.

As with all alternate classes, a Psyker may not take any class levels in Bard, nor may a Bard take any class levels in Psyker.

Role: The psyker is a force to be reckoned with. He uses his psionic magic to make deadly melee attacks.

Alignment: Any

Hit Dice: d10

Class Skills

The psyker's class skills are Bluff (Cha), Craft (Int), Handle Animals (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the psyker.

Weapon and Armor Proficiency: Psykers are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Magical Aura (Ex): A psion radiates a magical aura that can be detected by Detect Magic. At levels 1-5, the aura is faint, between levels 6-11 the aura grows to moderate, and becomes strong at level 12.

Spells: Psykers, like psions, differ from other spellcasters in that two attributes are required to access psionic magic: constitution and charisma. Constitution is measure of the psion's inner strength, which limits the level and power (DC) of spells a psion may use. Charisma is a measure of how much power the psion can summon from that inner strength, which limits the number of spells useable each day.

A psyker casts psionic spells drawn primarily from the psyker spell list presented in Chapter 7 -Spells. She can cast any spell she knows without preparing it ahead of time.

To learn or cast a spell, a psyker must have a Constitution score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a psion's spell is 10 + the spell level + the psion's Constitution modifier.

Like other spellcasters, a psyker can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is on [Table 3-4: Psyker](#). In addition, she receives bonus spells per day if she has a high Charisma score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*). Unlike arcane and divine spellcasters, the ability to cast spells, DC of the spells, and the number of

spells that can be cast each day are based on those two different character attributes.

A psyker's selection of spells is extremely limited. A psyker begins play knowing four 0-level spells (powers) and two 1st-level spells of her choice. At each new psyker level, she gains one or more new spells, as indicated on [Table 3-5: Psyker Spells Known](#). Unlike spells per day, her Charisma score does not affect the number of spells a psyker knows. These new spells can be common spells chosen from the psyker spell lists, or they can be unusual spells that the psion has gained some understanding of through study.

Upon reaching 5th level, and at every third psyker level after that (8th, 11th, and so on), a psyker can choose to learn a new spell in place of one she already knows. In effect, the psyker loses the old spell in exchange for the new one. The new spell's level must be the same as that of the replaced spell. A psyker may swap only a single spell at any given level, and must choose whether to swap the spell at the same time that she gains new spells known for the level.

Unlike a wizard or a cleric, a psyker need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Ki Pool (Su): A psyker gains a pool of *ki* points, a supernatural energy harvested by meditation and used to manipulate the abilities of a psyker. The number of points in a psyker's *ki* pool is equal to 1/2 her psyker level + her Charisma modifier.

The psyker's *ki* pool is used to [augment spells](#) and power other psyker abilities.

The *ki* pool replenishes each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the psyker possesses levels in another class that grants a *ki* pool, psyker level stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score is used is made when the second class ability is gained, and once made, the choice is set. The psyker can now use *ki* points from this pool to power the abilities of every class she possesses that grants a *ki* pool.

Powers: Psykers can learn a number of powers, or 0-level spells, and noted on [Table 3-5: Psyker Spells Known](#). These spells are cast like any other spell, but they do not consume any slots and may be used again. Psionic powers work like arcane cantrips and divine orisons.

TABLE 3-4: PSYKER

Level	Base Attack Bonus	Saves			Special	Spells per day					
		Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Magical Aura, <i>Ki</i> Pool, Powers, Soul Weapon, Psychic Strike 1d6	1					
2nd	+1	+3	+0	+3	Ranged Soul Weapon	2					
3rd	+2	+3	+1	+3	Psychic Strike 2d6	3					
4th	+3	+4	+1	+4	Augment Spell, Soul Weapon Enhancement +1	3	1				
5th	+3	+4	+1	+4	Quick Materialization, Psychic Strike 3d6	4	2				
6th	+4	+5	+2	+5	Improved Soul Weapon	4	3				
7th	+5	+5	+2	+5	Psychic Strike 4d6	4	3	1			
8th	+6/+1	+6	+2	+6	Soul Weapon Enhancement +2	4	4	2			
9th	+6/+1	+6	+3	+6	Psychic Strike 5d6	5	4	3			
10th	+7/+2	+7	+3	+7	Mind Flurry	5	4	3	1		
11th	+8/+3	+7	+3	+7	Psychic Strike 6d6	5	4	4	2		
12th	+9/+4	+8	+4	+8	Soul Weapon Enhancement +3	5	5	4	3		
13th	+9/+4	+8	+4	+8	Psychic Strike 7d6	5	5	4	3	1	
14th	+10/+5	+9	+4	+9	Greater Soul Weapon	5	5	4	4	2	
15th	+11/+6/+1	+9	+5	+9	Psychic Strike 8d6	5	5	5	4	3	
16th	+12/+7/+2	+10	+5	+10	Soul Weapon Enhancement +4	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Psychic Strike 9d6	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Soul Strike	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Psychic Strike 10d6	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Soul Weapon Enhancement +5	5	5	5	5	5	5

Soul Weapon (Su): As a move action, a psyker can create a semisolid light melee weapon composed of psychic energy distilled from his mind, body, and soul.

The weapon is identical in all ways (except visually) to a light melee weapon of a size appropriate for its wielder. For instance, a medium psyker could materialize a medium short sword that deals 1d6 points of damage (crit 19–20/×2). Psykers who are smaller or larger than medium materialize soul weapons appropriate for their size, with a corresponding change to the weapon's damage.

The wielder of a soul weapon gains the usual benefits to his attack roll and damage roll from a high Strength bonus. The weapon can be broken (it has hardness 10 and 10 hit points); however, a psyker can simply create another on his next move action. The moment he relinquishes his grip on his weapon, it dissipates. A soul weapon is considered a magic weapon for the purpose of overcoming damage reduction.

A psyker can use feats such as Power Attack or Combat Expertise in conjunction with the soul weapon just as if it were a normal weapon. Feats requiring a specific weapon choice, such as Weapon Focus, work with the soul weapon so long as the same type of weapon is created. Spells that upgrade weapons can be used on a soul weapon.

The soul weapon can be thrown as normal. It will dissipate after hitting or missing its target; however, it can just be created again by using a move action.

The weapon has a luminous aura (as bright as glowing coals) and radiates soft reverberating music (can be heard within 10 ft.). The music changes based on the type of weapon, mood of the psyker, and the actions performed. For example, maces might have a soft chiming melody with cymbal crashes when it hits an opponent. The music can be stopped and started at will by the psyker.

Psychic Strike (Su): A psyker can expend her *ki* focus to imbue her weapon with destructive psychic energy. This effect deals an extra 1d6 points of damage to the next living, intelligent humanoid or animal creature she successfully hits with a melee attack (or ranged attack, if the weapon is a projectile or thrown weapon). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are living, intelligent creatures not immune to mind-affecting effects.)

A psyker deals this extra damage only once when this ability is called upon, but a psyker can imbue his weapon with psychic energy again by regaining and expending her *ki* focus.

Once a psyker has prepared her weapon for a psychic strike, it holds the extra energy until it is used. Even if the psyker drops the weapon, it is still imbued with psychic energy.

The amount of damage done is increased by 1d6 for every two psyker levels beyond 1st (2d6 at 3rd, 3d6 at 4th, etc.). Creatures that take damage from the psychic strike receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the psyker's level + the psyker's Charisma modifier.

Beginning at 4th level, the psyker can affect fey, giant, magical beast, and monstrous humanoid creature types. At 8th level, the psyker can affect dragon, elemental, and outsider creature types.

Ranged Soul weapon (Ex): Beginning at 2nd level, the psyker can create a simple ranged weapon (with ammunition) as his soul weapon. The ranged weapon or its ammunition must be materialized again with a move action one it is used. Physical ammunition can also be used to reload a ranged soul weapon as fast as the psyker would be able to with a standard weapon of its type.

Weapons with a standard reload time longer than a move action (such as a heavy crossbow) cannot be materialized.

TABLE 3-5: PSYKER SPELLS KNOWN

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2					
2nd	5	3					
3rd	6	4					
4th	6	4	2				
5th	6	4	3				
6th	6	4	4				
7th	6	5	4	2			
8th	6	5	4	3			
9th	6	5	4	4			
10th	6	5	5	4	2		
11th	6	6	5	4	3		
12th	6	6	5	4	3		
13th	6	6	5	5	4	2	
14th	6	6	6	5	4	3	
15th	6	6	6	5	4	4	
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Soul Weapon Enhancement (Su): A psyker's soul weapon improves as the character gains higher levels. At 4th level and every four levels thereafter, the soul weapon gains a cumulative +1 enhancement bonus on attack rolls and damage rolls (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level).

The enhancement bonus can be used to apply any magic weapon special abilities that do not rely on a specific class or alignment. The soul weapon must have

an enhancement bonus of at least +1 before applying the other abilities. For ranged weapons, this bonus can apply to either the weapon or the ammunition.

For example, a psyker can improve his soul weapon to +1 *flaming* at 8th level. Changing this bonus requires a standard action.

Augment Spell (Ex): Beginning at 4th level, a psyker can augment spells by spending *ki* points. Most spells can be augmented using the general augmentation rules (see [Chapter 6 - Magic](#)). Some spells have additional augmentation choices that are listed in the spell description.

Some augmentations can be used multiple times for a single spell being cast. Unless otherwise specified, the maximum number of *ki* points that can be used to augment a single spell is equal to the 1/2 the psyker's level (minimum 1).

A spell can only be augmented from one *ki* pool source. If an item is used to augment a spell, that item can be the only source of augmentation for that casting.

Quick Materialization (Su): At 5th level, a psyker becomes able to materialize his soul weapon as a free action instead of a move action. The psyker may now throw his soul weapon at his full normal rate of attack, as if he had the Quick Draw feat.

The psyker may also materialize and reload ranged soul weapons as a free action. The psyker may now fire materialized ammunition at his full normal rate of attack, as if he had the Rapid Reload feat.

Improved Soul Weapon (Su): At 6th level, a psyker can create any one-handed melee weapon or martial ranged weapon he is proficient with as a soul weapon.

Alternatively, a psyker can create two identical light weapons. The weapons can be used for fighting with a weapon in each hand (the normal penalties for fighting with two weapons apply). The psyker must choose which weapons get all or a portion of his soul weapon enhancement.

Weapons with a standard reload time longer than a move action (such as a heavy crossbow) still cannot be materialized.

Mind Flurry (Su): At 10th level, a psyker gains the ability to momentarily fragment his soul weapon into numerous identical weapons, each of which strikes at a nearby opponent.

As a full attack, when wielding his soul weapon, a psyker can give up his regular attacks and instead fragment his soul weapon to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the psyker's regular soul weapon.

When using mind flurry, a psyker forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell). The soul weapon immediately reverts to its previous form after the mind flurry attack.

PSIONICS TRANSCENDED: THE POWER OF *Ki*

Greater Soul Weapon (Su): At 14th level, a psyker can create any two-handed melee weapon or exotic ranged weapon he is proficient with as a soul weapon.

Alternatively, a psyker can create two identical one-handed weapons. The weapons can be used for fighting with a weapon in each hand (the normal penalties for fighting with two weapons apply). The psyker must choose which weapons get all or a portion of his soul weapon enhancement.

Weapons with a standard reload time longer than a move action (such as a heavy crossbow) still cannot be materialized.

Soul Strike (Su): Beginning at 18th level, when a psyker executes a psychic strike, he can choose to substitute Constitution or Charisma damage (his choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A psyker can combine extra dice of damage and ability damage in any combination.

The psyker decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his soul weapon with the psychic strike energy. All ability damage is negated if the target makes the save vs. the psychic strike.

Psychic Warrior (Archetype)

The psychic warrior has chosen to draw on physical weaponry instead of her soul weapon.

Weapon and Armor Proficiency: Psychic Warriors are proficient with all simple and martial weapons and with all armor (light, medium, and heavy) and shields (including tower shields).

Bonus Feats (Ex): The psychic warrior gains a bonus feat at 1st, 2nd, 5th, 8th, 11th, 14th, 17th, and 20th levels. These feats are in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats or *ki* feats.

This replaces the following abilities: Soul Weapon, Ranged Soul Weapon, Quick Materialization, Improved Soul Weapon, Mind Flurry, and Greater Soul Weapon.

Powerful Insight (Ex): The psychic warrior is able to rely on finely tuned combat instincts. He gains a +1 insight bonus to attack and damage rolls at 4th level, and +1 every four levels after. This replaces the Soul Weapon Enhancement ability.

CAVALIER

War Mind (Archetype)

The civilized societies of Fermia eventually found the need to study the principals of warfare. Cavaliers were recruited and trained to defend the settlements from

Syl'ksh and Sylsos raiders. These cavaliers became known as War Minds.

Order (Ex): The War Mind gains no challenge benefit from joining an order.

Principals of Warfare: The war mind studies the art of warfare and continually strives for perfection. This replaces the challenge ability.

Chain of Personal Superiority (Ex): At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute. A war mind can use this ability once per day as a free action. At 10th level, the insight bonus to Strength and Constitution improves to +4 and the number of uses increases to twice per day.

Chain of Defensive Posture (Ex): At 4th level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class and CMD for up to 1 minute. A war mind can use this ability once per day as a free action. At 13th level, the insight bonus to Armor Class improves to +4 and the number of uses increases to twice per day.

Enduring Body (Ex): At 7th level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The spirit of the ideal body transforms a war mind, granting him damage reduction 2/-. At 19th level, his damage reduction improves to 4/-.

Chain of Overwhelming Force (Su): At 16th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack. The war mind taps into this underlying energy and apply it to a single attack, dealing an extra 10d6 points of damage. A war mind can use this ability once per day. Activating this ability is a free action. If the attack misses, the ability is wasted.

Sweeping Strike (Ex): At 12th level, a war mind gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A war mind can use this ability on any attack, even an attack of opportunity or a cleave attempt.

A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a war mind hits both of his foes with a sweeping strike while cleaving, the additional attack from the cleave is only applied to one of the foes. The target of the additional

attacks from cleaving cannot be one of the two targets of the sweeping strike.

This replaces the demanding challenge ability.

CLERIC

Some clerics that worship an ideal or philosophy have found access to new domains of power. They have discovered the divine self and use divine magic granted by the universe.

Some primitive races have attributed this awareness to a mythical deity and some existing deities open these domains to their faithful. As such, these domains are universal and available to all clerics regardless of their chosen deity.

Divine Mystic (Archetype)

A divine mystic believes in a mystical force that binds the universe together instead of a particular deity. She uses this mystical energy and channels it through her body as if getting spells granted from a higher power.

Requirements: Any good aligned living creature.

Spells: Unlike a traditional cleric, a divine mystic can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a divine mystic must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a divine mystic's spell is 10 + the spell's level + the divine mystic's Wisdom modifier.

Like other spellcasters, a divine mystic can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on Table xx. In addition, she receives bonus spells per day if she has a high Wisdom score (see the *Pathfinder Roleplaying Game Core Rulebook*).

Unlike other divine spellcasters, a divine mystic's selection of spells is extremely limited. A divine mystic begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new cleric level, she gains one or more new spells, as indicated on Table xx. Unlike spells per day, the number of spells a divine mystic knows is not affected by her Wisdom score; the numbers on Table xx are fixed.

In addition to the spells gained by divine mystics as they gain levels, each oracle also adds all of the cure spells to her list of spells known (cure spells include all spells with "cure" in the name). These spells are added as soon as the divine mystic is capable of casting them. The divine mystic also adds her domain spell to her list of spells known. These are both bonus spells, and do not count towards the limit of spell known nor can they be replaced.

Upon reaching 4th level, and at every even-numbered cleric level after that (6th, 8th, and so on), a divine mystic can choose to learn a new spell in place of

one she already knows. In effect, the divine mystic loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A divine mystic may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap any cure or domain spells.

Unlike a normal cleric, a divine mystic need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Divine mystics meditate for their spells. Each cleric must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells.

This replaces the traditional spell casting abilities of the Cleric.

TABLE 3-6: DIVINE MYSTIC SPELLS PER DAY

Level	Spell per day (by Spell Level)								
	1	2	3	4	5	6	7	8	9
1st	3								
2nd	4								
3rd	5								
4th	6	3							
5th	6	4							
6th	6	5	3						
7th	6	6	4						
8th	6	6	5	3					
9th	6	6	6	4					
10th	6	6	6	5	3				
11th	6	6	6	6	4				
12th	6	6	6	6	5	3			
13th	6	6	6	6	6	4			
14th	6	6	6	6	6	6	3		
15th	6	6	6	6	6	6	4		
16th	6	6	6	6	6	6	5	3	
17th	6	6	6	6	6	6	6	4	
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Spell Restrictions: Since the Divine Mystic considers herself to be a divine being, she does not worship a deity. As such, she is prohibited from casting any spell with an alignment descriptor other than good (e.g., evil, chaos, or lawful). She does not have access to the spiritual energy that powers those spells. Spells with the good descriptor are considered to be 1 spell level higher for her (protection from evil is level 2 instead of level 1) unless it is on the domain spell list. The divine mystic is also prohibited from casting any inflict spell (inflict spells include all spells with "inflict" in the name) or any spell or ability that relies on negative energy to function.

Ki Pool (Su): At first level, the divine mystic gains a pool of *ki* points, a supernatural energy harvested by meditation and used to manipulate the spells and abilities.

PSIONICS TRANSCENDED: THE POWER OF *Ki*

The number of points in a divine mystic's *ki* pool is equal to 1/2 her divine mystic level + her Charisma modifier.

The divine mystic's *ki* pool is used to augment spells and power other divine mystic abilities.

The *ki* pool replenishes each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the divine mystic possesses levels in another class that grants a *ki* pool, divine mystic levels stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score is used is made when the second class ability is gained, and once made, the choice is set. The divine mystic can now use *ki* points from this pool to power the abilities of every class she possesses that grants a pool

TABLE 3-7: DIVINE MYSTIC SPELLS KNOWN

Level	Spell Known (by Spell Level)									
	0	1	2	3	4	5	6	7	8	9
1st	4	2								
2nd	5	2								
3rd	5	3								
4th	6	3	1							
5th	6	4	2							
6th	7	4	2	1						
7th	7	5	3	2						
8th	8	5	3	2	1					
9th	8	5	4	3	2					
10th	9	5	4	3	2	1				
11th	9	5	5	4	3	2				
12th	9	5	5	4	3	2	1			
13th	9	5	5	4	4	3	2			
14th	9	5	5	4	4	3	2	1		
15th	9	5	5	4	4	4	3	2		
16th	9	5	5	4	4	4	3	2	1	
17th	9	5	5	4	4	4	3	3	2	
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Deity: The Divine mystic has no true deity that it worships. She worships the divine self and believes all living things were born to seek divinity. The divine mystic's holy symbol is a custom symbol of her own choosing. It must be presented in all instances where a cleric's holy symbol is required.

Domains: A divine mystic chooses only one domain instead of two at 1st level. Divine mystics are restricted to domains that have a deity of divine self or universal. The divine mystic can cast her domain spell any number of times per day up to her daily allotment of spells.

Channel Energy (Su): Unlike traditional clerics, a divine mystic always channels positive energy if they are a living creature. The amount of damage healed or dealt increases by 1d6 every three levels instead of every two (2d6 at 4th, 3d6 at 7th, 4d6 at 10th, 5d6 at 13th, 6d6 at 16th, and 7d6 at 19th).

A divine mystic can increase the amount of damage healed or harmed by 1d6 for every *ki* point spent. The number of *ki* points that can be spent for each channel is restricted to 1/2 the divine mystic level.

Augment Spells (Su): Beginning at 4th level, a divine mystic can use standard spell augmentations on any spells with the *healing* subclass or the *good* spell descriptor.

Psionic Cure (Su): Beginning at 8th level, as a standard action, you can cast any single-target cure spell by spending a number of *ki* points equal to the cure spell level (cure spells include all spells with "cure" in the name). However, you do not gain the caster level adjustment to healing. If the cure heals 2d8 + 1 per caster level, your psionic cure spell only heals 2d8 hit points.

You can spend 1 additional *ki* point to grant the psionic cure spell a range of close (25ft + 5 ft./2 levels) that can be cast on a willing creature.

You may cast the psionic cure spell on multiple targets by spending 1 additional *ki* point for each target after the first. The targets must all be in range and no more than 30' from any other target. You must spend the *ki* point to make the spell a close-ranged spell.

You still need line of sight to cast on any target. Spells cast this way do not count towards your daily spell allotment. The total number of *ki* points that can be spent on any single psionic cure spell casting cannot exceed 1/2 your cleric level.

Psionic Domains

The following cleric domains can be selected by the divine mystic, a specific deity, or, with the agreement of the GM, as part of the cleric's spiritual inclinations and abilities. In order to choose a psionic domain, the character must have a *ki* pool as a class feature, a race trait, or a feat.

Two or more associated domains are listed to allow selection of psionic domains based on existing deities. A psionic domain can be selected as a replacement for, but not in addition to any associated domain.

For example, the Energy domain lists Air, Earth, Fire, and Water as associated domains. If you have a *ki* pool you could select the Energy domain as one, but would be prohibited from selecting Air, Earth, Fire, or Water as a second domain.

Astral Domain

Deities: Divine Self, Universal

Associated Domains: Liberation, Travel

Granted Powers: You see beyond yourself and the physical world into the great astral plane. Your power comes from utilizing that knowledge to travel great distances quickly.

Speed Burst (Su): As a swift action, you gain a burst of speed doubling your movement in whatever form you are travelling. If you are riding a mount, the mount increases speed. You can use this ability a number of rounds per day equal to 3 + your Wisdom modifier.

Temporal Evacuation (Su): At 8th level, you can teleport yourself and your allies to a location you have established. To establish a location, you must meditate or pray in the area undisturbed for 8 consecutive hours. The number of allies that can be evacuated this way is equal to your wisdom modifier and must be visible to you. You can use this ability once per day as an immediate action. You must establish the location again after the ability is used.

Domain Spells: 1st - *astral traveler*; 2nd - *dimension swap*; 3rd - *astral caravan*; 4th - *dimension door**; 5th - *teleport**; 6th - *banishment**; 7th - *divert teleport*; 8th - *maze**; 9th - *astral imprisonment*

Body Domain

Deities: Divine Self, Universal

Associated Domains: Healing, Protection

Granted Powers: You utilize spells that transform the body through psychometabolism to provide better protection for yourself and your allies.

Enhanced Healing (Su): Beginning at 4th level, you gain a psychic connection to your channel energy. You can reroll any 1 that comes up the first time you roll when using channel energy to heal. You must take the results of the second roll.

Psychic Healing (Su): Beginning at 8th level, you can cast any single-target cure or inflict spell you know when you heal a target by spending 1 *ki* point. The spell gains a range of close (25ft + 5 ft./2 levels) and can be cast on one willing creature (this may be augmented if you have the ability to use standard augmentations for this spell).

Domain Spells: 1st - *thicken skin*; 2nd - *biofeedback*; 3rd - *body purification*; 4th - *greater energy adaptation*; 5th - *leech field*; 6th - *fuse flesh*; 7th - *energy conversion*; 8th - *fusion*; 9th - *affinity field*

Creator Domain

Deities: Divine Self, Universal

Associated Domains: Artifice, Animal

Granted Powers: You utilize spells that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at your command.

Construct Repair (Su): You gain the ability to affect constructs with your channel energy ability, cure spells, and inflict spells. You heal or harm constructs as if they were living creatures. Constructs that are immune to magic are immune to this ability as well.

Astral Companion (Ex): At 4th level, you gain the service of an *astral companion*. Your effective psion

(shaper) level for this astral companion is equal to your cleric level – 3.

Domain Spells: 1st - *entangling ectoplasm*; 2nd - *concealing amorphia*; 3rd - *dismiss ectoplasm*; 4th - *wall of ectoplasm*; 5th - *major creation*; 6th - *acid fog**; 7th - *oak body*; 8th - *iron body*; 9th - *gate**

Mind Domain

Deities: Divine Self, Universal

Associated Domains: Charm, Madness

Granted Powers: Your mind if in tune with the universe and gain insight into yourself and others. You gain *Iron Will* as a bonus feat.

Divine Wit (Ex): You are able to focus your mind when communicating with others. As a swift action, you gain a bonus to Bluff, Diplomacy, and Sense Motive checks equal to 1/2 your cleric level (minimum 1) for interaction with one party. Each time a check is made, the bonus is reduced by one until gone. The bonus expires when communication ceases or the parties leave the presence of the other. If the party is a group, the bonus only applies when addressing the entire group, not an individual member of the group. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Domain Spells: 1st - *attraction*; 2nd - *detect hostile intent*; 3rd - *mindlink*; 4th - *empathic feedback*; 5th - *telepathic bond*; 6th - *mind probe*; 7th - *brain spider*; 8th - *mind blank*; 9th - *psychic surgery*

Energy Domain

Deities: Divine Self, Universal

Associated Domains: Air, Earth, Fire, Water

Granted Powers: You have mastered control of the psychokinetic energy that surrounds all living things.

Energy Dart (Sp): You can use the *energy dart* spell as a spell-like ability a number of times per day equal to 3 + your Wisdom modifier.

Energy Resistance (Ex): At 6th level, you gain resist 5 to one of the following energy types: cold, fire, sonic, or electricity (choose one). You gain resist 5 to another energy type at 10th level, 14th level, and 18th level. You cannot choose the same energy type twice.

Domain Spells: 1st - *energy ray*; 2nd - *energy stun*; 3rd - *energy bolt*; 4th - *greater energy adaptation*; 5th - *energy cone*; 6th - *dispelling buffer*; 7th - *energy conversion*; 8th - *fire storm*; 9th - *implosion*

Prophet Domain

Deities: Divine Self, Universal

Associated Domains: Knowledge, Luck

Granted Powers: You learn precognitive spells to aid your comrades in combat, as well as spells that permit you to gather information in many different ways.

Clairvoyant Lore (Su): You can study a creature to learn about its abilities and weaknesses. You can examine structures and get a glimpse of its history. As a standard action, you gain information about a creature as if you made the appropriate Knowledge skill check with a result equal to 15 + your cleric level + your Wisdom modifier.

For structures and places, you need to spend 10 minutes to get a feel for the information. You can only gain historical or local knowledge this way.

Chart Destiny (Ex): At 8th level, as an immediate action, you can reroll any one d20 roll you have just made even after the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day at 8th level, and one additional time per day for every four cleric levels beyond 8th.

Domain Spells: 1st – precognition; 2nd – feat leech; 3rd – improbability shield; 4th – aura sight; 5th – spell resistance; 6th – contingency; 7th – greater scrying*; 8th – moment of prescience*; 9th – foresight*;

MONK

Elocator (Archetype)

Sidestep Charge (Ex): At 2nd level, an elocator gains Sidestep Charge as a bonus feat even if she does not meet the prerequisites. If the character already has this feat, she gains no benefit. This replaces the evasion ability.

Flanker (Ex): An elocator 3rd level or higher can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She can designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied. This replaces the fast movement ability.

Scorn Earth (Su): At 4th level, an elocator's feet lift from the ground. From now on, she can float a foot above the ground. Instead of walking, she glides along, unconcerned with the hard earth or difficult terrain. While she remains within 1 foot of a flat surface of any solid or liquid, she can take normal actions and make normal attacks, and can move at her normal speed (she can even "run" at four times her normal speed). However, at distances higher than 1 foot above any surface, her speed diminishes to 10 feet per round.

While she remains within 1 foot of a surface, she can make melee and ranged attacks normally, but if she moves any higher, she incurs the penalties on melee and

ranged attack rolls as if she were the subject of a *levitate* spell.

The elocator can must stay within 20 ft. of the surface at 4th level +10 ft. every two levels thereafter. At 20th level the elocator can be at any distance above the surface. If the elocator falls from a distance higher than her limit, she takes the difference in falling damage.

This replaces the slow fall and high jump abilities.

Opportunistic Strike (Ex): Beginning at 5th level, an elocator's hyperawareness of spatial relations gives her an instinctive view of the battlefield, which allows her to make a cunning attack against distracted opponents. The elocator gains a +2 insight bonus on her attack roll and her damage roll (if the attack hits) for the first attack she makes against an opponent that has been dealt damage in melee by another character since the elocator's last action. At 9th level the insight bonus increases to +4, and at 13th level the insight bonus increases to +6. This ability replaces purity of body.

Dimension Step (Su): Beginning at 7th level, an elocator can slip psionically between spaces as if using the dimension door* spell, once per day. The elocator cannot bring any other creatures with her. Her caster level for this ability is equal to her elocator level. This replaces the abundant step ability.

Transporter (Sp): At 9th level, an elocator gains both teleport* and plane shift* as spell-like abilities that can be used by spending 3 *ki* points. This replaces the improved evasion ability.

Capricious Step (Ex): At 11th level, an elocator can take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step immediately after taking the first, or wait until the end of her other actions for the round. In all other ways, the rules for taking a 5-foot step apply. This replaces the diamond body ability.

Dimension Spring Attack (Su): An elocator of 17th level or higher can use her dimension step ability in conjunction with a Spring Attack (if she has the feat) once per day. This ability can be used only against opponents within 60 feet to which the elocator has line of sight. She can dimension step up to the target, use Spring Attack, and then use dimension step to return to her starting point. (When she uses this ability, the total distance she can travel before and after the attack is not limited by her speed.) The use of this ability counts as her use of the dimension step ability on that day (and this ability is not available during a day when she has already used dimension step). This replaces timeless body.

Accelerated Action (Su): When she attains 20th level, an elocator can accelerate herself and thereby take more actions than normal. An elocator can accelerate herself for a total of 5 rounds per day. She can choose to parcel out her accelerated actions in 1-round increments.

(This effect is not cumulative with similar effects that provide additional actions, such as *schism* or a *haste* spell—and in fact an elocater can't take an accelerated action if affected by these or similar effects.)

If she makes a full attack while accelerated, an elocater can make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. If the elocater uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet. The elocater can use her accelerated action to cast a spell, as long as she has not already cast a spell in the current round and the one she wants to cast has a casting time of 1 standard action or shorter. While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

This replaces the Perfect Self ability.

ORACLE

Uncarnate Mystery

Deities: Divine Self, Universal

Class Skills: An oracle with an uncarnate mystery adds Bluff (Cha) and Disguise (Cha) as class skills.

Bonus Spells:

Revelations: An oracle with the uncarnate mystery can choose from the following revelations.

Incorporeal Touch (Su): You can make a melee touch attack that deals 1d6 points of damage. Your Strength modifier is not applied to this attack, but it is effective against incorporeal creatures (and against corporeal creatures while you are incorporeal). Your hand and arm seem to become slightly translucent when you makes these attacks. A miss still counts as a use of the ability.

While uncarnate (see below), you can make melee touch attacks at will that do not count against his uses of this ability.

You can use this ability once per day, plus one additional time per day at 5th level and every 5 levels after. The damage also increases by 1d6 at 5th level and every 5 levels after.

Uncarnate Armor (Su): If you are wearing armor (or using inertial armor or a similar effect) you get your armor bonus to AC even when you become incorporeal (see Shed Body, below). However, unlike other incorporeal creatures, you do not gain a deflection bonus to Armor Class from your Charisma modifier. This ability works even if the armor being worn becomes incorporeal (such as through the use of the assume equipment ability described below).

Shed Body (Su): You can become incorporeal (or “uncarnate”) once per day as a standard action. You can

remain uncarnate for up to 1 minute. During this time, your body fades into an immaterial form that retains your basic likeness. While uncarnate, you gain the incorporeal subtype (see below). You gains a fly speed equal to your land speed (perfect maneuverability). You material weapons also remain corporeal. Losing your physical form allows you to more easily access your mental abilities, and you gain a +1 bonus on all save DCs for spells you casts while uncarnate.

You can use equipment normally, deriving benefits from items that enhance you capabilities; however, all you equipment remains material even when you are uncarnate (but see the assume equipment mystery, described below).

Often, a psion uncarnate appears almost like a ghost wearing items of the material world. This doesn't make his equipment more susceptible to attack (the normal rules for attended objects apply), but it does make it impossible for the character to enter or pass through solid objects while wearing solid equipment. If he drops his material equipment, he can pass through solid objects at will as described below.

At 6th level and higher, a psion uncarnate can shed his body twice per day for up to 1 minute each time.

Assume Equipment (Su): You can designate a number of pieces of your worn equipment (including armor and weapons) equal to your oracle level to become incorporeal when you use your shed body ability. This has no effect on the equipment's function, but now when you are incorporeal, you can enter or pass through solid objects while wearing nothing other than the designated equipment. Once designated, the equipment automatically changes to incorporeal when you shed your body, and it returns to corporeality when you do. You can change the designations as you desire.

Assume Likeness (Su): While incorporeal, you can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. Your abilities do not change, but you appear to be the creature that you assume the likeness of, allowing you the ability to effectively disguise yourself and bluff those who might wonder at your true nature. Each physical interaction with a creature requires a successful Bluff check (opposed by the creature's Sense Motive check) to convince the creature of your new appearance. You must not do anything to give away your true (incorporeal) nature in order for the bluff to be successful; for instance, if you accept an item from another creature only to have it fall through your immaterial hands, the Bluff check automatically fails. However, a Bluff check would be allowed if you used the telekinetic force mystery (see below) to hold the received item.

When using your assume likeness ability, you have an additional +10 circumstance bonus on Disguise checks. If you can read an opponent's mind, you gets a

further +4 circumstance bonus on Bluff and Disguise checks.

Telekinetic Force (Su): While incorporeal, you can use a telekinetic force effect as a standard action that does not provoke attacks of opportunity. The save DC is equal to 14 + the Wisdom modifier. Your caster level is the caster level of the effect.

Even while corporeal, you can use this ability, but only three times per day (uses while you are uncarnate do not count against this use limit).

Uncarnate Bridge (Su): As a creature of almost pure mind, you become more closely attuned to the minds of other creatures. You gain the ability to transport yourself via the minds of living creatures. Once per day as a standard action while incorporeal, you can seamlessly enter any living creature with an Intelligence score and pass to another living creature with an Intelligence score that is within line of sight of the first creature.

You must be in a space adjacent to the entry creature before transporting, and you appears in a space adjacent to the destination creature after transporting. The entry and destination creatures need not be familiar to you. You cannot use yourself as the entry or destination creature. Neither creature need be a willing participant.

When exiting the destination creature, you choose an adjacent square in which to appear. Entering and leaving a creature is painless, unless you wish otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a mental bridge surprising and quite unsettling.

If you desire, you can destructively exit the destination creature. If the creature fails a Will save (DC 15 + your Wisdom modifier), you tune your mental form to destructively interfere with the target's mind. You burst forth explosively from the creature's body, dealing it 1d6 points of damage for every 2 oracle levels you possess (max 10d6).

Final Revelation: Upon reaching 20th level, you become a being of pure psionic consciousness. This ability is similar to shed body, except you are permanently incorporeal (and gain that subtype). If you desire, you can become corporeal once per day for up to 1 minute, but you spend the rest of your time as an entity of mind untethered by the physical world.

Incorporeal Subtype: While you are incorporeal, you have no physical body. Only other incorporeal creatures, magic weapons, creatures that strike as magic weapons, spells, spell-like abilities, or supernatural abilities, can harm you. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects, or attacks made with ghost touch weapons).

While incorporeal, you have no natural armor bonus—and, unlike other incorporeal creatures, do not gain a deflection bonus from your Charisma modifier. You can enter or pass through solid objects while incorporeal (subject to the restrictions described in the shed body and assume equipment abilities), but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than your own. You can sense the presence of creatures or objects within a square adjacent to your current location, but enemies have total concealment (50% miss chance) from you while inside an object. To see farther from the object you are in and attack normally, you must emerge. While inside an object, you have total cover, but when you attack a creature outside the object, you only have cover, so a creature outside with a readied action could strike at you as you attack. You cannot pass through a force effect while incorporeal.

Your incorporeal attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects work normally against you. You can pass through and operate in water as easily as you do in air. You cannot fall or take falling damage while incorporeal. You cannot make trip or grapple attacks, nor can he be tripped or grappled. In fact, you cannot take any physical action that would move or manipulate an opponent or its equipment, nor are you subject to such actions.

While incorporeal, you have no weight and do not set off traps that are triggered by weight. You move silently and cannot be heard with Perception checks if you do not wish to be. You have no Strength score, so your Dexterity modifier applies to both your melee attack rolls and your ranged attack rolls. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to you while incorporeal. You have an innate sense of direction and can move at full speed even when they cannot see.

RANGER

Slayer (Archetype)

The rangers of Fermia faced different challenges. Psionic creatures stalked their prey out of sight and sound. The slayers evolved from being prey to being the hunter in order to survive. The slayer is an important part of Fermian clan life; she keeps the villages safe and scouts ahead for new settlement areas.

Natural Enemy (Ex): Slayers consider creatures with the shapechanger or psionic subtype as their natural favored enemy. Any creature with a *ki* pool is considered to have the psionic subtype. This replaces the first favored enemy selection of the ranger. Slayers also gain an additional +2 bonus to sense motive and perception to see through bluff and disguise attempts of a shape

changer. This is in addition to their standard favored enemy bonuses.

Enemy Sense (Su): A slayer can sense the presence of her favored enemy within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location. This ability replaces wild empathy.

Wild Talent (Ex): The slayer gains the Wild Talent feat at 3rd level. This ability replaces Endurance.

Protected Mind: At 4th level, a slayer gains increasing mental protection against its enemies. This ability replaces hunter's bond.

Lucid Buffer (Ex): A slayer becomes especially skilled at resisting mental attacks. She gains a +2 competence bonus on saving throws against all compulsions and mind-affecting effects. This ability is active even if the slayer is unconscious, stunned, or otherwise helpless. This increases to +4 at 8th level.

Cerebral Blind (Su): After reaching 12th level, a slayer is protected from all devices, abilities, and spells that reveal location. This ability protects against information gathering by spells or effects that reveal location.

The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to gain information about the slayer's location (however, *metafaculty* can pierce this protective barrier). In the case of scrying that scans an area a slayer is in, the effect works, but the slayer simply isn't detected. Scrying attempts that are targeted specifically at a slayer do not work. This ability is active as long as the slayer is *Ki focused*.

Cerebral Immunity (Su): On reaching 16th level, a slayer gains protection from all devices, abilities, and spells that influence the mind. This ability shields her against almost all mind-affecting spells and effects (though the slayer can selectively allow spells to affect her). The ability even foils *bend reality*, *limited wish**, *miracle**, *reality revision*, and *wish** when they are used to mentally influence a slayer. This ability is active as long as the slayer is *Ki focused*.

Spells: The slayer can also prepare spells from the psyker spell list by spending 1 *ki* point per spell level. While the psyker spell is prepared, the *ki* point cannot be regenerated. The spells are cast psionically but cannot be augmented.

Quarry (Ex): At 11th level, a slayer can use quarry against natural enemies and favored enemies.

Breach Spell Resistance (Su): A slayer of 12th level or higher can enhance her weapon with psionic might. Each successful melee attack (or ranged attack if the target is within 30 feet) she makes with her weapon against a creature with spell resistance temporarily reduces its spell resistance by 1. Unless the creature is slain, its lost spell resistance returns all at once 12 hours

later. This ability is active as long as the slayer is *Ki focused*. The ability replaces Hide in Plain Sight.

Camouflage (Ex): The slayer gains this ability at 17th level instead of 12th level.

Improved Quarry (Ex): At 19th level, a slayer can use improved quarry against natural enemies and favored enemies.

Master Hunter (Ex): A slayer can use this ability against natural enemies.

CHAPTER 4 - PSIONIC COMPANIONS

Psionic characters have the ability to create both temporary and long-term companions. The companions are constructs that can be created using feats, spells, or abilities.

ASTRAL CONSTRUCTS

Astral constructs are brought into being by a psion (shaper) using the *astral construct* spell. They are formed from raw ectoplasm (a portion of the astral medium drawn into the material plane). The level of the spellcaster determines the level and abilities of the construct. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

In many ways, they share similarities to animated objects rather than golems.

Combat

Astral constructs act as directed by their creators. As a free action, a construct's caster can direct the construct to attack particular enemies, use specific tactics or spells, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

Construct Traits: An astral construct has construct traits (see the appendix in the *Bestiary*).

Special Abilities: Every time an astral construct is created, the spellcaster can choose to apply special abilities to the construct. When the spellcaster begins to cast the *astral construct* spell, he chooses one or more special abilities using augment points for that level of astral construct. The list of available augments is detailed below and cost 1, 2, or 4 points each.

Creating an Astral Construct

When casting the *astral construct* spell, the spellcaster assembles the desired creature by choosing augments, as specified in the construct's statistics in the Astral Construct Abilities table below. The creator gets a base allocation of augment points that can be spent on augments for the construct. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed. Additional augments can be purchased by spending 2 *ki* points per augment point (up to a maximum of 1/2 the psion's caster level).

Some augment choices grant an astral construct the ability to cast specific spells as spell-like abilities. Unless using the ability is a free action, an astral construct casting such a spell does so as a standard action that provokes attacks of opportunity. All such spells have a

spellcaster level equal to the astral construct's Hit Dice or the creator's spellcaster level, whichever is lower.

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

Sculpting

The creator can mold or sculpt the astral construct according to her whim within the limits imposed by the creature's size. This can be done when the construct is created and as a standard action at any time later on.

The quality of such "construct sculpture" is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks like a specific individual. No matter how high the Craft (sculpting) check result, though, an astral construct's appearance can't hide the otherworldly material from which it is formed.

Unless the construct has the ability to fly, sculpted wings are only ornamental. Extra limbs do not offer extra attacks unless that augment was chosen during its creation.

Astral Companions

Shapers gain the ability to create an astral companion. This companion is a limited form of the astral construct created using the *astral construct* spell. See the table below for what level astral construct can be created as a companion. For example, a level 9 shaper can create a 6 Hit Dice astral construct as a companion.

Permanent Construction Cost

Astral constructs can be made permanent by binding the ectoplasm to a mixture of rare earths and oils. The cost of making the binding mixture for the construct is listed above as the construct cost. This cost is only required to be paid is making a permanent construct. It requires one day for each 1,000 gp in cost to prepare the mixture for binding. A Craft (Sculpting) check is required to ensure the mixture is the proper consistency (DC = 10 + construct level). The shaper must also have the Craft Construct feat. Once the materials are ready, the *astral construct* spell is cast into the materials to create the permanent astral construct.

Only a shaper can make an astral construct permanent and only 1 astral construct can exist in the control of a shaper (temporary, companion, or permanent). The *astral construct* spell will fail if the shaper controls an astral construct (in any form).

TABLE 4-1: ASTRAL CONSTRUCT ABILITIES

Caster Level	HD	BAB	Base Saves	Size	Natural Armor	Str	Dex	Bonus HP	CP	Ki Cost	Perm Cost	Craft DC	Comp. HD	Special Abilities
1	1	+1	+0	S	+1	15	15	10	1	-	2,000	11	1	
2	2	+2	+0	S	+2	16	15	10	1	-	4,000	12	1	
3	3	+3	+1	S	+3	17	15	10	1	1	6,000	13	1	
4	4	+4	+1	M	+4	19	13	20	2	1	8,000	14	2	
5	5	+5	+1	M	+5	20	13	20	2	2	10,000	15	2	
6	6	+6	+2	M	+6	21	13	20	2	2	12,000	16	3	
7	7	+7	+2	M	+7	22	13	20	3	3	14,000	17	3	
8	8	+8	+2	M	+8	23	13	20	3	3	16,000	18	4	
9	9	+9	+3	M	+9	24	13	20	3	4	18,000	19	4	
10	10	+10	+3	L	+10	27	11	30	4	4	20,000	20	5	DR 5/magic
11	11	+11	+3	L	+11	28	11	30	4	5	22,000	21	6	DR 5/magic
12	12	+12	+4	L	+12	29	11	30	4	5	24,000	22	7	DR 5/magic
13	13	+13	+4	L	+13	30	11	30	5	6	26,000	23	8	DR 5/magic
14	14	+14	+4	L	+14	31	11	30	5	6	28,000	24	9	DR 10/magic
15	15	+15	+5	L	+15	32	11	30	5	7	30,000	25	10	DR 10/magic
16	16	+16	+5	L	+16	33	11	30	6	7	32,000	26	11	DR 10/magic
17	17	+17	+5	L	+17	34	11	30	6	8	34,000	27	12	DR 10/magic
18	18	+18	+6	H	+18	35	11	40	6	8	36,000	28	13	DR 10/magic
19	19	+19	+6	H	+19	36	11	40	7	9	38,000	29	14	DR 15/magic
20	20	+20	+6	H	+20	37	11	40	7	9	40,000	30	15	DR 15/magic

Uncontrolled Constructs

If a permanent astral construct loses its master, or the master relinquishes control, the construct will go inactive. During this time, there is a 10% chance per day that a passing extra planer or astral creature will discover the construct and take control from the astral plane.

Base Construct

All astral constructs are built from the following base statistics, updated by the table above and the augments below.

Starting Statistics: Size Small; **Speed** 30 ft.; **Attack** Slam (1d3) (increases to 1d4 at medium, 1d6 at large, and 1d8 at huge); **Ability Scores** Str 15, Dex 15, Con -, Int -, Wis 11, Cha 10; **Special Abilities:** construct traits, darkvision 60ft., low-light vision; **Skills:** none; **Feats:** none

Construction Points

Astral constructions have a number of Construction Points (CP) similar to animated objects. Astral Constructions can use any of the augments listed for animated objects (see the *Pathfinder Roleplaying Game Bestiary* and *Ultimate Magic* books).

1 CP Augments

Additional Attack: Gains an additional slam attack.

Additional Movement: Gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed.

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.

Constrict (Ex): The construct gains constrict with its slam attacks (the construct must have grab before it can take this ability).

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

Energy Touch (Ex): The astral construct's physical attacks are wreathed in an energy type of your choosing (cold, electricity, fire, or acid), dealing an extra 1d4 points of energy damage. This choice must be made when creating the construct and does not change.

Faster (Ex): one of the construct's movement modes increases by +10 ft.

Grab (Ex): The construct gains a grab special attack with slam attacks.

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.

Stone (Ex): The construct has an outer skin made of stone or crystal created from its ectoplasm. Its hardness increases to 8 and it gains a +1 increase to its natural armor bonus.

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

2 CP Augments

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 Energy Touch (Ex): The energy damage your construct does is increased to 1d6 (the construct must have energy touch to take this ability).

Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet (average) (the construct must have additional movement [fly] to take this ability).

Improved Grapple (Ex): Gains the Improved Grapple feat for its grab attacks (the construct must have grab before it can take this ability).

Improved Swim (Ex): The astral construct is streamlined and sharklike, and gains a swim speed of 60 feet. (The construct must have additional movement [swim] to take this ability).

Metal (Ex): The construct has an outer skin of metal created from its ectoplasm. It looks like metal, but still has an otherworldly sheen. Its hardness increases to 10, and it gains a +2 increase to its natural armor bonus. Ectoplasmic mithral constructs cost 4 CP, and gain hardness 15 plus a +4 increase to natural armor. Ectoplasmic adamantine constructs cost 6 CP, gain hardness 20, and receive a +6 increase to natural armor.

Muscle (Ex): The astral construct gains a +4 bonus to its Strength score. (The construct cannot have a metal or stone skin to take this ability).

Poison Touch (Ex): If the astral construct hits with a melee attack, the target must make an initial Fortitude save (DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Pounce (Ex): The astral construct gains the pounce special attack that allows it to make a full attack when it charges.

Ranged Attack (Ex): The construct can fling parts of itself as a ranged throwing attack. Treat as a sling attack

(small 1d3, medium 1d4, etc). The sling bullets do +1 damage from ectoplasmic discharge (SR applies DC 10 + HD).

Smite (Su): Once per day the astral construct can make one attack that deals extra damage equal to its Hit Dice.

Trample (Ex): The construct gains the trample special attack (see the Pathfinder Roleplaying Game Bestiary for more details).

4 CP Augments

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

Concussion (Sp): The astral construct can cast energy missile (force) (spellcaster level 7th) as a free action once per round.

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

Energy Bolt (Sp): The astral construct can cast energy bolt (spellcaster level 8th) as a standard action once per round. The creator sets the energy type that the astral construct can cast when he creates it.

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.

Spell Resistance (Ex): The astral construct gains spell 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.

PSICRYSTALS

Developer's Note: This still needs work, but it is mostly converted.

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the [Psicrystal Affinity](#) feat). A psicrystal appears as a crystalline construct about the size of a human hand.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That is why, for example, a psionic character can cast a personal range spell on his psicrystal even though normally he can cast such a spell only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes (psion, psyker, monk, or ninja). Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics

Use the statistics for a psicrystal, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Perception, Stealth. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

Psicrystal Ability Descriptions

All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Natural Armor Adj. (Ex): This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

TABLE 4-2: PSICRYSTAL SPECIAL ABILITIES

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share spells, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch spells
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Spell resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	Channel spell
17th–18th	+8	+8	
19th–20th	+9	+9	

Intelligence Adj. (Ex): Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex): The presence of a psicrystal sharpens its master's senses. While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex): If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality (Ex): Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su): As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Spells (Su): At the owner's option, he can have any spell (but not any spell-like ability) he casts on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the spellcasting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

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Additionally, the owner can cast a spell with a target of “You” on his psicrystal (as a touch range spell) instead of on himself. The owner and psicrystal cannot share spells if the spells normally do not affect creatures of the psicrystal’s type (construct).

Sighted (Ex): Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can’t discern invisible or ethereal beings. A psicrystal’s sighted range is 40 feet.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal’s senses, but the two of them can communicate telepathically as if the psicrystal were the target of a mindlink spell cast by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Spells (Su): If the owner is 3rd level or higher, his psicrystal can deliver touch spells for him. If the owner and psicrystal are in contact at the time the owner casts a touch spell, he can designate his psicrystal as the “toucher.” The psicrystal can then deliver the touch spell just as the owner could. As usual, if the owner casts another spell before the touch is delivered, the touch spell dissipates.

Telepathic Speech (Ex): If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su): If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Spell Resistance (Ex): If the owner is 11th level or higher, the psicrystal gains spell resistance equal to the owner’s level + 5. To affect the psicrystal with a spell, another spellcaster must get a result on a caster level check that equals or exceeds the psicrystal’s spell resistance.

Sight Link (Sp): If the owner is 13th level or higher, the character can remote view the psicrystal (as if casting the *remote view* spell) once per day.

Channel Spell (Sp): If the owner is 15th level or higher, he can cast spells through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the spell’s originator, and all ranges are calculated from its location.

When channeling a spell through his psicrystal, the owner casts the spell by as normal, but targeting through the psicrystal. He is still subject to attacks of opportunity and other hazards of casting a spell, if applicable (for instance, he becomes visible when casting an offensive spell if invisible, as does the psicrystal).

Psicrystal Personality (Ex): Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the following table. At 1st level, its owner typically gets a feel for a psicrystal’s personality only through occasional impulses, but as the owner increases in level the psicrystal’s personality becomes more pronounced. At higher levels, a psicrystal will continually ply its owner with observations and advice, often severely slanted toward the psicrystal’s particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

TABLE 4-3: PSICRYSTAL PERSONALITIES

Personality	Benefit to Owner
Artiste	+3 bonus on Craft (choose ¹) checks
Beastly	+3 bonus on Handle Animal checks
Bully	+3 bonus on Intimidate checks
Caring	+3 bonus on Heal checks
Evasive	+2 bonus on Reflex saves
Focused	+3 bonus on Concentration checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Lofty	+3 bonus on Fly checks
Nimble	+2 bonus on Initiative checks
Observant	+3 bonus on Perception checks
Poised	+3 bonus on Acrobatics checks
Resolved	+2 bonus on Will saves
Resourceful	+3 bonus on Survival checks
Sage	+3 bonus on Knowledge (choose ¹) checks
Sneaky	+3 bonus on Stealth checks
Speedy	+5' bonus to base movement
Sympathetic	+3 bonus on Sense Motive checks
Talented	+3 bonus on Perform (choose ¹) checks

¹ Pick one sub-skill that the owner knows; once chosen, this does not vary

CHAPTER 5 - FEATS

With the utilization of *ki* as a form of psionics, new feats have been identified to grant characters new and exciting abilities. Each feat in this chapter will have prerequisites and be identified by a type of feat: Combat, Critical, General, Item Creation, *Ki*, or Metamagic. *Ki* feats are new and will be described in more detail. For information on the other types of feats, consult the *Pathfinder Roleplaying Game Core Rulebook*.

REQUIREMENTS

If a feat lists “*ki pool*” as a requirement, it is open to any character with a *ki pool*. If a feat lists “*ki pool class feature*” as a requirement, only characters that receive the *ki pool* as a class feature (i.e., monks, ninjas, psions, and psykers) can meet the requirement.

KI FEATS

Ki feats are available only to characters and creatures with a *ki pool* because of their class, race, or other feats.

Because *ki* feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as spells can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to spell resistance and cannot be dispelled; however, they do not function in areas where magic is suppressed, such as an *antimagic field*. Leaving such an area immediately allows *ki* feats to be used.

Many *ki* feats can be used only when you are *Ki focused*; others require you to expend your *ki focus* to gain their benefit. Expending your *ki focus* does not require an action; it is part of another action (such as using a feat). When you expend your *ki focus*, it applies only to the action for which you expended it.

ITEM CREATION FEATS

Creating magic items using psionic magic works just like creating other magic items. A few new creation feats are introduced for new classes of items (rune stones and diadems). Some items also have a *ki Cost* when creating them. This *ki cost* is paid on the last day of construction to power the item.

Most of the magic items below can be created by non-psionic characters, provided the crafter knows a version of the spell (arcane, psionic, or divine) required to construct it.

In all other ways, item creation should follow the core rules.

METAMAGIC FEATS

All metamagic feats are available to psionic spell casters. A few new metamagic feats are detailed that specifically relate to psionic spell casters or other spell casters with a *ki Pool*.

FEAT DESCRIPTIONS

These feat descriptions follow the standard format.

Aligned Attack (Combat, *Ki*)

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6, *ki Pool*

Benefit: When you take this feat, choose either chaos, good, evil or law. (Your choice must match one of your alignment components. Once you have made this alignment choice, it cannot be changed.)

To use this feat, you must expend your *ki focus*. When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki focus*.

Augment Arcane Spells (*Ki*)

You can augment arcane spells in a similar way that psionic spell casters can.

Prerequisite: Arcane caster level 6th, Spell Focus, *ki pool*

Benefit: You can make use of the *standard augmentations* available to psionic spells for your arcane spells. You can only augment arcane spells belonging to a school for which you have also acquired the *spell focus* feat.

Augment Divine Spells (*Ki*)

You can augment divine spells in a similar way that psionic spell casters can.

Prerequisite: Divine caster level 6th, Spell Focus, *ki pool*

Benefit: You can make use of the *standard augmentations* available to psionic spells for your divine spells. You can only augment divine spells belonging to a school for which you have also acquired the *spell focus* feat.

Autohypnosis (Combat, *Ki*)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Prerequisite: *Ki pool*

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Benefit: You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

The DC and the effect of a successful check depend on the task you attempt. An autohypnosis check is made by rolling d20, adding the number of *ki* points in your *ki* pool, and comparing the result to the DC of the task. You can expend your *ki* focus to gain a +4 bonus to your autohypnosis check.

TABLE 5-1: AUTOHYPNOSIS CHECK DCs

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	15
Resist fear effect	DC
Tolerate poison	DC
Willpower	20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your autohypnosis check meets or beats the DC for the fear effect, you shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action while at 0 hit points without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to –1 hit points, as normal when disabled.

Body Fuel (*Ki*)

You can expand your *ki* point total at the expense of your health.

Prerequisite: *Ki* pool

Benefit: You can recover 2 *ki* points by taking 1 point of ability damage to each of your three ability scores: Strength, Dexterity, and Constitution.

You can recover additional *ki* points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your *ki* pool as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

Burrowing Spell (Metamagic, *Ki*)

Your spells sometimes bypass barriers.

Prerequisite: *Ki* pool

Benefit: To use this feat, you must expend your *ki* focus. You can attempt to cast your spells against targets that are sheltered behind a wall or force effect. Your spell briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your spell, you make a Spellcraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a *wall of ectoplasm*). Force walls or *walls of ectoplasm* are assumed to have less than 1 foot of thickness unless noted otherwise.

If a spell requires line of sight (which includes most spells that affect a target or targets instead of an area), you cannot cast it as a burrowing spell unless you can somehow see the target, such as with *clairvoyant sense*.

A burrowing spell takes up a spell slot one level higher than the spell's actual level.

Chain Spell (Metamagic)

You can cast spells that arc to hit other targets in addition to the primary target.

Prerequisite: *Ki* pool

Benefit: To use this feat, you must expend your *ki* focus. You can chain any spell that affects a single target and that deals acid, cold, electricity, fire, or sonic damage.

After the primary target is struck, the spell can arc to a number of secondary targets equal to your Caster level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

Each target gets to make a saving throw, if one is allowed by the spell. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

A chain spell takes up a spell slot three levels higher than the spell's actual level.

Chaotic Mind

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Chaotic alignment, Cha 15.

Benefit: creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from spells and spell-like abilities.

Special: You cannot take or use this feat if you have a *ki* Pool.

Cloak Dance

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Stealth 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment. If you attack while obscured, you immediately lose the benefit of this concealment.

Closed Mind

Your mind is better able to resist psionic spells than normal.

Benefit: You get a +2 bonus on all saving throws to resist psionic spells.

The benefit of this feat applies only to psionic spells and spell-like psionic abilities.

Special: You cannot take or use this feat if you have a *ki* Pool.

Craft Diadem (Item Creation)

You can create diadems, which have multiple spell effects.

Prerequisite: Caster level 12th, *ki* Pool.

Benefit: You can create any diadem, or spell band, whose prerequisites you meet. Crafting a diadem takes one day for each 1,000 gp in its base price. Any effects that can be placed on a staff may also be placed on a diadem. The advantage of the diadem is that it can be worn, but the disadvantage is that it does take up a head slot in place of headbands and circlets.

Any diadem that stores a spell with a *ki* cost also carries a commensurate cost. The crafter must pay that cost as well as the other costs required to construct the item. The *ki* cost must also be paid by the wearer each time the diadem is used.

Crafting a diadem must follow all other rules for crafting a staff. See the magic item creation rules in Chapter 15 in the Pathfinder Roleplaying Game Core Rulebook for more information.

Craft Psionic Item (Item Creation)

You can imbue magic items with Psionic power.

Prerequisite: Caster level 3rd, *ki* pool

Benefit: You can imbue psionic spells and *ki* points into an item when creating magic armor, weapons, shields, or wondrous items. You may use the psionic version of any arcane or divine spell for crafting. Any items created with this ability can be activated with a command thought instead of a command word.

Deadly Precision

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

Deep Impact (Combat, *Ki*)

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, *Ki* Weapon, base attack bonus +5

Benefit: To use this feat, you must expend your *ki* focus. You can resolve your attack with a melee weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Delay Spell [Metamagic]

You can cast spells that go off up to 5 rounds later.

Prerequisites: *Ki* pool

Benefit: To use this feat, you must expend your *ki* focus. You can cast a spell as a delayed spell. A delayed spell doesn't activate immediately. When you cast the spell, you choose one of three trigger mechanisms: (1) The spell activates when you take a standard action to

activate it; (2) It activates when a creature enters the area that the spell will affect (only spell that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not met within 5 rounds, the spell activates automatically on the fifth round.

Only area and personal spells can be delayed.

Any decisions you would make about the delayed spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the delay period ends.

A delayed spell can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of spell that can detect magic or psionic effects.

A delay spell takes up a spell slot one level higher than the spell's actual level.

Discipline Focus (*Ki*)

Choose a discipline (Clairsentience, Metacreativity, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy). Any spells you cast of that have that discipline listed as a descriptor can be augmented more easily.

Benefit: A bonus of 1 *ki* point is gained when augmenting a spell of the chosen discipline. The bonus *ki* point must be used to augment the spell being cast or it goes away. At least 1 *ki* point must be spent to get the bonus *ki* point. This does not change the maximum *ki* than can be spent augmenting a spell nor does it increase the amount of *ki* in the character's *ki* pool.

This feat can be selected multiple times for different disciplines. Only 1 free *ki* point can be gained per spell.

Encode Rune Stone (Item Creation)

You can create rune stones to store spells.

Prerequisite: Caster level 1st, *ki* Pool

Benefit: You can create a rune stone of any spell that you know. Encoding a rune stone takes 2 hours if its base price is 250 gp or less, otherwise encoding a rune stone takes 1 day for each 1,000 gp in its base price. To encode a rune stone, you must use up raw materials costing half of this base price.

Any rune stone that stores a spell with a *ki* cost is created at one spell level higher for each *ki* point required. Arcane and divine spells can also be stored on a rune stone. Augmented spells can be stored on the rune stone by increasing the spell level by one for each *ki* point used for augmentation.

Encoding a rune stone must follow all other rules for scribing a scroll. See the magic item creation rules in Chapter 15 in the Pathfinder Roleplaying Game Core Rulebook for more information.

Fell Shot [Combat, *Ki*]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, *ki* Shot, base attack bonus +5

Benefit: To use this feat, you must expend your *ki* focus. You can resolve your ranged attack as a ranged touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Gunslingers can use this feat to resolve other range increments as touch attacks.

Focused Sunder (Combat, *Ki*)

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder, *ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus.

When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

Force of Will

You are able to resist psionic spell attacks with extreme force of will.

Prerequisite: Iron Will

Benefit: Once per round, when targeted by a psionic spell effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

Special: You cannot take or use this feat if you have a *ki* Pool.

Ghost Attack [Combat, *Ki*]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisite: Base attack bonus +3, *ki* Pool.

Benefit: You must be *ki* focused to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

Greater Manyshot (Combat)

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Special: A fighter may select this feat as one of his fighter bonus feats.

Greater Ray Specialization

You deal more damage with your spells.

Prerequisites: ray Specialization, Weapon Focus (ray), Caster level 12th.

Benefit: Your spells that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to spells, including the one from Ray Specialization. The damage bonus applies only if the target or targets are within 30 feet.

Greater Psionic Endowment (Ki)

You can use meditation to focus your spells.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a spell you cast instead of +1.

Greater ki Fist (Combat, Ki)

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, *ki* Fist, base attack bonus +5.

Benefit: When you use the *ki* Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of precision damage instead of an extra 2d6 points.

Greater ki Shot (Combat, Ki)

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, *ki* Shot, base attack bonus +5.

Benefit: When you use the *ki* Shot feat, your ranged attack deals an extra 4d6 points of precision damage instead of an extra 2d6 points.

Greater ki Weapon (Combat, Ki)

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, *ki* Weapon, base attack bonus +5.

Benefit: When you use the *ki* Weapon feat, your attack with a melee weapon deals an extra 4d6 points of precision damage instead of an extra 2d6 points.

Hardened Heart

You are better able to resist divine spells than normal due to your heart being hardened against faith in general.

Benefit: You get a +2 bonus on all saving throws to resist divine spells.

The benefit of this feat applies only to divine spells and spell-like divine abilities.

Special: You cannot take or use this feat if you have levels in any class that grants divine spells.

Hostile Mind

Your mind recoils violently against those who use mind-affecting spells against you.

Prerequisite: Cha 15.

Benefit: Whenever you are subject to a mind-affecting spell (regardless of whether the spell is harmful or beneficial to you) or a mind-affecting spell-like ability (like demonic might, helm of telepathy, etc.), the caster must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage.

Special: You cannot take or use this feat if you have a *ki* Pool.

Improve Condition (Combat, Ki)

You have the ability to counter the effects of some conditions for a short time.

Prerequisite: *Ki* Pool Class Feature, Base Attack Bonus +6, Autohypnosis

Benefit: You have the ability to counter the effects of some conditions if you have *ki* focus. You can make a autohypnosis check to ignore or improve your condition for 1 round. You may make this check at the beginning of your round as a swift action as long as you retain your *ki* focus.

The DC of improving your condition is equal to the DC of the effect that caused the condition in the first place. If there was no DC, then use the default DC listed below.

TABLE 5-2: CONDITION IMPROVEMENTS

Condition	Improvement	DC
Confused	Act Normally	20
Cowering	Frightened	25
Dazed	Ignore ²	15
Disabled	Staggered	20
Dying	Disabled ¹	20
Exhausted	Fatigued	20
Fatigued	Ignore ²	15
Frightened	Shaken	20
Panicked	Frightened	20

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Nauseated	Sickened	20
Shaken	Ignore ²	15
Sickened	Ignore ²	15
Staggered	Ignore ²	15
Stunned	Dazed ³	20

¹ This does not stabilize you; it only allows you to be disabled for 1 round.

² You may ignore the affects of this condition for one round, but the condition is not removed.

³ You still drop anything you were holding when stunned.

Improved Astral Companion

Your astral constructs have more abilities.

Prerequisite: Astral Companion

Benefit: When you create your astral companion, you gain 2 additional construction points to use for your creation.

Improved Psicrystal (*Ki*)

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your caster level as one higher than your normal caster level.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

Innate Talent (*Ki*)

Your psionic talent allows you to use limited powers.

Prerequisite: Cha 13, *Ki* Pool

Benefit: Your psionic mind is strong. Select a power from the psion or psyker 0-level spells. You may cast this spell as a spell-like ability by spending 1 *ki* point. This spell cannot be augmented.

Inquisitor (*Ki*)

You know when others lie.

Prerequisite: Wis 13, *Ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus. You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your *ki* focus.

Ki Charge (Combat, *Ki*)

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your *ki* focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

Ki Dodge (Combat, *Ki*)

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge, *Ki* Pool.

Benefit: You must be *ki* focused to use this feat. You receive a +1 dodge bonus to your Armor Class against a designated opponent. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

Ki Fist (Combat, *Ki*)

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, *Ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus. Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of precision damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Ki Shot (Combat, *Ki*)

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, *Ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus. Your ranged attack deals +2d6 points of precision damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Ki Weapon Combat, (*Ki*)

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, *Ki* Pool

Benefit: To use this feat, you must expend your *ki* focus. Your attack with a melee weapon deals an extra 2d6 points of precision damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Mental Body (*Ki*)

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each *ki* feat you have (including this one). Whenever you take a new *ki* feat, you gain 2 more hit points.

Mental Leap (Ki)

You can make amazing jumps.

Prerequisite: Str 13, Jump 5 ranks, *ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus. You gain a +10 bonus on a Jump check.

Mental Resistance

Your mind is armored against mental intrusion.

Prerequisite: Base Will save bonus +2.

Benefit: Against damaging psionic or mind-affecting attacks that do not employ an energy type to deal damage you gain damage reduction 3/—. In addition, when you are hit with ability damage (but not ability drain damage) from a psionic attack, you take 3 points less than you would normally take.

Special: You cannot take or use this feat if you have a *ki* Pool.

Metamorphic Transfer

You can gain a supernatural ability of a metamorphed form.

Prerequisite: Cha 13, Caster level 5th.

Benefit: Each time you change your form, such as through the *metamorphosis* spell, you gain one of the new form's supernatural abilities, if it has any.

You gain only three uses of the metamorphic ability per day, even if the creature into which you metamorph has a higher limit on uses (You are still subject to other restrictions on the use of the ability.) The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is 10 + your Cha modifier + 1/2 your Hit Dice.

Normal: You cannot use the supernatural abilities of creatures whose form you assume.

Special: You can gain this feat multiple times. Each time, you can gain one additional supernatural ability.

Mind Over Body

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

Narrow Mind (Ki)

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your *ki* focus even in the most turbulent situations.

Prerequisite: Wis 13, *ki* Pool

Benefit: You gain a +4 bonus on Focus checks you make to become *ki* focused.

Opportunity Spell [Metamagic]

You can make spell-enhanced attacks of opportunity.

Prerequisite: Cha 13, *ki* Pool

Benefit: To use this feat, you must expend your *ki* focus. When you make an attack of opportunity, you can use any spell you know with a range of touch, if you have at least one hand free.

Casting this spell is an immediate action.

You cannot use this feat with a touch spell whose casting time is longer than 1 full-round action.

An opportunity spell takes up a spell slot three levels higher than the spell's actual level.

Normal: Attacks of opportunity can be made only with melee weapons.

Overchannel (Ki)

You burn your life force to strengthen your spells.

Prerequisite: *Ki* pool

Benefit: While casting a spell, you can increase your effective power level by one, but in so doing you take 1d6 points of damage. At 8th level, you can choose to increase your effective power level by two, but you take 2d6 points of damage. At 15th level, you can increase your effective power level by three, but you take 3d6 points of damage.

The effective increase in power level increases the effect of the spell you are casting.

Normal: Your power level is equal to your total levels in classes that cast spells or the number of points in your *ki* pool, whichever is lower.

Psicrystal Affinity (Ki)

You have created a psicrystal.

Prerequisites: Caster level 1st, *ki* pool class feature (having a Wild Talent does not qualify)

Benefit: This feat allows you to gain a [psicrystal](#) (see Chapter 4, Psionic Companions).

Psicrystal Containment (Ki)

Your psicrystal has advanced enough that it can hold a *ki* focus that you store within it.

Prerequisites: Psicrystal Affinity, caster level 3rd.

Benefit: You can spend a full-round action attempting to *ki* focus your [psicrystal](#). At any time when you need to expend your *ki* focus, you can expend your psicrystal's *ki* focus instead, as long as the crystal is within 5 feet of you. *ki* focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

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Psionic Penetration (*Ki*)

Your spells are especially potent, breaking through spell resistance more readily than normal.

Prerequisite: *Ki* pool

Benefit: To use this feat, you must expend your *ki* focus. You get a +2 bonus on Caster level checks made to overcome a creature's spell resistance. This bonus stacks with Spell Penetration and Greater Spell Penetration.

Psionic Endowment (*Ki*)

You can endow your spells with more concentrated focus.

Prerequisites: *Ki* pool

Benefit: To use this feat, you must expend your *ki* focus. You add 1 to the save DC of a spell you cast.

Psionic Hole

You are anathema to psionic creatures and characters.

Prerequisite: Con 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its *ki* focus, if any. In addition, if you are the target of a psionic spell, the caster of the spell must spend a number of *ki* points equal to your *ki* pool modifier or the spell fails (any *ki* points spent on the spell are still lost). This extra cost does not count toward the maximum *ki* points a caster can spend on a single spell.

Special: You cannot take or use this feat if you have a *ki* Pool.

Quick Focus (*Ki*)

You can focus your mind faster than normal, even under duress.

Prerequisite: *Ki* pool of at least 5 points

Benefit: You can take a move action to become *ki* focused.

Normal: A character without this feat must take a full-round action to become *ki* focused.

Rapid Metabolism

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

Ray Specialization

You deal more damage with your spells.

Prerequisites: Weapon Focus (ray), Caster level 4th.

Benefit: With rays and ranged touch attack spells that deal damage, you deal an extra 2 points of damage. If you expend your *ki* focus when you cast a ray or a

ranged touch attack spell that deals damage, you can add the modifier for adjusting your daily *ki* pool (charisma for psions and psykers) to the damage (instead of adding 2).

Reckless Offense (Combat)

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of –4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

Return Shot (*Ki*)

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisite: Point Blank Shot, *ki* Shot, Fell Shot, base attack bonus +3, *ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus and have at least one hand free. Once per round when you would normally be hit by a projectile (including firearms) or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

Scribe Psionic Tattoo [Item Creation]

You can create psionic tattoos, which store spells within their designs.

Prerequisite: Caster level 3rd.

Benefit: You can create a psionic tattoo of any spell of 3rd level or lower that you know and that targets one or more creatures. Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the Caster level. The Caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a psionic tattoo is its spell level x its Caster level x 50 gp. To scribe a tattoo, you must use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price.

Any psionic tattoo that stores a spell with a *ki* cost is created at one spell level higher for each *ki* point spent. Arcane and divine spells can be inscribed as a psionic tattoo by spending 1 *ki* point for each spell level at the time of creation. Augmented spells can be scribed as a psionic tattoo by increasing the spell level by one for each *ki* point used for augmentation.

Inscribing a psionic tattoo must follow all other rules for brewing a potion. See the magic item creation rules in

Chapter 15 in the Pathfinder Roleplaying Game Core Rulebook for more information.

Sidestep Charge (*Ki*)

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge, *ki* Pool.

Benefit: As long as you are *ki* focused, you get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

Swift Focus (*Ki*)

You can focus your mind faster than normal, even under duress.

Prerequisite: *Ki* pool of at least 9 points, Quick Focus

Benefit: You can take a swift action to become *ki* focused.

Normal: A character without this feat must take a full-round action to become *ki* focused.

Speed Of Thought (*Ki*)

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13, *ki* Pool.

Benefit: As long as you are *ki* focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

Split Ray Spell [Metamagic]

You can affect two targets with a single ray.

Prerequisite: Any other metamagic feat, *ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus. You can split rays you cast. The split ray affects any two targets that are both within the spell's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take.

A split ray spell takes up a spell slot one level higher than the spell's actual level.

True Believer

You are better able to resist arcane spells than normal due to your belief that magic can only come from within or be granted by deities.

Benefit: You get a +2 bonus on all saving throws to resist arcane spells.

The benefit of this feat applies only to arcane spells and spell-like arcane abilities.

Special: You cannot take or use this feat if you have levels in any class that grants arcane spells.

Talented (*Ki*)

You can overchannel spells with less cost to yourself.

Prerequisite: Overchannel

Benefit: To use this feat, you must expend your *ki* focus. When casting a spell of 3rd level or lower, you do not take damage from overchanneling.

Twin Spell [Metamagic]

You can cast a spell simultaneously with another spell just like it.

Benefit: To use this feat, you must expend your *ki* focus. You can twin a spell. Casting a spell altered by this feat causes the spell to take effect twice on the area or target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as duration, number of targets, and so on) are the same for both of the resulting spells. The target experiences all the effects of both spells individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

A twinned spell takes up a spell slot three levels higher than the spell's actual level.

Unavoidable Strike (Combat, *Ki*)

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, *ki* Fist, base attack bonus +5.

Benefit: To use this feat, you must expend your *ki* focus. You can resolve your unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Unconditional Spell [Metamagic]

Disabling conditions do not hold you back.

Prerequisite: Base attack bonus +8, *ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can cast an unconditional spell when you are dazed, *confused*, nauseated, shaken, or stunned.

Only personal spells and spells that affect your person can be cast as unconditional spells.

An unconditional spell takes up a spell slot one level higher than the spell's actual level.

Up The Walls (*Ki*)

You can run on walls for brief distances.

Prerequisite: Wis 13, *ki* Pool.

Benefit: While you are *ki* focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Wild Talent

Your mind wakes to a previously unrealized talent for psionic energy.

Prerequisite: Int, Wis or Cha 11.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a *ki* pool with 2 *ki* points allowing you to take *ki* feats and psionic item creation feats.

You can adjust your *ki* pool by one modifier. If you are a spell caster, increase your *ki* pool by the modifier for the attribute used to grant additional spells per day. If you cast multiple types of spells, you must choose only one and once chosen, it is set. If you are not a spellcaster you can choose between wisdom (spiritual) or charisma (self).

You do not automatically gain the ability to cast psionic spells simply by virtue of having this feat.

Special: You cannot take or use this feat if you already have a *ki* Pool. If you later take levels in a class with a *ki* Pool, this feat only provides 2 bonus *ki* points as if you took the Extra *ki* feat.

Wounding Attack (Combat, *Ki*)

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8, *ki* Pool.

Benefit: To use this feat, you must expend your *ki* focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

CHAPTER 6 - MAGIC

KI

The *ki* Pool

The *ki* pool is a source of supernatural energy that is used to create and enhance magical spells and abilities. Psionic spell casters require a *ki* pool to draw power from and can utilize *ki* to augment and recall spells. Monks and ninjas use *ki* to power abilities. Feats and other abilities also rely on *ki* power.

If the character possesses levels in two classes that grant a *ki* pool, all such levels stack to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score is used is made when the second *ki* pool class feature is gained, and once made, the choice is set. The character can use *ki* points from this pool to power the abilities of every class she possesses that grants a *ki* pool.

The size of a *ki* pool share is equal to 1/2 the total levels of all classes granting a *ki* pool + the character's chosen ability modifier.

Characters with the *Wild Talent* feat or of *Naturally Psionic* races do not automatically increase their *ki* pool as they advance in levels unless they also have a class that grants a *ki* Pool.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Ki Cost

Some spells, abilities, and feats have a cost in *ki* points.. Spent *ki* is restored through meditation each day. This is the normal method of using *ki* from a *ki* pool.

The *ki* cost to cast a spell is not considered augmentation and does not count towards the maximum *ki* that can be used to augment a spell.

Ki Food

Some spells require *ki* food to be consumed. *ki* food provides the psionic spellcaster a momentary boost in power to cast the desired spell. There are two main types of *Ki food*: manna and ambrosia.

A bite of manna is equivalent to 250gp of material components used by a traditional sorcerer spell. A sip of ambrosia is likewise equivalent to 2,500gp of material components.

Most psionic spells have no food cost at all, but some more powerful spells (like *bend reality*, *genesis*, or *reality revision*) do require some extra power.

Ki food must be consumed during the casting of the spell that requires it and provides no additional benefit if used to cast a spell.

Ki Focus

Merely holding a reservoir of *ki* points give a character a special energy. All characters with a *ki* pool can put that energy to use without actually casting a spell or performing an action.

Gaining Focus: To gain focus, you must meditate for a full round. If something interrupts your meditation while you are gaining focus, you must make a concentration check or lose focus. When you make a concentration check, you roll d20 and add your psionic level (total number of levels in all classes that grant you a *ki* pool) and the ability score modifier used to determine bonus *ki*. Psions, Monks, and Psykers add their Wisdom modifier. Ninjas add their Charisma modifier. If you have a *ki* pool from a race trait or the Wild Talent feat, you do not add your level to the concentration check.

Concentration checks to gain focus are made as if you were casting a first level spell (see the table below Table 6-1: Focus Check DCs).

TABLE 6-1: FOCUS CHECK DCs

Situation	Concentration Check DC
Meditate defensively	12
Injured while meditating	11 + damage dealt
Continuous damage while meditating	11 + 1/2 damage dealt
Affected by non-damaging spell while meditating	Spell DC
Grappled or Pinned while meditating	11 + grappler's CMB
Vigorous motion while meditating	11
Violent motion while meditating	16
Extremely violent motion while meditating	21
Wind with rain or sleet while meditating	6
Wind with hail and debris while meditating	11
Weather caused by spell	See spell
Entangled while meditating	16

Losing Focus: Once you are *ki* focused, you remain focused until you expend your focus, become unconscious, go to sleep, or your *ki* pool drops to 0. Some spells and abilities can also remove focus.

If you take any ability damage or drain, you immediately lose your *ki* focus.

Expending Focus: Expending focus is a free action that can be used to make a concentration check, make a skill check, or power *ki* feats.

Concentration Checks: When you are *ki* focused, you can expend your focus on a single Concentration

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check for casting a spell. You can expend your focus to gain a *ki* bonus to the check equal to the amount of *ki* in your *ki* Pool.

Skill Checks: When you are *ki* focused, you can expend your focus to take 10 on a skill check when you otherwise might not be able to.

***Ki* Feats:** Some feats require you to have *ki* focus or expend your focus to gain the benefit of a *ki* feat.

PSIONIC MAGIC

Casting psionic spells works similarly to casting arcane or divine spells. Except as noted below all rules that apply to magic (as outline in Chapter 9 – Magic, of the Core Rulebook) apply to psionic magic as well.

Choosing a spell

Like sorcerers and bards, psionic spell casters can select any spell they know, provided they are capable of casting spells of that level or higher.

Unlike arcane and divine magic, you do not have to be able to speak, gesture, or manipulate material components in order to cast a spell. You must still be able to concentrate and be able to think.

Casting a spell counts against your daily limit for spells of the spell level, but you can cast the same spell again if you haven't reached your limit.

Concentration

Psions and psykers add their wisdom modifier when making a concentration check.

Conversion

Some psionic spellcasters can convert *ki* points to regain psionic spell slots as a standard action. Spell slots can be regained by spending 1 *ki* point per level of the spell slot. For example, 2 *ki* points can be used to regain the use of a second level psionic spell. Only one slot can be regained each round.

A psion may also spend 1 *ki* point to convert 1 spell slot into 2 or more lower level spell slots or 2 or more spell slots into 1 higher level spell slot. The total levels of spell slots must be identical and only psionic spells may be converted this way. For example, a 2nd level psionic spell slot can be converted into two 1st level psionic spell slots or vice versa.

A spellcaster cannot have useable spell slots in excess to their daily allotment of spells for a given level. Any excess slots received from conversion are lost immediately.

Recharge

Some psionic spellcasters can sacrifice a spell slot or prepared spell as a standard action and regain *ki* points

equal to the level of the spell that was sacrificed. The number of *ki* points gained in this manner cannot exceed to the character's daily *ki* Pool. Excess *ki* points are lost.

Spell Augmentation

As a general rule, all psionic spells can be augmented by psionic spellcasters. Spells are augmented by spending 1 or more *ki* points from the spellcaster's *ki* Pool. **A spellcaster cannot spend more than half their level in *ki* points when augmenting a spell.** *ki* points to augment a spell must be spent when the spell is cast and come from a single source. A spell cannot be augmented from multiple *ki* sources.

TABLE 6-2: STANDARD AUGMENTATIONS

Augmentation	<i>Ki</i>	Multiple
Increase the save DC as if 1 caster level higher ¹	1	Yes
Increase spell duration as if 1 caster level higher	1	Yes
Gain a +1 enhancement bonus to the touch attack of a spell (including ranged touch)	1	Yes
Increase the radius of area spells by 5'	1	Yes
Increase the range of a close range, cone, line, or ray spell by 5'	1	Yes
Increase the range of a medium range spell by 10'	1	Yes
Increase the range of a long range spell by 40'	1	Yes
Increase your power level by 1 for the spell you cast (disciplined) ³	1	Yes
Increase your power level by 1 for the spell you cast (undisciplined) ³	2	Yes

¹ This also grants a +1 bonus to overcoming spell resistance

² Add 1 to the number of levels required by the metamagic feat to determine total cost in *ki* points.

³ If the spell belongs to your psion discipline, you are considered disciplined for that spell and can increase your power level for 1 *ki* point; otherwise, you are undisciplined and must spend 2 *ki* points.

Ki Cost

Some spells, abilities, and feats have a cost in *ki* points.. Spent *ki* is restored through meditation each day. This is the normal method of using *ki* from a *ki* pool.

The *ki* cost to cast a spell is not considered augmentation and does not count towards the maximum *ki* that can be used to augment a spell.

Ki Food

Some spells require *ki* food to be consumed. *ki* food provides the psionic spellcaster a momentary boost in power to cast the desired spell. There are two main types of *ki* food: manna and ambrosia.

A bite of manna is equivalent to 250gp of material components used by a traditional sorcerer spell. A sip of

ambrosia is likewise equivalent to 2,500gp of material components.

Most psionic spells have no food cost at all, but some more powerful spells (like *bend reality*, *genesis*, or *reality revision*) do require some extra power.

Ki food must be consumed during the casting of the spell that requires it and provides no additional benefit if used to cast a spell.

Power Level

Power level is a measure of how much power you can summon from your body when casting some psionic spells. At lower levels, you've only learned how to channel a small amount of *ki*, but at higher levels you can channel much more.

Your power level is the either your caster level or the number of *ki* points in your *ki* pool whichever is lower. Some feats and ability can increase your power level higher. You can also spend *ki* points to augment spells to have an effect as if your power level were higher.

Some spells will vary in power based on your power level and will could list a minimum or maximum effect based upon that level.

If your power level is zero, you cannot cast psionic spells.

Energy Affinity

Psionic spellcasters have to attune themselves to different types of energy to cast energy-based spells. For each type of energy, there is an associated *energy affinity* spell. When a spellcaster casts energy affinity it attunes their body to that energy type. The energy affinity can be dispelled and lasts until another energy is attuned.

Display

Where arcane and divine spells have components, psionic spells have displays. The display may be auditory, material, mental, olfactory, or visual. Most displays are faint and go unnoticed but a spellcraft check can be made to identify the spell by analyzing the display. A psionic spell caster can also customize their displays to suit their mood, but it does not alter the chance to identify the spell using spellcraft.

Psionic spellcasters can willingly negate all display by making a concentration check (DC 15 + spell level).

All spells have a relationship between components and displays. An arcane spell with a strong verbal component might have an auditory display when cast psionically. While a divine spell with a divine focus might have a strong olfactory display of incense.

Below are basic descriptions of all displays, while some spells will have unique displays.

Auditory: A faint sound emanates from the caster and the target of the spell quickly reaching a crescendo when the spell goes into effect. The type of sound, pitch, and character are derived from the spell. For example, a telepathic charm spell might sound like several tiny bells, while a psychokinesis spell might should like crackling energy.

Unmuted audio displays can be heard by anyone within 120ft.

Material: The target or area of the spell is covered quickly with ectoplasm as the spell takes effect. The subject of the spell will notice the ectoplasm build and vanish as the spell is cast; it will have a slight cooling sensation.

Unrestrained material displays can be seen by anyone with line of sight to 120ft.

Mental: A subtle sound can be heard in the minds of all creatures within 15 feet of the caster and the subject. It is similar to an auditory display, but has no exact location.

Olfactory: A faint odor emanates from the area or target of the spell. Creatures with scent can pinpoint its location; others will have a more difficult time. The odor is as if a whiff of fragrance on a breeze, quickly disappearing just as it appears.

Visual: An aura engulfs the target or area of the spell or a steam of color radiates outward from the caster when casting cone, burst, line, or ranged touch spells. Some spells have unique, distinct visual displays.

Psionic Energy

All psionic spells and abilities are created from either the positive energy of living creature or the negative energy of undead. The energy is consumed to power the spell and does not provide any bonuses or penalties to the spell.

CHAPTER 7 - SPELLS

The following lists summarize all the psionic spells presented in this book, broken down by class and discipline.

A * appearing after a spell's name in the spell list or description indicates a psionic version of a spell from *Pathfinder Roleplaying Game Core Rulebook*. The spell will have psionic specific attributes listed below.

A ** appearing after a spell's name in the spell list or description indicates a psionic version of a spell from *Pathfinder Roleplaying Game Advanced Player's Guide*.

A *** appearing after a spell's name in the spell list or description indicates a psionic version of a spell from *Pathfinder Roleplaying Game Ultimate Magic*.

An ^ appearing after a spell's name in the spell list indicates that specific augmentations are available for the spell. All psionic spells can use the standard augmentations.

PSION SPELL LISTS

0-Level Psion Spells

Bleed*: Cause a stabilized creature to resume dying

Create Sound: Create the sound you desire.

Crystal Dart: Deal 1d3 points of piercing damage.

Daze*: Humanoid creature of 4 HD or less loses next action.

Detect Compulsion: Detect a compulsion affecting one person or object.

Detect Energy: Detect nearby energy signatures

Detect Life: Detect nearby living creatures

Detect Magic*: You detect the presence of magic.

Detect Teleportation: Know when teleportation powers are used in close range.

Energy Dart: Deal 1d3 energy damage.

Energy Affinity (*acid*, *cold*, *electricity*, *fire*, *force*, *negative*, *positive*, and *sonic*): Attune yourself to an energy type allowing you to cast energy-based spells.

Far Hand: Move small objects at a limited distance.

Foresight, Lesser: Gain a +1 insight bonus to your next roll

Know Direction and Location: You discover where you are and what direction you face.

Mending* Makes minor repairs to an object

Missive: Send a one-way telepathic message to subject.

Psi Light: Your eyes emit 20-ft. cone of light.

Psychic Mark: Imprints a psychic rune on an object or creature (visible or invisible).

Resistance*: Grant +1 resistance bonus to saves.

Stabilize*: Cause a dying creature to stabilize.

Vigor, Minor: Gain 1 temporary hit point

1ST-Level Psion Spells

Ant Haul**: Triples carrying capacity of a creature.

Astral Traveler: Enable yourself or another to join an astral caravan-enabled trip.

Attraction: Subject has an attraction you specify.

Break**: Break one medium or smaller object

Call to Mind: Gain additional Knowledge check with +4 competence bonus.

Catfall: Instantly save yourself from a fall.

Conceal Thoughts: You conceal your motives.

Control Flames: Take control of nearby open flame.

Control Light: Adjust ambient light levels.

Create Ammo: You create a few enhanced short-lived bolts, arrows, or bullets.

Crystal Shard: Ranged touch attack for 1d6 points of piercing damage.

Deceleration: Target's speed is halved.

Déjà Vu: Your target repeats his last action.

Demoralize: Enemies become shaken.

Disable: Subjects incorrectly believe they are disabled.

Dissipating Touch: touch deals 1d6 damage.

Distract: Target gets -4 bonus on Perception and Sense Motive checks.

Ecto Protection: An astral construct gains bonus against dismiss ectoplasm.

Empathy: You know the subject's surface emotions.

Empty Mind: You gain +2 on Will saves until your next action.

Energy Ray: Deal 1d6/power level energy damage damage.

Entangling Ectoplasm: You entangle a foe in sticky goo.

Float: You buoy yourself in water or other liquid.

Grease*: Makes 10-ft. square or one object slippery.

Hammer: Melee touch attack deals 1d8/round.

Hypnotize: Fascinate a creature

Inertial Armor: Tangible field of force provides you with +4 armor bonus to AC.

Matter Agitation: You heat a creature or object.

Mindlink: You forge a limited mental bond with another creature.

Mind Thrust: Deal 1d10 damage.

Precognition: Gain +1 insight bonus to AC and saving throws.

Prescience: Gain +1 insight bonus on your attack and damage rolls.

Sense Link: You sense what the subject senses (single sense).

Skate: Subject slides skillfully along the ground.

Shield*: Invisible disc provides +4 shield bonus to AC.

Synesthesia: You receive one kind of sense when another sense is stimulated.

Telepathic Projection: Alter the subject's mood.

Vigor: Gain 5 temporary hit points

2ND-Level Psion Spells

Bestow *Ki*: Subject receives 2 *ki* points.

Biofeedback: Gain damage reduction 2/—.

Body Equilibrium: You can walk on nonsolid surfaces.

Cloud Mind: You erase knowledge of your presence from target's mind.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Control Sound: Create very specific sounds.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Detect Thoughts*: Detect surface thoughts of creatures in range.

Ego Whip: Deal 1d4 Cha damage and daze for 1 round.

Elfsight: Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.

Energy Adaptation: Gain resistance against one energy type.

Energy Push: Deal 1d6/power level energy damage and knock subject back.

Energy Stun: Deal 1d6/power level energy damage and stun target if it fails both saves.

Feat Leech: Borrow another's *ki* or metamagic feats.

Id Insinuation: Swift tendrils of thought disrupt and confuse your target.

Identify*: Learn the properties of a psionic item.

Inflict Pain: Telepathic stab gives your foe –4 on attack rolls, or –2 if he makes the save.

Knock*: Opens locked or psionically sealed door.

Levitate Self: You move up and down, forward and back via mental support.

Mental Disruption: Daze creatures within 10 feet for 1 round.

Missive, Mass: You send a one-way telepathic message to an area.

Psionic Lock: Secure a door, chest, or portal.

Recall Agony: Foe takes 2d6 damage.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Sense Link, Forced: Sense what subject senses.

Share Pain: Willing subject takes some of your damage.

Sustenance: Go without food and water for one day.

Swarm of Crystals: Crystal shards are sprayed forth doing 3d4 slashing damage.

Thought Shield: Gain SR 13 against mind-affecting spells.

Tongues*: You can communicate with intelligent creatures.

3RD-Level Psion Spells

Danger Sense: You gain +4 bonus against traps.

Darkvision*: See 60 ft. in total darkness.

Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

Dispel Magic*: Cancels magic spells and effects.

Energy Bolt: Deal 5d6 energy damage in 120-ft. line.

Energy Retort: Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.

Energy Wall: Create wall of your chosen energy type.

Eradicate Invisibility: Negate invisibility in 50-ft. burst.

Improbability Shield: Gain +4 deflection bonus to AC until your next action.

Keen Edge*: Doubles normal weapon's threat range.

Mind Trap: Drain 1d6 *ki* points from anyone who attacks you with a telepathy spell.

Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

Repair Wounds: You heal 2d6 damage.

Share Pain, Forced: Unwilling subject takes some of your damage.

Solicit Psicrystal: Transfer concentration for a spell to a psicrystal.

Telekinetic Force: Move an object with the sustained force of your mind.

Telekinetic Thrust: Hurl objects with the force of your mind.

Time Hop: Subject hops forward in time 1 round/level.

Touchsight: Your telekinetic field tells you where everything is.

Ubiquitous Vision: You have all-around vision.

4TH-Level Psion Spells

Aura Sight: Reveals creatures, objects, or spells of selected alignment axis.

Correspond: Hold mental conversation with another creature at any distance.

Death Urge: Implant a self-destructive compulsion.

Detect Scrying: You know when others spy on you remotely.

Dimension Door*: Teleports you short distance.

Divination*: Provides useful advice for specific proposed action.

Empathic Feedback: When you are hit in melee, your attacker takes damage.

Energy Adaptation, Greater: Your body converts energy to harmless light.

Freedom of Movement*: You cannot be held or otherwise rendered immobile.

Intellect Fortress: Those inside fortress take only half damage from all spells and spell-like abilities until your next action.

Mindwipe: Subject's recent experiences wiped away, bestowing negative levels.

Personality Parasite: Subject's mind calves self-antagonistic splinter personality for 1 round/level.

Power Leech: Drain 1d6 *ki* points/round while you maintain concentration; you gain 1/round.

Psychic Reformation: Subject can choose skills, feats, and spells anew for previous levels.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target.

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Trace Teleport: Learn destination of subject's *teleport*.

Wall of Ectoplasm: You create a protective barrier.

5TH-Level Psion Spells

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi: Psychic static inhibits spell casting.

Ectoplasmic Shambler: Foglike predator deals 1 point of damage/two levels each round to an area.

Incarnate: Make some spells permanent.

Leech Field: Leech power points each time you make a saving throw.

Major Creation*: As *psionic minor creation*, plus stone and metal.

Plane Shift*: Travel to other planes.

Spell Resistance: Grant SR equal to 12 + level.

Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

Shatter Mind Blank: Cancels target's *mind blank* effect.

Telekinesis*: Moves object, attacks creature, or hurls object or creature.

Telepathic Bond*: Link lets allies communicate.

Tower of Iron Will: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

True Seeing*: See all things as they really are.

6TH-Level Psion Spells

Acid Fog*: Fog deals acid damage

Aura Alteration: Repairs psyche or makes subject seem to be something it is not.

Breath of the Dragon: Belch out dragon breath for 1d6/power level energy damage.

Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/level.

Contingency*: Sets trigger condition for another power.

Co-opt Concentration: Take control of foe's concentration power.

Disintegrate*: Turn one creature or object to dust.

Energy Burst, Delayed: Deal 1d6/power level energy damage in 40-ft. burst after up to 5 round.

Fuse Flesh: Fuse subject's flesh, creating a helpless mass.

Overland Flight*: You fly at a speed of 40 ft. and can hustle over long distances.

Scrying Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.

Retrieve: Teleport to your hand an item you can see.

Suspend Life: Put yourself in a state akin to suspended animation.

Temporal Acceleration: Your time frame accelerates for 1 round.

7TH-Level Psion Spells

Decerebrate: Remove portion of subject's brain stem.

Divert Teleport: Choose destination for another's *teleport*.

Energy Conversion: Offensively channel energy you've absorbed.

Energy Wave: Deal 1d6/power level energy damage in 120-ft. cone.

Evade Burst: You take no damage from a burst on a successful Reflex save.

Insanity*: Subject is permanently *confused*.

Instant Summons*: Prepared object appears in your hand.

Mind Blank, Personal: You are immune to scrying and mental effects.

Oak Body: Your body becomes as hard as oak.

Phase Door*: Invisible passage through wood or stone.

Sequester*: Subject invisible to sight and scrying; renders subject comatose.

Ultrablast: Deal 13d6 damage in 15-ft. radius.

8TH-Level Psion Spells

Antipathy*: Object or location affected by spell repels certain creatures.

Bend Reality: Alters reality within power limits.

Dimensional Lock*: Teleportation and intraplanar travel is blocked for 1 day/level.

Iron Body*: Your body becomes living iron.

Matter Manipulation: Increase or decrease an object's base hardness by 5.

Maze*: Traps subject in an extradimensional maze.

Mind Blank*: Subject immune to mental/emotional effects and scrying.

Moment of Prescience*: You gain insight bonus on single attack roll, check, or save.

Recall Death: Subject dies or takes 5d6 damage.

Shadow Body: You become a living shadow (not the creature).

Sympathy*: Object or location attracts certain creatures.

Temporal Stasis*: Place subject in suspended animation.

True Metabolism: You regenerate 10 hit points/round.

9TH-Level Psion Spells

Affinity Field: Effects that affect you also affect others.

Apopsi: You delete spells from the target's mind.

Assimilate: Incorporate creature into your own body.

Astral Imprisonment*: Entombs the subject in the astral plane

Etherealness*: Become ethereal for 1 min./level.

Foresight*: "Sixth sense" warns of impending danger

Freedom*: Releases a creature from *imprisonment* or *temporal stasis*

Gate*: Connects two planes for travel or summoning

Microcosm: creature or creature lives forevermore in world of his own imagination.

Reality Revision: As *bend reality*, but fewer limits.

Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

PSION DISCIPLINE SPELL LISTS

Egoist (Psychometabolism) Discipline Spells

- 1 **Thicken Skin:** Gain +1 enhancement bonus to your AC for 10 min./level.
- 2 **Animal Kinship**^A: Gain +4 enhancement to one ability.
Chameleon: Gain +10 enhancement bonus on Hide checks.
Empathic Transfer: Transfer another's wounds to yourself.
Hustle: Instantly gain a move action.
- 3 **Ectoplasmic Form:** You gain benefits of being insubstantial and can fly slowly.
Haste^{*}: one creature/level moves faster, +1 on attack rolls, AC, and Reflex saves
- 4 **Metamorphosis:** Assume shape of creature or object.
Psychic Vampire: touch attack drains 2 power points/level from foe.
Restoration^{*}: Restores level and ability score drains.
- 5 **Psychofeedback:** Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.
Restore Extremity: Return a lost digit, limb, or other appendage to subject.
Revive. Return the dead to life before the psyche leaves the corpse.
- 6 **Heal**^{*}: Cure 10 point/level damage, all diseases and mental conditions
- 7 **Fission:** You briefly duplicate yourself.
Restoration, Greater^{*}: As *restoration*, plus restores all levels and ability scores
- 8 **Fusion:** You combine your abilities and form with another.
- 9 **Metamorphosis, Greater:** Assume shape of any nonunique creature or object each round.

Kineticist (Psychokinesis) Discipline Spells

- 1 **Alter Winds**^{**A}: Increase/decrease strength of natural winds.
Control Object: Telekinetically animate a small object.
- 2 **Energy Missile:** Deal 1d6/power level energy damage to 1 or more targets.
- 3 **Energy Blast:** Deal 1d6/power level energy damage in 20-ft. radius.
Slow^{*}: One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.

- 4 **Control Body:** Take rudimentary control of your foe's limbs.
Energy Burst: Deal 1d6/power level energy damage in 40-ft. burst.
Inertial Barrier: Gain DR 5/–.
- 5 **Energy Cone:** Deal 1d6/power level energy damage in 60-ft. cone.
Fiery Discorporation: Cheat death by discorporating into nearby fire for one day.
- 6 **Antimagic Field**^{*}: Create a field where psionic power does not function.
Dispelling Buffer: Subject is buffered from one *dispel magic* effect.
Energy Current: Deal 1d6/power level energy damage to one foe and half to another foe as long as you concentrate.
- 7 **Spell Turning**^{*}: Reflect 1d4+6 spell levels back at caster.
- 8 **Telekinetic Sphere**^{*}: Mobile force globe encapsulates creature and moves it.
- 9 **Tornado Blast:** Vortex of air subjects your foes to 17d6 damage and moves them.

Nomad (Psychoportation) Discipline Spells

- 1 **Burst:** Gain +10 ft. to speed this round.
- 2 **Dimension Swap:** You and ally or two allies switch positions.
Levitate^{*}: Subject moves up and down, forward and back, at your direction.
- 3 **Astral Caravan:** You lead *astral traveler*-enabled group to a planar destination.
Blink^{*}: You randomly vanish and reappear for 1 round per level.
- 4 **Dimensional Anchor**^{*}: Bars extra dimensional movement.
Dismissal^{*}: Forces a creature to return to its native plane.
Fly^{*}: You fly at a speed of 60 ft.
- 5 **Baleful Teleport:** Destructive teleport deals 9d6 damage.
Teleport^{*}: Instantly transports you as far as 100 miles/level.
Teleport Trigger: Predetermined event triggers *teleport*.
- 6 **Banishment**^{*}: Banishes extraplanar creatures.
- 7 **Dream Travel:** Travel to other places through dreams.
Ethereal Jaunt^{*}: Become ethereal for 1 round/level.
- 8 **Time Hop, Mass:** Willing subjects hop forward in time.
Teleport, Greater^{*}: As *psionic teleport*, but no range limit and no off-target arrival.
- 9 **Teleportation Circle**^{*}: Circle teleports any creatures inside to designated spot.
Time Regression: Relive the last round.

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Seer (Clairsentience) Discipline Spells

- 1 **Destiny Dissonance**: Your dissonant touch sickens a foe.
- 2 **Clairvoyant Sense**: See and hear a distant location.
Object Reading: Learn details about an object's previous owner.
Sensitivity to Psychic Impressions: You can find out about an area's past.
- 3 **Escape Detection**: You become difficult to detect with clairsentience powers.
Fate Link: You link the fates of two targets.
- 4 **Anchored Navigation**^A: Establish a mishap-free *teleport* beacon.
Scrying*: See, hear, and potentially interact with subjects at a distance.
- 5 **Clairtangent Hand**: Emulate *far hand* at a distance.
Second Chance: Gain a reroll.
- 6 **Precognition, Greater**: Gain +4 insight bonus to AC and saving throws..
Prescience, Greater: Gain +4 insight bonus to attack and damage rolls.
- 7 **Fate of One**: Reroll any roll you just failed.
Scrying, Greater: As scrying, but faster and longer
- 8 **Hypercognition**: You can deduce almost anything.
- 9 **Metafaculty**: You learn details about any one creature.
Reality Revision: Break the laws of reality.

Shaper (Metacreativity) Discipline Spells

- 1 **Astral Construct**: Creates astral construct to fight for you.
Minor Creation*: Creates one cloth or wood object.
- 2 **Repair Construct**: Repairs construct of 3d8 hit points +1 hp/level.
- 3 **Concealing Amorpha, Greater**: Quasi-real membrane grants you total concealment.
Ectoplasmic Cocoon: You encapsulate a foe so it can't move.
- 4 **Fabricate***: Transforms raw goods to finished items.
Quintessence: You collapse a bit of time into a physical substance.
- 5 **Hail of Crystals**: A crystal explodes in an area, dealing 9d4 slashing damage.
Psychic Turmoil: Drain *ki* away from psionic creatures.
- 6 **Crystallize**: Turn subject permanently to crystal.
Fabricate, Greater*: Transforms a lot of raw goods to finished items.
- 7 **Ectoplasmic Cocoon, Mass**: You encapsulate all foes in a 20-ft. radius.
Psychic Turmoil, Greater: Drain *ki* away from creatures and convert it to temporary hit points.
- 8 **Astral Seed**: You plant the seed of your rebirth from the Astral Plane.

- 9 **Genesis**: You instigate a new demiplane on the Astral Plane.
True Creation: As *psionic major creation*, except items are completely real.

Telepath (Telepathy) Discipline Spells

- 1 **Charm***: Makes one person or creature your friend.
Slumber: Put a single creature into a magical slumber.
- 2 **Aversion**: Subject has aversion you specify.
Brain Lock: Subject cannot move or take any mental actions.
Paralyze: Paralyze one humanoid for 1 round/level.
Suggestion*: Compels subject to follow stated course of action.
- 3 **Crisis of Breath**: Disrupt subject's breathing.
Empathic Transfer, Hostile: Your touch transfers your hurt to another.
False Sensory Input: Subject sees what isn't there.
- 4 **Dominate***: Control target telepathically.
Mindlink, Thieving: Borrow knowledge of a subject's power.
Modify Memory*: Changes 5 minutes of subject's memories.
Schism: Your partitioned mind can cast lower level spells.
- 5 **Metaconcert**: mental concert of two or more increases the total power of the participants.
Mind Probe: You discover the subject's secret thoughts.
- 6 **Mind Switch**: You switch minds with another.
Brilliant Inspiration**: Take the better of two d20 rolls.
- 7 **Brain Spider**: Eavesdrop and plant suggestions on up to 8 creatures.
Crisis of Life: Stop subject's heart.
- 8 **Charm, Mass***: As *charm*, but all within 30' are affected.
Mind Seed: Subject slowly becomes you.
- 9 **Mind Switch, True**: A permanent brain swap.
Psychic Chirurgery: You repair psychic damage or impart knowledge of new powers.

PSYKER SPELL LISTS

0-Level Psyker Spells

- Bleed***: Cause a stabilized creature to resume dying
- Crystal Dart**: Deal 1d3 points of piercing damage.
- Daze***: Humanoid creature of 4 HD or less loses next action.
- Detect Magic***: You detect the presence of magic.
- Energy Dart**: Deal 1d3 energy (cold, electricity, fire, or sonic) damage.

Energy Affinity (*acid, cold, electricity, fire, force, negative, positive, and sonic*): Attune yourself to an energy type allowing you cast energy-based spells.

Far Hand: Move small objects at a limited distance.

Foresight, Lesser: Gain a +1 insight bonus to your next roll

Know Direction and Location: You discover where you are and what direction you face.

Mending*: Makes minor repairs to an object

Psi Light: Your eyes emit 20-ft. cone of light.

Resistance*: Grant +1 resistance bonus to saves.

Stabilize*: Cause a dying creature to stabilize.

Vigor, Minor: Gain 1 temporary hit point

1ST-Level Psyker Spells

Ant Haul**: Triples carrying capacity of a creature.

Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.

Biofeedback: Gain DR 2/–.

Bite of the Wolf: Gain bite attack for 1d8 damage.

Borrow Skill**: Make a skill check using another's ranks.

Burst: Gain +10ft. to speed this round.

Call Weaponry: Create temporary weapon.

Catfall: Instantly save yourself from a fall.

Chameleon: Gain +10 enhancement bonus on Hide checks.

Claws of the Beast: Your hands become deadly claws.

Conceal Thoughts: You conceal your motives.

Create Ammo: You create a few enhanced short-lived bolts, arrows, or bullets.

Dissipating Touch: touch deals 1d6 damage.

Distract: Subject gets –4 on Perception and Sense Motive checks.

Elfsight: Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.

Empty Mind: Gain +2 on Will saves until your next action.

Enlarge Self: Become one size category larger.

Float: Buoy yourself in water or other liquid.

Grip of Iron: Your iron grip gives +4 bonus on grapple checks.

Hammer: Melee touch attack deals 1d8/round.

Inertial Armor: Tangible field of force provides you with +4 armor bonus to AC.

Metaphysical Claw: Your natural weapon gains +1 bonus.

Metaphysical Weapon: Weapon gains +1 bonus.

Precognition: Gain +1 insight bonus to AC and saving throws.

Prescience: Gain +1 insight bonus on your attack and damage rolls.

Prevenom: Your claws gain a poison coating.

Prevenom Weapon: Your weapon is mildly venomous.

Reduce Self: You grow smaller.

Skate: Subject slides skillfully along the ground.

Shield*: Invisible disc provides +4 shield bonus to AC.

Slumber: Put a single creature into a magical slumber.

Stomp: Subjects fall prone and take 1d4 nonlethal damage.

Synesthesia: You receive one kind of sense when another sense is stimulated.

Thicken Skin: Gain +1 enhancement bonus to your AC for 10 min./level.

Vigor: Gain 5 temporary hit points.

2ND-Level Psyker Spells

Animal Kinship^A: Gain +4 enhancement to one ability.

Blink*: You randomly vanish and reappear for 1 round per level.

Body Equilibrium: You can walk on nonsolid surfaces.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Darkvision*: See 60 ft. in total darkness.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Dimension Swap: You and an ally switch positions.

Energized Touch: Your touch deals 1d6/power level energy damage.

Energized Weapon: Your weapon deals 1d6/power level energy damage.

Empathic Transfer: Transfer another's wounds to yourself.

Energy Adaptation: Gain resistance 10 to one energy type.

Feat Leech: Borrow another's *ki* or metamagic feats.

Glossolalia: cone-shaped shriek distracts smart foes, makes concentrating difficult.

Hustle: Instantly gain a move action.

Levitate Self: You move up and down, forward and back, via mental support.

Painful Strike: Your natural weapons deal an extra 1d6 nonlethal damage.

Pounce: You can make full attack in same round you charge.

Prowess: Instantly gain another attack of opportunity.

Repair Wounds: You heal 2d6 damage.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Scent: Gain the scent ability.

Siphon Strength: Siphon away your enemy's strength and grow stronger.

Sustenance: You can go without food and water for one day.

Thought Shield: Gain SR 13 against mind-affecting spell.

Wall Walker: Grants ability to walk on walls and ceilings.

3RD-Level Psyker Spells

Claws of the Vampire: Heal half of your claw's base damage.

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Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.

Danger Sense: Gain +4 bonus against traps.

Dimension Slide: Teleports you very short distance.

Duodimensional Claw: Increases your natural weapon's threat range.

Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.

Empathic Feedback: When you are hit in melee, your attacker takes damage.

Empathic Transfer, Hostile: Your touch transfers your hurt to another.

Escape Detection: You become difficult to detect with clairsentience powers.

Evade Burst: You take no damage from a burst on a successful Reflex save.

Exhalation of the Dragon: Your dragon breath deals 3d6 damage to a close target.

Graft Weapon: Your hand is replaced seamlessly by your weapon.

Improbability Shield: Gain +4 deflection bonus to AC until your next action.

Keen Edge*: Doubles normal weapon's threat range.

Ubiquitous Vision: You have all-around vision.

Vampiric Blade: You heal half of your base weapon damage.

4TH-Level Psyker Spells

Claw of Energy: Your claws deal additional energy damage.

Dimension Door*: Teleports you short distance.

Energy Adaptation, Greater: Your body converts energy to harmless light.

Freedom of Movement*: You cannot be held or otherwise rendered immobile.

Immovability: You are almost impossible to move and gain DR 15/–.

Inertial Barrier: Gain DR 5/–.

Psychic Vampire: touch attack drains 2 *ki* points/level from foe.

Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Perception checks.

Truevenom: Your natural weapons are covered in horrible poison.

Truevenom Weapon: Your weapon is horribly poisonous.

Weapon of Energy: Weapon deals additional energy damage.

5TH-Level Psyker Spells

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi: Psychic static inhibits spell casting.

Metaconcert: mental concert of two or more increases the total power of the participants.

Oak Body: Your body becomes as hard as oak.

Psychofeedback: Boost Str, Dex, or Con at the expense of one or more other scores.

6TH-Level Psyker Spells

Breath of the Dragon: Belch dragon breath for 11d6 damage.

Dispelling Buffer: You are buffered from one *dispel magic* effect.

Form of Doom: You transform into a frightening tentacled beast.

Mind Blank, Personal: You are immune to scrying and mental effects.

Prescience, Greater: Gain a +4 insight bonus to attack and damage rolls.

Suspend Life: Put yourself into a state akin to suspended animation.

OTHER SPELLS

Bard Spell List

2 **Glossolalia:** cone-shaped shriek distracts smart foes, makes concentrating difficult.

Cleric Spell List

3 **Mindlink:** You forge a limited mental bond with another creature.

5 **Psychic Turmoil:** Drain *ki* away from psionic creatures.

7 **Psychic Turmoil, Greater:** Drain *ki* away from creatures and convert it to temporary hit points.

8 **Brain Spider:** Eavesdrop and plant suggestions on up to 8 creatures.

Wizard/Sorcerer Spell List

3 **Mindlink:** You forge a limited mental bond with another creature.

5 **Psychic Turmoil:** Drain *ki* away from psionic creatures.

7 **Psychic Turmoil, Greater:** Drain *ki* away from creatures and convert it to temporary hit points.

6 **Mind Probe:** You discover the subject's secret thoughts.

SPELL DESCRIPTIONS

Acid Fog*

School: conjuration (creation) [metacreativity, acid]

Level: psion 6

Display: auditory

As the *acid fog* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Adapt Body

School: transmutation [psychometabolism]

Level: psion 5, psyker 5

Display: visual

Casting Time: 1 standard action

Range: personal

Target: You

Duration: 1 hour/level (D)

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you cast this spell; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

Affinity Field

School: conjuration [psychometabolism]

Level: psion 9

Display: material and visual

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (potentially harmless);

Spell Resistance: yes

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do. Hit points gained or lost persist after this spell ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or lower. Creatures that have an affinity to you gain a saving throw against each new spell transferred through the *affinity field* as if the spell were cast upon them normally. All magical and psionic effects transferred to subjects fade at the end of this spell's duration, although instantaneous effects remain. If you suddenly become immune to a particular effect or spell, the effect or spell to which you are immune cannot be transferred to creatures that have affinity to you.

Alter Winds**

School: transmutation [psychokinesis, air]

Level: kineticist 1

Display: mental

As the *alter winds* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Advanced Player's Guide*).

Augmentation	Ki Cost	Multiple
Increase wind effects by 1 more step	2	No
Increase radius of emanation by 5 feet	1	Yes
Alter direction of wind by up to 90 ft	1	No

Anchored Navigation

School: divination [clairsentience]

Level: seer 4

Display: material and olfactory

Casting Time: 1 standard action

Range: personal

Target: You

Duration: 1 hour/level

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free *teleport* beacon. While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point. The "anchored" starting point is your exact location when you cast the spell. To designate other anchored starting points, you must cast this spell multiple times and be present at the desired locations when you do so.

You can also retrace your steps through a maze automatically while the spell lasts, without resorting to a map.

Anchored navigation grants you a *mindlink* with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature. The use of *anchored navigation* is confined to the plane of existence where you cast it.

Augmentation	Ki Cost	Multiple
Extend the effect of this spell across all planar boundaries.	2	N/A

Animal Kinship

School: transmutation [psychometabolism]

Level: egoist 2, psyker 2

Display: material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The spell grants a +4 enhancement bonus to the ability score you choose,

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adding the usual benefits provided by a high ability bonus.

Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose. The appearance is a minor resemblance to the creature, not full transmutation. For example, the pupils in your eyes may elongate slightly when taking on the aspect of a cat. While under the effect of this spell, you suffer a -2 penalty to all diplomacy and bluff skill checks.

If you choose to increase the ability that powers your *ki* pool, you do not gain the benefit of an increased ability score long enough to gain any bonus *ki* points for a high ability score, but the save DCs of your spells increase for the duration of this spell.

Animal	Benefit
Bear	+4 Constitution
Bull	+4 Strength
Cat	+4 Dexterity
Eagle	+4 Charisma
Fox	+4 Intelligence
Owl	+4 Wisdom

Augmentation	<i>Ki</i> Cost	Multiple
Grant an additional +4 enhancement bonus to another ability. You cannot increase an ability more than once with this spell (egoist).	2	Yes

Ant Haul**

School: transmutation [psychometabolism]

Level: psion 1, psyker 1

Display: olfactory

As the *ant haul* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Advanced Player's Guide*).

Antimagic Field*

School: abjuration [psychokinesis]

Level: kineticist 6

Display: auditory and visual

As the *antimagic field* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Astral constructs also wink out if they enter a *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the spell that is maintaining the construct or summoned creature.

Antipathy*

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 8

Display: auditory

As the *antipathy* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Apopsi

School: necromancy [telepathy, mind-affecting]

Level: psion 9

Display: auditory, material, and visual

Casting Time: 1 round

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

Target: one living psionic creature

Duration: instantaneous

Saving Throw: Fortitude negates; **Spell Resistance:** yes

By using this spell, you delete 1d4 spells from the target's mind. If the target is a spell caster that prepares spells, these are just lost for the day. If the target stores spells in their mind (like psions, psykers, sorcerers, bards, and witch's familiars) the spells are lost permanently. All other creatures are shaken for 1d4 rounds.

You specify the level of each spell, and the DM randomly determines which of the subject's spells is actually deleted. *Psychic surgery* or *reality revision* can be used to restore the lost spells, but it must be performed within 1 week of losing the spells.

Ki Cost: You must spend 1 point of *ki* for each spell deleted. If the caster does not have enough *ki* or chooses not to spend the *ki*, the number of spells deleted is reduced (min 0 spells).

Assimilate

School: transmutation [psychometabolism]

Level: psion 9

Display: auditory and visual

Casting Time: 1 standard action

Range: touch

Target: one living creature touched

Duration: instantaneous and 1 hour; see text

Saving Throw: Fortitude half; **Spell Resistance:** yes

Your pointing finger turns black as obsidian. A creature touched by you is partially assimilated into your form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this spell is killed, entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this spell) grants you a number of temporary hit points equal to half the damage you dealt for 1 hour.

A creature that is completely assimilated grants you a number of temporary hit points equal to the damage you dealt and a +4 bonus to each of your ability scores for 1 hour. If the assimilated creature knows psionic spells, you gain knowledge of one of its spells for 1 hour. You gain some semblance of a creature you completely assimilate

for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

Astral Caravan

School: conjuration (teleportation) [psychoportation]
Level: nomad 3
Display: none
Casting Time: 1 hour
Range: personal
Targets: you and touched willing creatures
Duration: see text

You lead a caravan into the Astral Plane, leaving the Material Plane behind. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).

You can bring other willing creatures with you, provided that these subjects have each cast *astral traveler* and are linked hand to hand with you at the time of the *astral caravan's* casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them. Because the planes are a dangerous place, those who lead *astral caravans* usually choose to cast this spell only if they have a large party of travelers assembled. Sometimes groups of lower-level adventurers may hire you to lead forays beyond the Material Plane.

The *astral caravan spell* lasts while you and your fellow travelers maintain your original formation, until (1) you reach your intended destination plane, (2) you desire to end the spell while still traversing the Astral Plane, (3) you or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or (4) the spell is terminated by some outside means, such as *dispel magic*. When the spell ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand.

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time. For each 24 hours you travel, make a Knowledge (planes) check. Unless a location is particularly hard to find and well guarded, or conversely easy to find and well advertised, the average DC for an *astral caravan* journey should be set at 20. You cannot take 20 on this check, though you can take 10. Each check may be modified by

your degree of familiarity with the destination or by some connection you have with the place; see the tables below.

Destination Knowledge (the planes)

Knowledge	Check Modifier
None*	n/a
Secondhand (you have heard of the destination)	-10
Firsthand (you have visited before)	+0
Familiar (you have visited three or more times)	+5

*If you have no direct knowledge of your destination, you must have some connection to it in order to travel there; see below.

Knowledge (the planes)

Connection	Check Modifier
Likeness or picture of destination	+2
Object from destination	+4
Planar Cartographer's map of destination	+10

Each successful check indicates that you are one step closer to your goal. To finally arrive at your location, you must succeed on six checks within a span of 12 days. (If you fail to make six successful checks within the first 12 days, you can continue to make one check per day until you get the requisite six successes within a span of 12 consecutive days). When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d% x 10) miles of your intended destination on that plane.

Augmentation	Ki Cost	Multiple
Surround caravan with protective membrane (See below)	3	No

Protective Membrane: This spell weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used). You remain visible within the translucent, amorphous enclosure. You can pick up or drop willing passengers, easily reaching through the film. Anything you hold is enveloped by the film. Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

When you cast this spell in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (the planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

Astral Construct

School: conjuration (creation) [metacreativity]

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Level: shaper 1

Display: visual; see text

Casting Time: 1 round

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

Effect: one created astral construct

Duration: 1 round/level (D)

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

This spell creates an [astral construct](#) of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the spell's duration and dissipates at the end of its turn.

Astral constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

The level and abilities of the construct are determined by the caster at the time of its creation.

Ki Cost: You must spend 1 *ki* point for every 2 caster levels after the first. You do not have to create the maximum level construct at any time. If you want to create a 9 HD construct and your caster level is at least 9, you would pay 4 *ki* points. The costs and other statistics are listed in the [astral construct table](#).

Astral Imprisonment

School: abjuration [psychoportation]

Level: psion 9

Display: auditory

As the *imprisonment* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

The subject is imprisoned in a random location in the astral plane instead of underground when this spell is cast by a psion. There is a 1% chance per week that a random astral traveler will come upon the imprisoned subject. Subjects can be freed by using the [freedom](#) spell or any other means to free or find a subject of the *imprisonment* spell.

Augmentation	Ki Cost	Multiple
Choose a specific location in the Astral Plane	2	N/A

Astral Seed

School: conjuration [metacreativity]

Level: shaper 8

Display: material; see text

Casting Time: 10 minutes

Range: 0 ft.

Effect: one storage crystal

Duration: instantaneous

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

This spell weaves strands of astral ectoplasm into a crystal containing the seed of your living mind (hardness 1 and 1 hit point). You can have only one *astral seed* in existence at any one time. Until you perish, the *astral seed* (also called the storage crystal) is utterly inert. If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow.

Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the *astral seed* works over any distance, physical or extradimensional.

Once your body's physical demise activates the storage crystal, your soul becomes cocooned within the crystal. Over the next 10 days the body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you cast *astral seed* (the crystal itself breaks down and becomes a part of the new organic body). When the tenth day ends, you completely and totally inhabit the new body. You possess all the abilities you possessed when *astral seed* was cast, at one level lower, but you have none of your equipment (unless a trusted companion returns it to you from your originally dead body).

If the body is struck for any amount of damage during the ten-day period when it is growing, it is destroyed and your soul passes on.

Conceivably, someone could cast *mind switch* to acquire a temporary body for you, but only an evil creature would smash his own temporarily empty storage crystal to permanently usurp a subject's organic body (unless the subject is itself irredeemably evil).

Astral Traveler

School: conjuration (teleportation) [psychoportation]

Level: psion 1, psyker 1

Display: none

Casting Time: 1 hour

Range: touch

Target: creature touched

Duration: see text

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

This spell allows you or a creature you touch to participate in an astral caravan created through use of the *astral caravan* spell. While participating in a journey allowed by the *astral caravan* spell, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus

through the Astral Plane provided by *astral caravan* fails. See the *astral caravan spell* for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as casting a spell, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. Very few weapons exist that can damage a silvery cord.

The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

Attraction

School: enchantment (charm) [telepathy, mind-affecting]

Level: psion 1

Display: auditory

Casting Time: 1 standard action

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

Target: one creature

Duration: 1 hour/level

Saving Throw: Will negates; **Spell Resistance:** yes

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this spell, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This spell grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augmentation	Ki Cost	Multiple
Increase the bonus on interaction checks by 1 (Telepath)	1	Yes

Aura Alteration

School: abjuration [telepathy, mind-affecting]

Level: psion 6

Display: material

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one willing creature

Duration: 10 min./level or instantaneous; see text

You can use this spell in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

Disguise: If you use this spell to disguise the subject's alignment and level, the spell has a duration of 10 minutes per level. You can change the subject's alignment by only one step. You can adjust the subject's apparent level up or down by a number equal to one-half your own level (rounded down) or less.

Remove Compulsion: If you use this spell to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This spell can remove the compulsion of a curse or a *geas/quest* effect. It can also negate any charm and compulsion spells of 6th level or lower, such as *crisis of breath* or *death urge*. When *aura alteration* is cast for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus.

Augmentation	Ki Cost	Multiple
Shift alignment an additional step	1	No
Shift alignment to opposite	2	No
Adjust subject's apparent level	1	Yes

Aura Sight

School: divination [clairsentience]

Level: psion 4

Display: visual

Casting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped emanation centered on you

Duration: concentration, up to 10 min./level

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

You discern auras. Auras are invisible to the naked eye, but to a psionic viewer casting this spell they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psionic character. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence of good and evil auras in the area. You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area. (This spell can detect lawful and chaotic auras as well, but doing so requires a separate casting that focuses only on that alignment axis.)

2nd Round: Number of auras (creatures, objects, spells, or spells) in the area. You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside your line of sight. If a creature whose aura you detect has 5 or more Hit Dice

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than you do, you are overwhelmed by its presence and dazed for 1 round, and the spell ends.

Augmentation	<i>Ki</i> Cost	Multiple
Increase spell range by 5 ft.	1	Yes

Aversion

School: enchantment (compulsion) [mind-affecting]

Level: telepath 2

Display: auditory and material

Casting Time: 1 standard action

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

Target: one creature

Duration: 1 hour/level

Saving Throw: Will negates; **Spell Resistance:** yes

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she takes a –2 penalty on any attack rolls, ability checks, or skill checks involved.

Baleful Teleport

School: conjuration (teleportation) [psychoportation]

Level: nomad 5

Display: material and visual

Casting Time: 1 standard action

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

Target: one corporeal creature

Duration: instantaneous

Saving Throw: Fortitude half; **Spell Resistance:** yes

You psychoportively disperse minuscule portions of the subject, dealing 1d6 points of damage per power level (minimum 5d6, maximum 15d6). Targets can be protected from the effects of *baleful teleport* by dimensional anchor.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Nomad)	1	Yes

¹The maximum damage of an augmented *baleful teleport* spell can exceed 15d6.

Banishment*

School: conjuration (teleportation) [psychoportation]

Level: nomad 6

Display: auditory and material

As the *banishment* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Psions gain no benefit from presenting objects or substances that the target hates, fears, or otherwise opposes.

Bend Reality

School: universal [clairsentience]

Level: psion 8

Display: visual

Casting Time: 1 standard action

Range: see text

Target, Effect, or Area: see text

Duration: see text

Saving Throw: none; see text; **Spell Resistance:** yes

As the *limited wish* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

- Duplicate any psionic spell of 6th level or lower, provided the spell does not belong to an opposition school or discipline.

- Duplicate any arcane or divine spell of 5th level or lower, provided the spell does not belong to an opposition school or discipline.

- Duplicate any psionic spell of 5th level or lower, even if it belongs to an opposition school or discipline.

- Duplicate any arcane or divine spell of 4th level or lower, even if it belongs to an opposition school or discipline.

- Undo the harmful effects of many spells, such as *psionic dominate*, *geas/quest*, or *insanity*.

- Produce any other effect whose spell level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –8 penalty on its next saving throw.

A duplicated spell allows saving throws and Spell Resistance as normal (but the save DC is for a 8th-level spell).

Ki Food: You must consume 3 bites of manna to cast this spell. When a bend reality spell duplicates a spell with a material component that costs more than 1,000 gp, you must consume an additional 1 bite of manna for every 250 gp of materials required. You may opt take a sip of ambrosia for every 2,500 gp of materials required.

Bestow *Ki*

School: conjuration [telepathy, mind-affecting]

Level: psion 2

Display: mental

Casting Time: 1 standard action

Range: 20 ft.

Target: one psionic creature

Duration: instantaneous

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

You link your mind with another creature's mind, creating a brief conduit through which supernatural energy can be

shared. When you cast this spell, the subject gains 1 *ki* point. You can bestow half as many *ki* points to a subject as it has caster levels.

Because of the intimate nature of this spell, it cannot be fabricated into an item—only *ki* points generated by a creature in the moment can be shared using *bestow ki*.

Augmentation	Ki Cost	Multiple
Bestow an additional 1 <i>ki</i> point	2	Yes
Bestow an additional 1 <i>ki</i> point (egoist)	1	Yes

Biofeedback

School: transmutation [psychometabolism]

Level: psion 2, psyker 1

Display: material and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D)

You can toughen your body against wounds, lessening their impact. During the duration of this spell, you gain damage reduction 1/– plus 1/– for every 4 [power levels](#).

Augmentation	Ki Cost	Multiple
Increase damage reduction by 1/–	2	Yes
Increase damage reduction by 1/– (Egoist)	1	Yes

Bite of the Wolf

School: transmutation [psychometabolism]

Level: psyker 1

Display: visual; see text

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level

Your posture becomes stooped forward, and you grow a muzzle complete with fangs. You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8 points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by spells, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your bite, taking the standard –4 penalty on your attack roll. If you bite as your only attack, you use your highest base attack bonus on the attack roll, and you can apply your full Strength bonus to damage. If you bite in addition to making other attacks, the bite is a secondary attack.

If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Your bite increases in ferocity and causes 1d8 more damage for every 4 [power levels](#).

Bleed*

School: necromancy [psychometabolism]

Level: egoist 0, psyker 0

Display: visual and auditory

As the *bleed* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Blink*

School: transmutation [psychoportation]

Level: nomad 3, psyker 2

Display: visual

As the *blink* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Body Equilibrium

School: transmutation [psychometabolism]

Level: psion 2, psyker 2

Display: material and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level (D)

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x4 speed) on an unfirm surface without sinking or breaking through.

If you fall from any height while using this spell, damage from the impact is halved.

Body Purification

School: conjuration (healing) [psychometabolism]

Level: psion 3, psyker 2

Display: auditory and material

Casting Time: 1 round

Range: personal

Target: you

Duration: instantaneous

You restore up to 1 point of damage per power level to a single ability score (maximum 6). You cannot use *body purification* to heal ability drain.

Augmentation	Ki Cost	Multiple
Increase damage healed by 1	2	Yes
Increase damage healed by 1 (Egoist)	1	Yes

Borrow Skill**

School: transmutation [telepathy]

Level: psyker 1

Display: mental

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

Target: one creature

As the *borrow skill* bard spell, except as noted here (see the *Pathfinder Roleplaying Game Advanced Player's Guide*).

Unlike the bard version, this ray requires a ranged touch attack to borrow a skill.

Brain Lock

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: telepath 2

Display: material and visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Target: one humanoid

Duration: concentration + 1 round

Saving Throw: Will negates; **Spell Resistance:** yes

The subject's higher mind is locked away. He stands dazed, unable to take any psionic actions (including casting spells or using psionic feats that require a decision to be used) nor any mental actions at all.

A *brain locked* subject is not stunned, so attackers get no special advantage against him.

A *brain locked* flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface.

Augmentation	<i>Ki</i> Cost	Multiple
Spell can also affects an animal, fey, giant, magical beast, or monstrous humanoid.	1	N/A
Spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above	2	N/A

Brain Spider

School: divination [telepathy, mind-affecting]

Level: cleric 8, telepath 7

Components: V, S, M, DF

Display: auditory and visual

Casting Time: 1 round

Range: long (400 ft. + 40 ft./level)

Targets: up to eight living creatures

Duration: 1 min./level

Saving Throw: Will negates; **Spell Resistance:** yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- Individual trains of thought in whatever order you desire.
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.

- A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider* spell. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*.) Success on this saving throw does not negate the other effects of the *brain spider* spell for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings. Language is not a barrier, and you need not personally know the beings. The spell cannot reach those who make a successful Will save.

Material Component (cleric): A spider of any size or kind. It can be dead, but must still have all eight legs.

Breath of the Dragon

School: transmutation [psychometabolism, see below]

Level: psion 6, psyker 6

Display: visual

Casting Time: 1 standard action

Range: 30ft

Area: cone-shaped burst

Duration: instantaneous

Saving Throw: Reflex half; **Spell Resistance:** yes

Your mouth spews forth the breath of a dragon that deals 1d6 points of damage per *power level* (minimum 6d6, maximum 20d6). You can produce a breath of acid, cold, electricity, or fire based on your *energy affinity*.

This spell gains a descriptor based on your *energy affinity*.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (psychometabolism)	1	Yes

¹The maximum damage of an augmented *breath of the dragon* spell can exceed 20d6

Break**

School: transmutation [psychokinesis]

Level: psion 1

Display: auditory

As the *break* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Advanced Player's Guide*).

Brilliant Inspiration**

School: evocation [telepathy, language-dependent]

Level: telepath 6

Display: auditory

As the *brilliant inspiration* bard spell, except as noted here (see the *Pathfinder Roleplaying Game Advanced Player's Guide*).

Burst

School: Psychoportation

Level: nomad 1, psyker 1

Display: auditory

Casting Time: 1 swift action

Range: personal

Target: you

Duration: 1 round

This spell increases your land speed by 10 feet. (This adjustment counts as an enhancement bonus to speed.)

You can cast this spell with an instant thought, quickly enough to gain the benefit of the spell on your turn before you move. Casting this spell is a swift action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You cannot cast this spell when it isn't your turn.

Augmentation	Ki Cost	Multiple
Increase land speed by 5 feet	2	Max 5
Increase land speed by 5 feet (Nomad)	1	Max 5

Call to Mind

School: divination [telepathy, mind-affecting]

Level: psion 1

Display: mental

Casting Time: 1 minute

Range: personal

Target: you

Duration: instantaneous

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you.

On a failed Knowledge check, you can cast this spell to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

Call Weaponry

School: conjuration (teleportation) [psychoportation]

Level: psyker 1

Display: material

Casting Time: 1 round

Range: 0 ft.

Effect: one weapon; see text

Duration: 1 min./level; see text (D)

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

You call a weapon "from thin air" into your waiting hand (actually, it is a real weapon hailing from another location in space and time). You don't have to see or know of a weapon to call it—in fact, you can't call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or

sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated.

Weapons gained by *call weaponry* are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augmentation	Ki Cost	Multiple
Increase enhancement bonus by +1	2	Max 5

Catapsi

School: abjuration [telepathy, mind-affecting]

Level: psion 5, psyker 5

Display: mental and visual

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates; see text; **Spell Resistance:** yes

By casting this spell, you generate psychic static, interfering with the ability of other psionic characters to cast their spells or use Ki-powered abilities (you are not affected by your own *catapsi* casting). All psionic activity within the area requires an additional *ki* cost of 1, unless a character makes a Will save each time he attempts to cast a psionic spell or use their *ki* pool.

Ki powers and psionic spells all incur the increased *ki* cost. *Ki* focus is immediately lost if the character does not make their Will save each round while in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative. Feats and abilities that rely on *ki* become full-round actions.

The limit on the number of *ki* points a subject can spend augmenting a spell remains in effect; thus, a subject may not be able to augment higher-level spells. If augmenting a spell would cause the caster to exceed his available *ki* points or his spending limits, the casting fails automatically, but no *ki* points are expended.

Catfall

School: transmutation [psychoportation]

Level: psion 1, psyker 1

Display: auditory

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: Until landing or 1 round/ level

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter than it actually is + 10 feet per power

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level (maximum 60 ft.). This spell affects you and anything you carry or hold (up to your maximum load). You can cast this spell with an instant thought, quickly enough to gain the benefit of the spell while you fall. Casting the spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You can cast this spell even when it isn't your turn.

Augmentation	<i>Ki</i> Cost	Multiple
Reduce damage as if the fall were an additional 10 feet shorter ¹	2	Yes
Reduce damage as if the fall were an additional 10 feet shorter (Nomad) ¹	1	Yes

¹The maximum damage of *energy blast* with augmentation can exceed 10d6.

Chameleon

School: transmutation [psychometabolism]

Level: egoist 2, psyker 1

Display: olfactory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level (D)

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 enhancement bonus on Stealth checks.

Charm*

School: enchantment (charm) [telepathy, mind-affecting]

Level: telepath 1

Display: mental

As the *charm person* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	<i>Ki</i> Cost	Multiple
Spell can affect an animal, fey, giant, magical beast, or monstrous humanoid.	2	N/A
Spell can affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.	3	N/A
Increase duration to 1 day/level	2	No

Charm, Mass*

School: enchantment (charm) [telepathy, mind-affecting]

Level: telepath 8

Display: mental

As the *mass charm monster* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Clairtangent Hand

School: divination (scrying) [clairsentience]

Level: seer 5

Display: auditory, mental, and visual

Casting Time: 1 standard action

Range: see text

Area: see text

Duration: Up to 1 min./level; see text (D)

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

You can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target your *far hand*; see the appropriate spell descriptions. *Clairtangent hand's* duration is up to 1 minute per level when used with a *far hand* effect.

Augmentation	<i>Ki</i> Cost	Multiple
Emulate <i>clairvoyant sense</i> in conjunction with either <i>telekinetic force</i> , <i>telekinetic maneuver</i> , or <i>telekinetic thrust</i> ; however, this spell's duration expires as soon as any of the noted telekinetic spells deals damage.	2	No

Clairvoyant Sense

School: divination (scrying) [clairsentience]

Level: seer 2

Display: auditory and visual

Casting Time: 1 standard action

Range: see text

Effect: psionic sensor

Duration: 1 min./level (D)

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

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the focus of your *clairvoyant sense* doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow psionically or supernaturally enhanced senses to work through it.

If the chosen locale is magically or psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect or out to the extent of your natural darkvision. The spell does not work across planes.

Claw of Energy

School: transmutation [psychokinesis, see text]

Level: psyker 4

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round/level

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this spell to energize that weapon. The claw

attack deals an extra 1d6 points damage based on your energy affinity) on a successful hit. This spell can be cast on a claw attack that already deals energy damage, but if the claw already deals the same type of damage as the spell, the effects stack. If this spell is cast on a claw attack already benefiting from the effect of the spell, the newer casting supersedes the older casting, even if both castings are of different energy types.

This spell gains a descriptor based on your energy affinity.

Claws of the Beast

School: transmutation [psychometabolism]

Level: psyker 1

Display: visual

Casting Time: 1 swift action

Range: personal

Target: you

Duration: 1 hour/level
text

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small) plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by spells, spells, and effects that enhance or improve natural. You can choose to deal nonlethal damage with your claws, taking the standard –4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack. If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus.

You can cast this spell with an instant thought, quickly enough to gain the benefit of the spell on your turn before you attack. Casting this spell is a swift action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You cannot cast this spell when it isn't your turn.

You can call or dismiss the claws as a swift action during the duration of the spell. If you attack with a manufactured weapon or another natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augmentation	Ki Cost	Multiple
Increase claw by 1 size category (see table below)	2	Max 4

Ki Cost	Claw Size	Claw Damage (for char size)		
		Small	Medium	Large
2	Large	1d4	1d6	1d8
4	Huge	1d6	1d8	2d6
6	Gargantuan	1d8	2d6	2d8
8	Colossal	2d6	2d8	4d6

Claws of the Vampire

School: transmutation [psychometabolism]

Level: psyker 3

Display: material and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round/level

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this spell to change the nature of that weapon. When this spell is cast, your claws take on an ominous glimmer. Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage.

You heal a number of hit points equal to half the base damage dealt by your *claws of the vampire*, rounded down (additional damage dealt because of a high Strength score or other enhancements does not count toward the amount you heal). You heal as many hit points as can be gained while the creature remains at 1 hit point or higher. Any damage that would reduce the creature to 0 or fewer hit points does not benefit you.

You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability. Moreover, you gain no healing from attacking any creature that is under the effect of *biofeedback*. Using *fission* on yourself and then attacking your duplicate also fails to grant any healing.

Cloud Mind

School: abjuration [telepathy, mind-affecting]

Level: psion 2

Display: none

Casting Time: 1 standard action

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

Target: one creature

Duration: 1 min./level

Saving Throw: Will negates; Spell Resistance: yes

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This spell has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the spell. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Cloud Mind, Mass

School: abjuration [telepathy, mind-affecting]

Level: psion 6

Target: one creature/level

As *cloud mind*, except as noted above. Each creature is affected individually.

Conceal Thoughts

School: abjuration [telepathy, mind-affecting]

Level: psion 1, psyker 1

Display: mental

Casting Time: 1 standard action

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

Target: one willing creature

Duration: 1 hour/level

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

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any spell or spell used to read its mind (such as *detect thoughts* or *mind probe*).

Concealing Amorpha

School: conjuration (creation) [metacreativity]

Level: psion 2, psyker 2

Display: material; see text

Casting Time: 1 standard action

Range: 0 ft.

Effect: quasi-real amorphous film centered on you

Duration: 1 min./level (D)

Using *concealing amorpha*, you weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and cast spells without hindrance.

Concealing Amorpha, Greater

School: Conjuration (creation) [metacreativity]

Level: shaper 3, psyker 3

Duration: 1 round/level (D)

As *concealing amorpha*, except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

Contingency*

School: evocation [clairsentience]

Level: psion 6

Display: olfactory

Casting Time: 10 minutes or longer; see text

Range: personal

Target: you

Duration: one day/level (D) or until discharged

As the *contingency* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Ki Cost: you must spend 1 *ki* point to cast this spell.

Control Body

School: enchantment (compulsion) [psychokinesis]

Level: kineticist 4

Display: material

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Target: one medium or smaller creature with humanoid physiology

Duration: concentration, up to 1 min./level

Saving Throw: Fortitude negates; **Spell Resistance:** yes

You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight. *Control body* doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to cast spells, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this spell ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your *ki* pool modifier, and its bonus on damage rolls is equal to your *ki* pool modifier. A subject of this spell cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your *ki* pool ability modifier.

Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions (such as casting spells) can do so.

Augmentation	K/ Cost	Multiple
Spell can also affects an animal, fey, giant, magical beast, or monstrous humanoid.	2	N/A
Spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above	3	N/A
Affect a target one size category larger	1	Yes

Control Flames

School: evocation [psychokinesis, fire]

Level: psion 1

Display: auditory

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Area: one nonmagical fire source; see text

Duration: concentration, up to 1 min./level

Saving Throw: see text; **Spell Resistance:** no

You pyrokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your power level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this spell, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a DC 15 Reflex saving throw, with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of *control flames*, then the DC of the Reflex save needed to put out the flames increases to 25.

This spell also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this spell, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.

An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your Int modifier). A successful Reflex save moves the creature to the nearest unoccupied square. The flames deal the indicated damage

to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

Control Flames

Power Level	Fire Size	Example	Max Dmg per Round
1	Fine	Tindertwig	1
2	Diminutive	Torch	1d3
3	Tiny	Small campfire	1d6
4	Small	Large campfire	2d6
5	Medium (5'x5')	Forge	3d6
6	Large (10'x10')	Bonfire	4d6
7	Huge (15'x15')	Burning shack	5d6
8	Gargantuan (20'x20')	Burning tavern	6d6
9+	Colossal (30'x30')	Burning inn	7d6

Augmentation	K/ Cost	Multiple
Increase size of fire you want to control by one step, up to the maximum size of the fire you can control according to your power level.	1	Yes
Decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.	1	Yes

Control Light

School: transmutation [psychokinesis, light]

Level: psion 1

Display: visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Area: nine 10-ft. cubes + three 10-ft. cubes/level

Duration: concentration, up to 1 min./level, or 1 round; see text

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

By manipulating the ambient light level, you can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you cast this spell). You can alter the level of illumination from its original level at any time during the spell's duration.

Decrease: you can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total darkness). If you decrease the light by 50%

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or more, the visual ability of creatures that depend on light to see declines accordingly. If you decrease the ambient light in an area by 100%, even those with lowlight vision are unable to see within the affected area. For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Stealth checks (to a maximum of +4 when all the light is gone).

Increase: you can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%. If you increase the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly.

You can use this spell to increase the illumination of an area by 200% (improving visual abilities accordingly), but in such a case the spell's duration is only 1 round.

Control Object

School: transmutation [psychokinesis]

Level: kineticist 1

Display: material

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one unattended object weighing up to 100 lb.

Duration: concentration, up to 1 round/level

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

You telekinetically “bring to life” an inanimate object. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to base attack bonus + your *Ki pool* modifier. If the attack hits, it deals points of damage equal to 1d6 plus your *Ki pool* modifier. A controlled object has its usual hardness and hit points.

You can use this spell on a nonmagical lock, making it move in such a way as to attempt to unlock itself. If another character makes an Open Lock check involving a lock that you are concentrating on controlling, the character gains a +4 bonus on the check.

Control Sound

School: transmutation [psychokinesis, sonic]

Level: psion 2

Display: auditory; see text

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one sound or mixture of related sounds

Duration: concentration, up to 1 min./level; see text

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

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled. You can substitute any sound you have heard for the target sound. If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area. In this way, you can provide yourself or any with a +4 circumstance bonus on Stealth and Perception checks.

Alternatively, you can use up the spell in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in the area.

Co-Opt Concentration

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 6

Display: mental

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one creature

Duration: concentration, up to 1 round/level

Saving Throw: Will negates; **Spell Resistance:** yes

You take over control of a spell that was cast by the subject and that must be maintained through concentration. Once you wrest control of the spell from the subject, you have several options.

- Allow the spell to function as normal.
- Keep the spell targeted on the subject (if a personal spell) but decide how the spell fulfills its function each round.
- Retarget the spell on yourself (if a personal spell).
- Choose not to concentrate on the co-opted spell in the next round, ending the spell at that point.

When the duration of *co-opt concentration* expires, the spell you took control of ends (even if this would mean that the spell ends earlier than normal).

Correspond

School: evocation [telepathy, mind-affecting]

Level: psion 4

Display: mental

Casting Time: 10 minutes

Range: see text

Target: one creature with an Intelligence score of 3 or higher

Duration: 1 round/level

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

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

Create Ammo

School: conjuration (creation) [metacreativity]

Level: psion 1, psyker 1

Display: material

Casting Time: 1 standard action

Range: 0 ft.

Effect: A normal bolt, arrow, or sling bullet

Duration: 1 min./level

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

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augmentation	Ki Cost	Multiple
Increase enhancement bonus by +1	1	Max 4

Create Sound

School: conjuration (creation) [metacreativity, sonic]

Level: psion 0

Display: auditory; see text

Casting Time: 1 standard action

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

Effect: Sounds; see text

Duration: 1 round/level (D)

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

Similar to *ghost sound* but creates sonic energy instead of an illusion (see the *Pathfinder Roleplaying Game Core Rulebook*). You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the spell creates when casting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is

about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the spell is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by casting *control sound*.

Augmentation	Ki Cost	Multiple
Increase the sound as if 4 more normal humans were making noise.	1	Yes

Crisis of Breath

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: telepath 3

Display: auditory

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one breathing humanoid

Duration: 1 round/level

Saving Throw: Will negates, Fortitude partial; see text;

Spell Resistance: yes

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the spell's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is cast, it is unaffected by this spell. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to -1 hit points and is dying. Curing spells or spells can revive a dying subject normally, so long as this spell's duration has expired; if the spell is still in effect, a revived creature is still subject

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to Fortitude saves in each round when it does not consciously breathe.

Augmentation	<i>Ki</i> Cost	Multiple
Spell can also affect an animal, fey, giant, magical beast, or monstrous humanoid.	2	Yes
Spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.	3	Yes

Crisis of Life

School: necromancy [telepathy, mind-affecting, death]

Level: telepath 7

Display: mental

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one creature

Duration: instantaneous

Saving Throw: Fortitude partial; see text; **Spell Resistance:** yes

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less. If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

Augmentation	<i>Ki</i> Cost	Multiple
Add +1 to the HD of targets that can be killed by this spell.	1	Yes

Crystal Dart

School: conjuration (creation) [metacreativity]

Level: psion 0

Display: auditory and material

Casting Time: 1 standard action

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

Effect: ray

Duration: instantaneous

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

Upon casting this spell, you propel a razor-sharp crystal dart at your target. You must succeed on a ranged touch attack with the dart to deal damage to a target. The dart deals 1d3 points of piercing damage.

Crystal Shard

School: conjuration (creation) [metacreativity]

Level: psion 1

Display: auditory and material

Casting Time: 1 standard action

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

Effect: ray

Duration: instantaneous

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

Upon casting this spell, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged

touch attack with the shard to deal damage to a target. The ray deals 1d6 points of piercing damage per power level (maximum 5d6).

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Shaper)	1	Yes

¹The maximum damage of an augmented *crystal shard* spell can exceed 5d6.

Crystallize

School: transmutation [metacreativity]

Level: shaper 6

Display: auditory

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one living creature

Duration: permanent

Saving Throw: Fortitude negates; **Spell Resistance:** yes

You seed the subject's flesh with supersaturated crystal. In an eyeblink, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. Following the application of this spell, the subject appears lifeless. In fact, it is not dead (though no life can be detected with spells or spells that detect such).

This spell has a chance of being dispelled only by a caster of a higher level than you when you cast this spell. When the spell is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior being affected by *crystallize*.

Creatures affected by this spell will take extra damage from sonic energy attack.

Danger Sense

School: divination [clairsentience]

Level: psion 3, psyker 3

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 hour/level (D)

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Augmentation	<i>Ki</i> Cost	Multiple
Gain <i>uncanny dodge</i> ability	2	N/A
Gain improved <i>uncanny dodge</i> ability (requires <i>uncanny dodge</i>)	2	N/A

Darkvision*

School: transmutation [clairsentience]

Level: psion 3, psyker 2

Display: visual

As the *darkvision* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Daze*

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 0

Display: material and mental

As the *daze* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
Spell can affect an animal, fey, giant, magical beast, or monstrous humanoid. (Telepath)	2	N/A
Spell can affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above. (Telepath)	3	N/A
Affect creatures of any HD (Telepath)	3	N/A

Death Urge

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 4

Display: mental

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one living creature

Duration: 1 round

Saving Throw: Will negates; **Spell Resistance:** yes

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, of which the opponent may or may not choose to take advantage.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augmentation	Ki Cost	Multiple
Increase duration by 1 round	1	Yes

Deceleration

School: transmutation [psychoportation]

Level: psion 1

Display: auditory and material

Casting Time: 1 standard action

Range: close (25 ft. + 5 ft./level)

Target: one Medium or smaller creature

Duration: 1 min./level

Saving Throw: Reflex negates; **Spell Resistance:** yes

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent casting of *deceleration* on the subject does not further decrease its speed.

Augmentation	Ki Cost	Multiple
Affect can target one size category larger	1	Yes

Decerebrate

School: necromancy [psychoportation, death]

Level: psion 7

Display: mental

Casting Time: 1 standard action

Range: close (25 ft. + 5 ft./level)

Target: one living creature

Duration: instantaneous

Saving Throw: Fortitude negates; **Spell Resistance:** yes

With *decerebrate*, you selectively remove a portion of the subject's brain stem. The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp and unresponsive. Without extreme measures, such as *greater restoration* or some other suitable effect of 7th level or higher, the creature perishes in 1d4 days.

Déjà Vu

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 1

Display: mental

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Target: one creature

Duration: 1 round

Saving Throw: Will negates; **Spell Resistance:** yes

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of *ki* points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Demoralize

School: enchantment [telepathy, mind-affecting]

Level: psion 1

Display: mental and olfactory

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Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 1 min./level

Saving Throw: Will negates; **Spell Resistance:** yes

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the spell. Allies and creatures without an Intelligence score are unaffected.

Destiny Dissonance

School: divination [clairsentience]

Level: seer 1

Display: material and mental

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: 1 round/level

Saving Throw: none; **Spell Resistance:** yes

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the caster.

Detect Compulsion

School: divination [telepathy, mind affecting]

Level: psion 0

Display: visual

Casting Time: 1 standard action

Range: 60 ft.

Target: one creature, one object, or a 5-ft. cube

Duration: 1 min./level (D)

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

You determine whether a creature, object, or area has been affected by a mind affecting compulsion. You can determine the exact type of compulsion by making a Knowledge (arcane, religion, or psionics) check. A character with the Spellcraft skill may try a Spellcraft check if the Knowledge check fails, or may try the Spellcraft check prior to the Knowledge check. The DC to determine the compulsion type is 10 + the caster level. The spell can penetrate barriers, but 1 foot, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

You only know the type of compulsion (spell name) used, not the specifics of what the compulsion was.

Augmentation	<i>Ki</i> Cost	Multiple
Increase check to determine compulsion by 1 (Telepath)	1	Yes

Detect Energy

School: divination [clairsentience, see text]

Level: psion 0

Display: olfactory

Casting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped emanation

Duration: 1 min./level (D)

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

This spell works like *detect magic*, but allows the spellcaster to sense the telekinetic presence of energy (fire, cold, electricity, or sonic). The type of energy must be determined before casting the spell which also sets the spell subtype.

The spell does not distinguish between magical, natural, or sentient (elemental) energy sources, only that the energy type exists. A magical energy trap (where the energy has not manifested yet) and a depleted energy source both will give off a dim aura for a period of time.

Detect Hostile Intent

School: divination [telepathy, mind-affecting]

Level: psion 2, psyker 2

Display: olfactory

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 10 min./level (D)

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

While the duration of this spell lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The spell detects active aggression, as opposed to vigilance. In addition, while this spell is active you cannot be surprised or caught flatfooted by creatures that are susceptible to mind-affecting spells.

While under the effect of this spell, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The spell can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Detect Life

School: divination [clairsentience]

Level: psion 0

Display: olfactory

Casting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped emanation

Duration: 1 min./level (D)

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

This spell works like *detect magic*, but allows the spellcaster to sense the metabolic presences of living things.

The spell does not distinguish between what kind of living thing, only the size and number. All things give off a very dim signature of life and the egoist has determined

how to filter that out. Only tiny creatures or larger can be detected.

Detect Magic*

School: divination [clairsentience]

Level: psion 0, psyker 0

Display: auditory and visual

As the *detect magic* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Detect Scrying*

School: divination [clairsentience]

Level: psion 4

Display: mental and visual

As the *detect scrying* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Detect Teleportation

School: divination [clairsentience]

Level: psion 0

Display: visual

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: concentration, up to 1 minute (D)

Saving Throw: no; **Spell Resistance:** no

You sense the use of any effects of the teleportation subdiscipline within the area. You sense the use of these spells whether or not you have line of sight or line of effect (although a force effect prevents this detection). When you sense the use of an appropriate spell, you know the direction in which the spell was used, though not the distance or the exact effect.

Augmentation	Ki Cost	Multiple
Increase the spell range to Medium (100 ft. + 10ft./level) (Telepath)	1	N/A

Detect Thoughts*

School: divination [telepathy, mind-affecting]

Level: psion 2

Display: mental

As *detect thoughts*, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Dimension Door*

School: conjuration (teleportation) [psychoportation];

Level: psion 4, psyker 4

Display: visual

As the *dimension door* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
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Cast this spell as a move action

2

N/A

Dimension Slide

School: conjuration (teleportation) [psychoportation]

Level: psyker 3

Display: visual

Casting Time: 1 standard action

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

Target: you; see text

Duration: instantaneous

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of *dimension slide* does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the spell simply fails to function.

Augmentation	Ki Cost	Multiple
Cast this spell as a move action	2	No

Dimension Swap

School: conjuration (teleportation) [psychoportation]

Level: nomad 2, psyker 2

Display: visual

Casting Time: 1 standard action

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

Targets: you and one ally in range, or any two allies in range; see text

Duration: instantaneous

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

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This spell affects creatures of Large or smaller size. You can bring along objects, but not other creatures. **Special:** A Psyker can cast this spell to swap positions with an ally, but not to swap the positions of two allies.

Augmentation	Ki Cost	Multiple
Increase the size category that the spell can affect by 1 (Nomad)	1	Yes

Dimensional Anchor*

School: abjuration [psychoportation]

Level: nomad 4

Display: auditory

As the *dimensional anchor* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Dimensional Lock*

School: abjuration [psychoportation]

Level: psion 8

Display: auditory

As the *dimensional lock* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Disable

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 1

Display: visual

Casting Time: 1 standard action

Range: 20 ft.

Area: cone-shaped emanation centered on you

Duration: 1 min./level (D)

Saving Throw: Will negates; **Spell Resistance:** yes

You broadcast a mental compulsion that convinces one or more creatures of 4 Hit Dice or less that they are disabled (see Appendix 2: Conditions of the *Pathfinder Roleplaying Game Core Rulebook*). Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this spell believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this spell typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

Augmentation	Ki Cost	Multiple
Add +1 to the HD of targets that can be affected by this spell.	1	Yes

Disintegrate*

School: transmutation [psychoportation]

Level: psion 6

Display: auditory, material, and visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Effect: ray

Duration: instantaneous

Saving Throw: Fortitude partial (object); **Spell**

Resistance: yes

As the *disintegrate* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Any creature struck by the ray takes 2d6 points of damage per power level (minimum 12d6, maximum 40d6). The creature making the save still only takes 5d6 points damage.

Augmentation	Ki Cost	Multiple
Increase the spell damage by 2d6 ¹	2	Yes
Increase the spell damage by 2d6 ¹ (Nomad)	1	Yes

¹The maximum damage of and augmented *disintegrate* spell can exceed 20d6.

Dismissal*

School: abjuration [psychoportation]

Level: nomad 4

Display: auditory

As the *dismissal* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Dismiss Ectoplasm

School: abjuration [metacreativity]

Level: psion 3

Display: auditory and visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Area: 30-ft.-radius burst

Duration: instantaneous

Saving Throw: Will negates; see text; **Spell Resistance:** no

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the *ectoplasmic cocoon* spell, or that were formerly composed of ectoplasm, such as items created by conjuration (creation) [metacreativity] spells.

An ectoplasmic creature that fails its Will saving throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the *ectoplasmic form* that fails its saving throw is either destroyed out right or physically shifted to a random location on the Astral Plane (50% chance for either result).

Astral constructs that have been made permanent loose cohesion. The materials are left behind and can be reused again within 24 hours. It takes 10 minutes for every level of the construct to reanimate it. Only the exact same construct can be recreated. Any alteration destroys the ingredients.

Other ongoing spells that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are dismissed if you succeed on a caster level check (1d20 + your caster

level, maximum +10) against a DC of 11 + the spell's caster level.

Dispel Magic*

School: abjuration [psychokinesis]

Level: psion 3

Display: visual

As the *dispel magic* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
Grant a +2 bonus to the dispel check	1	Yes

Dispelling Buffer

School: abjuration [psychokinesis]

Level: kineticist 6, psyker 6

Display: material and olfactory

Casting Time: 1 standard action

Range: personal or close (25 ft. + 5 ft./2 levels); see text

Target: you or one willing creature or one object (object weighing up to 100 lb./level); see text

Duration: 1 hour/level (D)

Saving Throw: none; **Spell Resistance:** yes (harmless, object)

You create a psychokinetic shield around the subject that improves the chance that any spells affecting the subject will resist a *dispel magic* spell or a negation effect that targets a specific spell (such as *shatter mind blank*).

When *dispelling buffer* is cast on a creature or object, add +5 to the DC of the dispel check for each ongoing effect that is subject to being dispelled.

Dispel magic can negate *dispelling buffer*, but against a targeted dispel, *dispelling buffer* is always checked last (with the same +5 bonus). Against an area dispel, *dispelling buffer* is checked in the order according to its level (with the same +5 bonus).

Special: When a Psyker casts this spell, the range is personal and the target is the caster.

Dissipating Touch

School: conjuration (teleportation) [psychoportation]

Level: psion 1, psyker 1

Display: auditory and visual

Casting Time: 1 standard action

Range: touch

Target: creature or object touched

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes (object)

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage per power level (maximum 5d6).

Augmentation	Ki Cost	Multiple
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Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Nomad)	1	Yes

¹The maximum damage of an augmented *dissipating touch* spell can exceed 5d6.

Distract

School: enchantment [telepathy, mind-affecting]

Level: psion 1, psyker 1

Display: mental

Casting Time: 1 standard action

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

Target: one creature

Duration: concentration, up to 1 min./level (D)

Saving Throw: Will negates; **Spell Resistance:** yes

You cause your subject's mind to wander, distracting her. Subjects under the effect of *distract* make all Perception and Sense Motive checks at a –4 penalty.

Divert Teleport

School: conjuration (teleportation) [psychoportation]

Level: psion 7

Display: visual

Casting Time: 1 immediate action; see text

Range: medium (100 ft. + 10 ft./level)

Area: a circle, centered on you, with a radius of 50 ft. + 10 ft./level

Effect: diverts the teleportation of any object or creature whose weight does not exceed your maximum load

Duration: 10 min./level (D)

Saving Throw: Will negates (foils diversion); **Spell Resistance:** yes (foils diversion)

Similar to *detect teleportation*, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area. This is an immediate action, like casting a quickened spell, and counts toward the limit of one quickened spell per round. You can cast this spell even if it is not your turn.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical. You must overcome the Spell Resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this spell, "divert" means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting. The destination you choose must be a location with which you are very familiar or that you have studied carefully.

Divination*

School: divination [clairsentience]

Level: psion 4

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Display: mental and visual

As the *divination* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Dominate*

School: enchantment (compulsion) [telepathy, mind-affecting];

Level: telepath 4

Display: mental

As the *dominate person* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
Affect an animal, fey, giant, magical beast, or monstrous humanoid	2	N/A
Affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above	3	N/A
Increase range to Medium (100 ft. + 10 ft./level)	2	N/A

Dream Travel

School: conjuration [psychoportation]

Level: nomad 7

Display: visual

Casting Time: 1 standard action

Range: touch

Targets: you and touched creature or creatures (up to one/level)

Duration: 1 hour/level (D)

Saving Throw: Will negates; **Spell Resistance:** yes

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams. You can take more than one creature along with you (subject to your level limit), but each one must be touching another one. You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere. For every minute you move through dream, you can “wake” to find yourself five miles displaced in the waking world. Thus, a character can use this spell to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world. You know where you will come out in the waking world.

Dream travel can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities—a potentially perilous proposition. Transferring to another plane of existence in this fashion requires 1d4 hours of uninterrupted travel.

Any creatures that come along when *dream travel* is cast also make the transition to the borders of unconscious thought. A creature separated from you wanders off into the dreamscape. When the duration ends, all affected creatures return to the waking world as much as 1,000 miles (d% \times 10) from their starting point. If a creature remains in the dreamscape, it is powerless to leave unless it can cast the *dream travel spell* itself or someone who casts the spell seeks out the lost creature.

Duodimensional Claw

School: transmutation [psychometabolism]

Level: psyker 3

Display: material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this spell to improve that weapon. One of your claws becomes two-dimensional, making it razorsharp. The weapon is now psionically keen, increasing its threat range from 20 to 19–20. This benefit does not stack with other effects that improve a weapon’s threat range.

The third spatial component of your hand still exists but is temporarily shunted into the Ethereal Plane, so against ethereal or incorporeal targets this spell is ineffective.

Ecto Protection

School: transmutation [metacreativity]

Level: psion 1

Display: visual; see text

Casting Time: 1 standard action; see text

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

Target: astral construct

Duration: 1 min./level

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

This spell reinforces an astral construct, giving it a +1 bonus on saving throws to resist *dismiss ectoplasm* or any other spell that affects ectoplasm.

Augmentation	Ki Cost	Multiple
Increase the bonus by +1 (Shaper)	1	Yes

Ectoplasmic Cocoon

School: conjuration [metacreativity]

Level: shaper 3

Display: auditory and material

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Target: one Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates; **Spell Resistance:** no

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An *ectoplasmic cocoon* can't be affected by *dispel magic*, but it can be dismissed with *dismiss ectoplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

Augmentation	Ki Cost	Multiple
Increase the target to be affected by one size category larger	1	Yes
Increase hardness by 2	1	Yes
Increase hit points of the cocoon by 5	1	Yes

Ectoplasmic Cocoon, Mass

School: conjuration [metacreativity]

Level: shaper 7

Range: medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 hour/level (D)

Saving Throw: Reflex negates; **Spell Resistance:** no
As *ectoplasmic cocoon* (including augmentations), except you can cocoon several creatures (or a single big creature that fits in a 20-footradius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this spell does not affect that creature.

Ectoplasmic Form

School: transmutation [psychometabolism]

Level: egoist 3, psyker 3

Display: olfactory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D)

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your

normal shape. You gain damage reduction 10/magic, and you gain immunity to poison and critical hits. Your material armor (including *mage armor* or *inertial armor*) becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to your Armor Class.

You can cast spells while in *ectoplasmic form*, but you must make a Concentration check (DC 20 + spell level) for each spell you attempt to cast.

You cannot physically attack, you lose supernatural abilities (if any), and you can't speak while in *ectoplasmic form*. You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with you. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

Ectoplasmic Shambler

School: conjuration (creation) [metacreativity]

Level: psion 5

Display: auditory, material, and olfactory; see text

Casting Time: 1 round

Range: long (400 ft. + 40 ft./level)

Effect: one ectoplasmic casting of a size equal to ten 10-ft. cubes (S)

Duration: 1 min./level

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

You fashion an ephemeral, many-legged mass of pseudo-living ectoplasm called an ectoplasmic shambler. You can direct the shambler as a free action. It has a speed of 10 feet. It can completely surround objects (and opponents) over which it is cast or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 5 feet, and casting spells (or casting spells) within the shambler is difficult due to the constant turbulence felt by those caught in the shambler's form.

Creatures enveloped by the shambler, regardless of Armor Class, take 1d6 points of damage in each round they become or remain within the roiling turbulence of the shambler. Anyone trying to cast a spell must make a Concentration check (DC 15 + spell's or spell's level) to successfully cast a spell or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet. A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

Ego Whip

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 2

Display: auditory

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Target: one creature

Duration: instantaneous

Saving Throw: Will half; see text; **Spell Resistance:** yes
Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage + 1 for every 2 [power levels](#) (maximum 1d4 + 5). The target takes half that damage (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

Augmentation	Ki Cost	Multiple
Increase the charisma damage by 1 ¹ (Telepath)	1	Max 5

¹The maximum damage of an augmented *ego whip* spell can exceed 1d4 + 5.

Elfsight

School: transmutation [psychometabolism]

Level: psion 2, psyker 1

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 hour/level

You gain low-light vision (as an elf) for the duration of the spell, as well as a +2 bonus on Perception checks.

In addition, you gain the ability to notice secret or concealed doors by merely passing within 5 feet of one, getting to make a Search check as if you were actively looking for it.

If *elfsight* is used in conjunction with *Psi Light*, the cone of light extends out to 40 feet instead of 20 feet.

Empathic Feedback

School: necromancy [telepathy, mind-affecting]

Level: psion 4, psyker 3

Display: auditory and material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to the amount it dealt to you or 1d6 + 1 point of damage for every [power level](#), whichever is less. This damage is empathic in nature, so spells and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from *empathic feedback* has no type, so

even if you took fire damage from a creature that has immunity to fire, *empathic feedback* will damage your attacker.

Augmentation	Ki Cost	Multiple
Increase the damage potential by 1 (Telepath)	1	Yes

¹The maximum damage of an augmented *empathic feedback* spell can exceed 1d4 + 5.

Empathic Transfer

School: conjuration (healing) [psychometabolism]

Level: egoist 2, psyker 2

Display: auditory and material

Casting Time: 1 standard action

Range: touch

Target: Willing creature touched

Duration: instantaneous

You heal another creature's wounds, transferring some of its damage to yourself. When you cast this spell, you can heal as up to 1d10 for every 2 [power levels](#) (maximum 10d10). You must choose the number of dice to roll before you determine the result and may always choose less than what you are allowed to roll.

The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount (this loss can bring you to 0 or fewer hit points). Spells and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this spell has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this spell to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this spell to transfer 1 point of ability damage from the target to yourself for every 2 [power levels](#) (max 10).

Augmentation	Ki Cost	Multiple
Increase damage healed by 1d8 hit points (Egoist)	1	Yes
Increase the ability damage transferred by 1 (Egoist)	1	Yes

Empathic Transfer, Hostile

School: necromancy [telepathy, mind-affecting]

Level: telepath 3, psyker 3

Display: auditory and material

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: instantaneous

Saving Throw: Will half; **Spell Resistance:** yes

You transfer your hurt to another. When you cast this spell and then make a successful touch attack, you can transfer up to 10 points of damage for every 2 [power levels](#) from yourself to the touched creature. You immediately regain hit points equal to the amount of damage you transfer (after the subject's save determined).

You cannot use this spell to gain hit points in excess of your full normal total nor can you do damage in excess of the amount you can heal. The transferred damage is empathic in nature, so spells and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this spell has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

Augmentation	Ki Cost	Multiple
Transfer an additional 1d6 points of damage. This can exceed the amount of damage you can heal. (Telepath)	1	Yes
Transfer damage to all creatures in a 20-ft.-radius spread centered on you. Apply damage starting with the closest creature until you are at full health. (Telepath)	2	No

Empathy

School: divination [telepathy, mind-affecting]

Level: psion 1

Display: mental

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: concentration, up to 1 min./level (D)

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

You detect the surface emotions of any creature you can see that is in the spell's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this spell.

Augmentation	Ki Cost	Multiple
Increase maximum duration to 1 hour/level (Telepath)	1	No

Empty Mind

School: abjuration [telepathy, mind-affecting]

Level: psion 1, psyker 1

Display: auditory

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: 1 round

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

You can cast this spell instantly, quickly enough to gain its benefit in an emergency. Casting this spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You can use this spell even when it is not your turn.

Augmentation	Ki Cost	Multiple
Increase the bonus to Will saves by 1	1	Yes

Energized Touch

School: transmutation [psychometabolism, see text]

Level: psyker 2

Display: visual

Casting Time: 1 standard action

Range: touch

Target: creature or object touched

Duration: instantaneous

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

Your hand or other natural weapon becomes coated in raw energy based on your [energy affinity](#) (except sonic or force). You deal 1d6 points of acid damage per [power level](#) to any creature or object you touch with a successful melee touch attack (minimum 2d6, maximum 10d6). You take no damage from the raw energy.

You can also choose to make one standard melee attack with the *energized touch* dealing 1/2 damage plus the normal damage from your attack. The energy damage is multiplied on a critical hit.

This spell gains a descriptor based on your [energy affinity](#).

Augmentation	Ki Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Max 5
Increase the spell damage by 1d6 ¹ (Psyker)	1	Max 5

¹The maximum damage of an augmented *energized touch* spell can exceed 10d6.

Energized Weapon

School: transmutation [psychometabolism, see text]

Level: psyker 2

Display: visual

Casting Time: 1 standard action

Range: personal

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Target: one held weapon; see text

Duration: instantaneous

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

As *energized touch*, except your weapon is charged with acid until you make a successful attack.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Psyker)	1	Yes

¹The maximum damage of an augmented *energized weapon* spell can exceed 10d6.

Energy Adaptation

School: abjuration [psychometabolism, see text]

Level: psion 2, psyker 2

As the *resist energy* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

You can resist energy based on your *energy affinity* (except force, positive, or negative). You gains resistance of 5 + 5 for every 4 *power levels* (maximum 30).

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

Augmentation	<i>Ki</i> Cost	Multiple
Increase resistance by 5	2	Yes
Increase resistance by 5 (Egoist)	1	Yes
Cast this spell as an immediate action (Egoist)	2	N/A

Energy Adaptation, Greater

School: abjuration [psychometabolism, see text]

Level: psion 4, psyker 4

Display: visual; see text

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level

As *energy adaption* except as noted here.

You can resist damage from the following energy types: acid, cold, electricity, and fire.

Augmentation	<i>Ki</i> Cost	Multiple
Increase resistance to all energy types by 5	2	Yes
Increase resistance to one energy type by 5 (Egoist)	1	Yes
Cast this spell as an immediate action (Egoist)	2	N/A

Energy Affinity, Acid

School: universal [psychometabolism, acid]

Level: psion 0, psyker 0

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can change your energy affinity to acid energy. Spells you cast that use energy affinity will now create acid. Acid energy you create denatures 1 round after use, losing all efficacy and ability to deal damage.

You must spend 1 *ki* point to cast an acid energy spell unless you are an egoist or a psyker. This pays for the extra power required to create the acid from your body. The spell using this energy gains the acid descriptor. You are immune to your own acid.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the intensity of the acid so that it does 1/2 damage to targets that failed their save on the following round. (Egoist)	1	N/A

Energy Affinity, Cold

School: universal [psychokinetic, cold]

Level: psion 0, psyker 0

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can change your energy affinity to cold energy. Spells you cast that use energy affinity will now do cold damage. The saving throw to reduce damage from cold energy is a Fortitude save instead of a Reflex save. Creatures with the water subtype take an additional +1 points of damage for each die rolled.

The spell using this energy gains the cold descriptor.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the intensity of the cold so that it does +1 damage per power level (Kineticist)	1	N/A

Energy Affinity, Electricity

School: universal [psychokinetic, electricity]

Level: psion 0, psyker 0

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can change your energy affinity to electricity energy. Spells you cast that use energy affinity will now do electricity damage. Electricity energy sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an

interposing barrier shatters or breaks through it, the energy may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Spells using electricity energy that target a creature wearing metal armor, using a metal shield, or with the earth subtype gain a +1 bonus to the save DC and a +1 bonus to caster level to overcome spell resistance.

The spell using this energy gains the electricity descriptor.

Energy Affinity, Fire

School: universal [psychokinetic, fire]

Level: psion 0, psyker 0

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can change your energy affinity to fire energy. Spells you cast that use energy affinity will now do fire damage. Fire energy sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the energy may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

The spell using this energy gains the fire descriptor.

Augmentation	Ki Cost	Multiple
Increase the intensity of the fire so that it does +1 damage per power level (Kineticist)	1	N/A

Energy Affinity, Force

School: universal [psychokinetic, force]

Level: psion 0, psyker 0

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can change your energy affinity to force energy. Spells you cast that use energy affinity will now do force damage. You can choose to have the spell deal an equal amount of nonlethal damage instead. The force created by energy spells of this type is fluid and does not create an impenetrable barrier.

Spells of this type always affect subjects within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this spell against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this spell.

You must spend 1 *ki* point to cast a force energy spell using this affinity unless you are a kineticist. This pays for the extra power required to increase the density of the psychokinetic force you command. The spell using this energy gains the force descriptor.

Energy Affinity, Negative

School: universal [psychometabolism, evil]

Level: psion 0, psyker 0

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can change your energy affinity to negative energy. Spells you cast that use energy affinity will now channel negative energy. Negative energy damages living creatures or other creatures that take damage from negative energy. Spells that use this energy must explicitly state they can heal in order to heal undead creatures.

In order to attune yourself to negative energy you must be a non-living creature of evil alignment or have negative energy affinity. All spells based on negative energy are treated as if the power level was half your current power level. The minimum and maximum effect of a negative energy spell is also halved.

You must spend 1 *ki* point to cast a negative energy spell using this affinity unless you are an egoist. This pays for the extra power required to channeling the energy from your body. The spell using this energy gains the evil descriptor.

Energy Affinity, Positive

School: universal [psychometabolism, good]

Level: psion 0, psyker 0

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can change your energy affinity to positive energy. Spells you cast that use energy affinity will now channel positive energy. Positive energy damages undead or other creatures that take damage from positive energy. Spells that use this energy must explicitly state they can heal in order to heal living creatures.

In order to attune yourself to positive energy you must be a living creature of good alignment. All spells based on positive energy are treated as if the power level was half your current power level. The minimum and maximum effect of a positive energy spell is also halved.

You must spend 1 *ki* point to cast a positive energy spell using this affinity unless you are an egoist. This pays for the extra power required to

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channeling the energy from your body. The spell using this energy gains the good descriptor.

Energy Affinity, Sonic

School: universal [psychokinetic, sonic]

Level: psion 0, psyker 0

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can change your energy affinity to sonic energy. Spells you cast that use energy affinity will now do sonic damage. A blast of this energy type ignores an object's hardness. Any exposed brittle or crystalline object or crystalline creature takes +1 damage per die.

The spell using this energy gains the sonic descriptor.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the volume so that the target is deafened for 1 round per power level if it fails its save. (Kineticist)	1	N/A

Energy Blast

School: evocation [psychokinesis, see text]

Level: psion 3

Display: auditory

Casting Time: 1 standard action

Range: long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: yes

You create an explosion of energy based on your energy affinity that deals 1d6 points of damage per power level to every creature or object within the area (minimum 3d6, maximum 10d6). The blast happens at the designated point and creates an explosion with almost no pressure then goes away in an instant. The caster must be able to see the designated spot that will be the center of the blast.

This spell's subtype is the same as your energy affinity.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Kineticist)	1	Yes

¹The maximum damage of an augmented *energy blast* spell can exceed 10d6.

Energy Blast, Delayed

School: evocation [psychokinesis, see text]

Level: psion 7

Area: 40-ft-radius burst centered on ectoplasmic ball

Duration: 5 rounds or less; see text

This spell functions like energy blast, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The ectoplasmic burst deals 1d6 points of damage per power level (minimum 7d6, maximum 20d6) of the type you select (see *energy burst*).

The glowing ball of ectoplasm created by *delayed energy burst* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the ball (see below). If you choose a delay, the glowing ball of ectoplasm sits at its destination until it detonates.

A creature can pick up and hurl the ball as a thrown weapon (range increment 10 feet) or fire it from a sling as a bullet. If a creature handles and moves the ball within 1 round of its detonation, there is a 25% chance that the ball detonates while being handled.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Kineticist)	1	Yes
Increase the delay by 1 round (Kineticist)	1	Yes

¹The maximum damage of an augmented *delayed energy blast* spell can exceed 20d6.

Energy Bolt

School: evocation [psychokinesis, see text]

Level: psion 3

Display: auditory

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: yes

You release a powerful stroke of energy based on your energy affinity that deals 1d6 points of damage per power level to every creature or object within the area (minimum 3d6, maximum 10d6). The beam begins at your fingertips.

This spell's subtype is the same as your energy affinity.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Kineticist)	1	Yes

¹The maximum damage of an augmented *energy bolt* spell can exceed 10d6.

Energy Burst

School: evocation [psychokinesis, see text]

Level: kineticist 4
Display: auditory
Casting Time: 1 standard action
Range: 40 ft.
Area: 40-ft-radius burst centered on you
Duration: instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Spell Resistance: yes

You create an explosion of unstable ectoplasmic energy based on your [energy affinity](#) that deals 1d6 points of damage per [power level](#) to every creature or object within the area (minimum 4d6, maximum 15d6). The explosion creates almost no pressure. Since this spell extends outward from you, you are not affected by the damage.

This spell gains a descriptor based on your [energy affinity](#).

Augmentation	Ki Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Kineticist)	1	Yes

¹The maximum damage of an augmented *energy burst* spell can exceed 15d6.

Energy Cone

School: evocation [psychokinesis, see text]
Level: kineticist 5
Display: auditory
Casting Time: 1 standard action
Range: 60 ft.
Area: cone-shaped spread
Duration: instantaneous
Saving Throw: Reflex half or Fortitude half; see text;
Spell Resistance: yes

You send forth a cone of energy based on your [energy affinity](#), extending outward from your hand that deals 1d6 points of damage per [power level](#) to every creature or object within the area (minimum 5d6, maximum 15d6).

This spell gains a descriptor based on your [energy affinity](#).

Augmentation	Ki Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Kineticist)	1	Yes

¹The maximum damage of an augmented *energy cone* spell can exceed 15d6.

Energy Conversion

School: transmutation [psychometabolism, see text]
Level: psion 7
Display: mental
Casting Time: 1 standard action

Range: personal and close (25 ft. + 5 ft./2 levels); see text

Effect: ray; see text

Duration: 10 min./level

Saving Throw: none; **Spell Resistance:** yes

As [greater energy adaptation](#), except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. You can only store one energy type at a time and can choose to harmlessly release any stored energy as light.

To discharge a ray requires a standard action. You can choose to fire any number of rays during the spell's duration. The ray you fire must be based on your [energy affinity](#). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage you have stored, up to a maximum of three times your [power level](#). All of the energy you have stored is released at one time as the ray. As long as this spell remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

This spell gains a descriptor based on your [energy affinity](#).

Energy Current

School: evocation [psychokinesis, see text]

Level: kineticist 6

Display: visual; see text

Casting Time: 1 standard action

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

Target: Any two creatures no more than 15 ft. apart

Duration: concentration, up to 1 round/level

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: yes

Your body's psionically fueled bioenergetic currents produce an arc of based on your [energy affinity](#) that targets a creature you designate as the primary foe for 1d6 points of damage per [power level](#) in every round while the spell remains in effect (minimum 6d6, maximum 20d6).

Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take half the damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or spell), the *energy current*'s arc randomly retargets another primary and/or secondary foe while the duration lasts. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.

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Concentrating to maintain *energy current* is a full-round action. If you take damage while maintaining *energy current*, you must make a successful Concentration check (DC 10 + damage dealt) to avoid losing your concentration on the spell.

This spell gains a descriptor based on your [energy affinity](#).

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Kineticist)	1 ²	Yes
Affect an additional target taking 1/4 damage. No target can be more than 15' from another target nor targeted twice by this spell. (Kineticist)	1 ²	Yes

¹The maximum damage of an augmented *energy current* spell can exceed 15d6.

²This cost must be spent each round.

Energy Dart

School: evocation [psychokinesis, see text]

Level: psion 0, psyker 0

Display: auditory

Casting Time: 1 standard action

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

Effect: ray

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

You shoot for a small dart of energy, based on your [energy affinity](#), from your fingertip and strikes a target within range. The dart deals 1d3 points of damage if you succeed on a ranged touch attack.

This spell gains a descriptor based on your [energy affinity](#).

Energy Missile

School: evocation [psychokinesis, see text]

Level: kineticist 2

Display: auditory

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one or more creatures, no two of which can be more than 15 ft. apart.

Duration: instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: yes

You release a powerful missile of energy based on your [energy affinity](#) at your foe. The missile deals 1d6 points of damage per [power level](#) to the creature or object you target (minimum 2d6, maximum 5d6).

You may split up your power into multiple missiles targeting multiple creatures. Additional missiles must use at least 2 power levels and no more than 5 power levels.

A single creature cannot be targeted twice by this spell. You must designate targets before you check for spell resistance or roll damage.

This spell gains a descriptor based on your [energy affinity](#).

Energy Push

School: evocation [psychokinetic, see text]

Level: psion 2

Display: auditory and visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Effect: ray

Duration: instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: yes

You project a furious pulse of energy based on your [energy affinity](#) at a target, dealing it 2d6 points of damage.

In addition, the spell acts as a bull rush. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your [Ki pool modifier](#) in place of your Strength or Dexterity modifier. No save is allowed against the bull rush only the damage, but spell resistance applies normally.

This spell gains a descriptor based on your [energy affinity](#).

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6	2	Yes
Increase the spell damage by 1d6 (Kineticist)	1	Yes

Energy Ray

School: evocation [psychokinetic, see text]

Level: psion 1

Display: auditory

Casting Time: 1 standard action

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

Effect: ray

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

You create a ray of energy based on your [energy affinity](#) that shoots forth from your fingertip and strikes a target within range. The ray deals 1d6 points of damage + 1 point per [power level](#) if you succeed on a ranged touch attack.

This spell gains a descriptor based on your [energy affinity](#).

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d6	2	Yes
Increase the spell damage by 1d6 (Kineticist)	1	Yes

Energy Retort

School: evocation [psychokinetic, see text]

Level: psion 3

Display: visual

Casting Time: 1 standard action

Range: personal and close (25 ft. + 5 ft./2 levels); see text

Targets: you and creature or object attacking you; see text

Duration: 1 min./level

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: yes

You weave a field of potential energy based on your [energy affinity](#) around your body. The first successful attack made against you in each round during the spell's duration prompts a response from the field without any effort on your part. The attack may be physical or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of your attuned energy type. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst is a ranged touch attack made using your base attack bonus plus your [Ki pool modifier](#).

This spell gains a descriptor based on your [energy affinity](#).

Energy Stun

School: evocation [psychokinetic, see text]

Level: psion 2

Display: auditory

Casting Time: 1 standard action

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

Area: 5-ft.-radius burst

Duration: instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: yes

You release a powerful stroke of the energy based on your [energy affinity](#) that encircles all creatures in the area, dealing 1d6 points of damage + 1 point for each [power level](#) to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

This spell gains a descriptor based on your [energy affinity](#).

Augmentation	Ki Cost	Multiple
Increase the spell damage by 1d6	2	Yes
Increase the spell damage by 1d6 (Kineticist)	1	Yes
Increase the stun duration by 1 round (Kineticist)	2	Yes

Energy Wall

School: conjuration (creation) [metacreativity] [see text]

Level: psion 4

Display: auditory

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Area: an opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels

Duration: concentration + 1 round/ level

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: no

You create an immobile sheet of energy based on your [energy affinity](#) formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy dealing 2d4 points of damage to creatures and objects within 10 feet and 1d4 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing through the *energy wall* takes 2d6 points of damage + 1 point per [power level](#).

If you cast the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you cast this spell in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

This spell gains a descriptor based on your [energy affinity](#).

Energy Wave

School: evocation [psychokinesis, see text]

Level: psion 7

Display: auditory

Casting Time: 1 standard action

Range: 120 ft.

Area: cone-shaped spread

Duration: instantaneous

Saving Throw: Reflex half or Fortitude half; see text;

Spell Resistance: yes

You create a flood of energy based on your [energy affinity](#) out of unstable ectoplasm that deals that deals 1d6 points of damage per [power level](#) to every creature or object within the area (minimum 7d6, maximum 20d6).

This spell gains a descriptor based on your [energy affinity](#).

Augmentation	Ki Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Kineticist)	1	Yes

¹The maximum damage of an augmented *energy wave* spell can exceed 20d6.

Enlarge Self

School: transmutation [psychometabolism]

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Level: psyker 1
Display: olfactory
Range: personal
Target: you

As the *enlarge person* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*). You can enlarge your size regardless of creature type; this is not limited to humanoids only.

Augmentation	Ki Cost	Multiple
Increase your size by two size categories. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -2 size bonus on attack rolls, and a -2 size bonus to Armor Class due to your reduced size.	2	No
Cast this spell as a swift action instead of a standard action	2	No

Entangling Ectoplasm

School: conjuration (creation) [metacreativity]
Level: psion 1
Display: material and visual
Casting Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Target: one medium or smaller creature
Duration: 5 rounds

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

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates at the end of the spell's duration.

Augmentation	Ki Cost	Multiple
Increase the size category that the spell can affect by 1 (Shaper)	1	Yes

Eradicate Invisibility

School: evocation [psychokinesis]
Level: psion 3
Display: visual
Casting Time: 1 standard action
Range: 50 ft.
Targets: you and all invisible creatures and objects in a 50-ft.-radius burst centered on you
Duration: instantaneous
Saving Throw: Reflex negates; **Spell Resistance:** no
 You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this spell can't negate the effect of *cloud mind*). Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round

(until the beginning of your next turn) and do not have total concealment during this period.

Escape Detection

School: abjuration (clairsentience)
Level: psyker 3, seer 3
Display: none
Casting Time: 1 standard action
Range: personal
Target: you
Duration: 1 hour/level

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience spells such as, *scrying*, and *true seeing*. If a clairsentience spell or similar scrying effect is attempted against you, the caster of the spell must succeed on a caster level check (1d20 + caster level, or caster level if the opponent is not a caster) against a DC of 13 + your caster level (maximum +10).

Ethereal Jaunt*

School: transmutation [psychoportation]
Level: nomad 7
Display: visual
 As the *ethereal jaunt* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Etherealness*

School: transmutation [psychoportation]
Level: psion 9
Casting Time: 1 standard action
 As the *etherealness* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Evade Burst

School: transmutation [psychometabolism]
Level: psion 7, psyker 3
Display: material
Casting Time: 1 immediate action
Range: personal
Target: you
Duration: instantaneous
 You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you cast this spell in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage.

You can cast this spell with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect. Casting this spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You can even cast this spell when it isn't your turn.

Exhalation of the Dragon

School: transmutation [psychometabolism, see below]

Level: psyker 3

Display: visual

Casting Time: 1 standard action

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

Effect: ray

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

You spit forth the essence of a dragon's breath, originating from your mouth, at your target. If you succeed on a ranged touch attack, the target takes 1d6 points of damage per power level (minimum 3d6, maximum 10d6). You can produce an exhalation of acid, cold, electricity, or fire based on your energy affinity.

This spell gains a descriptor based on your energy affinity.

Augmentation	Ki Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (psychometabolism)	1	Yes

¹The maximum damage of an augmented *exhalation of the dragon* spell can exceed 15d6

Fabricate*

School: conjuration (creation) [metacreativity]

Level: shaper 4

Display: material

As the *fabricate* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Fabricate, Greater*

School: conjuration (creation) [metacreativity]

Level: shaper 6

Target: up to 100 cu. ft./level

As *fabricate*, except ten times as much material is affected by the spell.

False Sensory Input

School: enchantment [telepathy, mind-affecting]

Level: telepath 3

Display: mental

Casting Time: 1 round

Range: long (400 ft. + 40 ft./level)

Target: one creature

Duration: concentration, up to 1 min./level (D)

Saving Throw: Will negates; **Spell Resistance:** yes

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human

look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this spell. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this spell is used to distract an enemy caster who is attempting to use his spells, the enemy must make a Concentration check as if being grappling or pinned. Because you override a victim's senses, you can fool a victim who is using *true seeing* or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

Augmentation	Ki Cost	Multiple
Affect an additional target. Any target cannot be more than 15 feet from another target of the spell.	1	Yes

Far Hand

School: evocation [psychokinesis];

Level: psion 1

Display: visual

Casting Time: 1 standard action

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

Target: a nonmagical, unattended object weighing up to 5 lb.

Duration: concentration, up to 1 min.

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

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object exceeds the spell's range.

Augmentation	Ki Cost	Multiple
Increase the weight limit of the target by 2 pounds	1	Yes

Fate Link

School: divination [clairsentience]

Level: seer 3

Display: olfactory

Casting Time: 1 standard action

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

Target: Any two living creatures that are initially no more than 30 ft. apart.

Duration: 10 min./level

Saving Throw: Will negates; **Spell Resistance:** yes

You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature

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experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either. If one dies, the other must immediately succeed on a Fortitude save against this spell's save DC or gain two negative levels.

No other effects are transferred by the *fate link*.

Fate of One

School: divination [clairsentience]

Level: seer 7

Display: mental and visual

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: instantaneous

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. Whatever the result of the reroll, you must use it even if it is worse than the original roll.

You can cast this spell instantly, quickly enough to gain its benefits in an emergency. Casting this spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. If you use the spell to reroll a saving throw, you can cast this spell even when it is not your turn.

Feat Leech

School: divination [clairsentience]

Level: psion 2, psyker 2

Display: mental and visual

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: 1 min./level

Saving Throw: Will negates; see text; **Spell Resistance:** yes

You can use another's *ki* or metamagic feats for yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's *ki* and metamagic feats, if any, and you can choose a number of these feats to "leech" equal to your *ki* pool modifier (minimum one).

While the spell lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed. During this same period, the target can make no use of the stolen feats. When the spell's duration expires, you lose access to the feats, and the target gains immediate use of them. This transfer occurs regardless of the distance between you and the target.

If the duration of *feat leech* is extended by the use of a metamagic feat or augmentation, the target gains a Will

saving throw every 10 minutes beyond the normal duration. If this save succeeds, the spell's duration ends. If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.

You cannot steal a feat for which you do not meet the prerequisites, if any. However, you can use a stolen feat as the prerequisite for another stolen feat.

Fiery Discorporation

School: evocation [psychokinesis, fire]

Level: kineticist 5

Display: visual

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: instantaneous and up to one day; see text

You use your mastery of energy to cheat death. If you are within 30 feet of an open flame, you can use this spell. Any damage that would reduce you to 0 hit points or lower instead has a chance to disincorporate you. You attempt a Will save (DC 5 + damage dealt); if it succeeds, you simply break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying.

One day later, you reappear adjacent to an open flame nearest to the place where you disincorporated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame). While disincorporated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

Augmentation	<i>Ki</i> Cost	Multiple
Gain a +1 Will save to determine whether you disincorporate	1	Yes

Fission

School: transmutation [psychometabolism]

Level: egoist 7

Display: olfactory

Casting Time: 1 standard action

Range: personal

Effect: Duplicate of yourself

Duration: 1 round/level (D)

You can divide yourself, creating a duplicate that comes into existence 5 feet away. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any psionic or magical equipment you have). You and your duplicate evenly split your *ki* points, your remaining usages of pertinent special abilities for the day, and so on. You retain your *ki* focus, if you maintain such when this spell is cast. Treat your

duplicate as yourself with two negative levels for the purpose of determining the spells to which the duplicate has access (while the duration of this spell lasts, those negative levels cannot be removed by any means). Your duplicate has all other physical traits you had at the time you cast this spell. Spells, spells, or other effects affecting you when you cast this spell do not transfer to your duplicate.

When the duration expires or when you dismiss the spell, you and your duplicate rejoin, no matter how far from each other you are. You gain back any *ki* points the duplicate has not spent. At the time of rejoining, you take half of the damage your duplicate has taken since this spell was cast. This damage could potentially leave you with negative hit points, but it can't reduce your hit points to less than -9.

If your duplicate dies before the duration expires, no rejoining occurs, and you gain one negative level. If you die, your duplicate remains in existence, and is for all intents you, but with two negative levels. (Once the duration expires, one of the negative levels immediately converts to one lost level; the other negative level can be removed by standard means.)

You can have only one *fissioned* duplicate in existence at one time; your duplicate cannot use this spell. You cannot use *fusion* or *metaconcert* with a duplicate, or share any other spell or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use spells such as *claws of the vampire* or *vampiric blade* to hurt your duplicate only damages your duplicate; these spells do not heal you. *Empathic transfer* and similar spells are likewise ineffective (transferring wounds to yourself isn't a good healing strategy).

All spells affecting a *fissioned* creature, either the original or the duplicate, end when the *fission* ends. All damage, including hit point damage, ability damage, ability drain, and ability burn damage, is added together.

Float

School: transmutation [psychoportation]
Level: psion 1, psyker 1
Display: auditory
Casting Time: 1 standard action
Range: personal
Target: you
Duration: 1 round/level (D)
You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the spell alone, or use it to boost your swim speed by 10 feet.

Augmentation	Ki Cost	Multiple
Cast this as a touch spell on a willing creature. Requires concentration for the duration of the spell. (Nomad)	2	Yes
Increase the duration of the spell to 1	1	No

min./level (D) (Nomad)

Fly*

School: transmutation [psychoportation]
Level: nomad 4
Display: auditory
As the *fly* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Foresight, Lesser

Discipline: divination [clairsentience]
Level: psion 0, psyker 0
Display: material and visual
Casting Time: 1 standard action
Range: personal
Target: you
Duration: 1 minute or until discharged
Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows.
You gain a +1 insight bonus to a single attack roll, saving throw, or skill check. You must choose to use the bonus before making the roll to which it applies.

Foresight*

Discipline: divination [clairsentience]
Level: psion 9
Display: material and visual
As the *foresight* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Form of Doom

School: transmutation [psychometabolism]
Level: psyker 6
Display: visual; see text
Casting Time: 1 standard action
Range: personal; see text
Target: you
Duration: 1 round/level (D)
You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks, though you retain your basic shape and can continue to use your equipment. This spell cannot be used to impersonate someone; while horrible, your form is recognizably your own.
You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier). An opponent that succeeds on the saving throw is immune to your frightful presence for

24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/–, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb and Jump checks.

A nest of violently flailing black tentacles sprout from your hair and back. You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action. You can make tentacle attacks within the space you normally threaten. If you make your tentacle attacks in addition to your regular melee attacks, each tentacle attacks at your highest base attack bonus with a –5 penalty. If you forgo all your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty. These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This spell functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use *breath of the black dragon*, *claws of the beast*, and *bite of the wolf* in conjunction with this spell for your regular attacks), and while your mind resides within your own body.

Freedom*

School: abjuration [psychoportation]

Level: psion 9

Display: auditory

As the *freedom* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

This will also free subjects from [*astral imprisonment*](#).

Freedom of Movement*

School: abjuration [psychoportation]

Level: psion 4, psyker 4

Display: auditory

As the *freedom of movement* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Fuse Flesh

School: transmutation [psychometabolism]

Level: psion 6

Display: visual

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates and Fortitude partial; see text; **Spell Resistance:** yes

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole. The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh. The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below). If the sudden transformation would prove fatal to the creature (such as fusing a swimming airbreathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as casting spells.

If the target fails its Fortitude save to avoid the spell's effect, the subject must immediately attempt a second Fortitude save. If this second save is failed, the creature's eyes and ears fuse over, effectively blinding and deafening it. Moreover, it loses its extraordinary, supernatural, and spell-like abilities, as well as its ability to cast spells (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to *fuse flesh*, and a shapechanger can revert to its unfused form as a standard action.

Fusion

School: transmutation [psychometabolism]

Level: egoist 8

Display: auditory, material, and visual

Casting Time: 1 round

Range: touch

Targets: you and one touched willing creature of your type and your size or smaller

Duration: 1 min./level (D)

You and another willing, corporeal, living creature of the same or smaller size fuse into one being. As the caster, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the spells you and the other creature know, has the sum of your and the other creature's *ki* points, and knows or has prepared any spells you or the other creature possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Dice or caster level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it casts spells at the higher of the caster levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the spell ends. When the spell ends, the fused being separates. The other creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between you and the other creature when the spell ends. You do not leave the *fusion* with more hit points than you entered it with, unless you were damaged prior to the *fusion* and the fused being was subsequently healed. In a like manner, the fused being's remaining *ki* points are split between you and the other creature (you can leave with more points than you entered with, as long as you don't exceed the maximum *ki* points for your level and ability score). Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

Ki Cost: you must spend 2 *ki* points to cast this spell.

Gate*

School: conjuration (creation or calling) [metacreativity]

Level: psion 9

Display: visual and olfactory

As the *gate* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Genesis

School: conjuration (creation) [metacreativity]

Level: shaper 9

Display: material

Casting Time: one week (8 hours/day)

Range: 180 ft.; see text

Effect: a demiplane coterminous with the Astral Plane, centered on your location

Duration: instantaneous

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

You create a finite plane with limited access: a demiplane. Demiplanes created by this spell are very small, very minor planes. This spell works best when cast while you are on the Astral Plane. Casting of this spell creates a local density fluctuation that precipitates the creation of a demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding astral ectoplasm. Once the new demiplane

reaches its maximum size, it doesn't really stop growing, but its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year). Once your demiplane is created, you can travel to it using *astral caravan*, *plane shift*, or some other spell or permanent link that you arrange for separately.

You determine the environment within the demiplane when you cast *genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This spell cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). You must add these details in some other fashion if you desire. You can't create lingering psionic effects with this spell; you have to add those separately, if desired. Similarly, you can't create a demiplane out of esoteric material, such as silver or uranium; you're limited to stone and dirt. You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane. Once your demiplane reaches 180 feet in radius, you can cast this spell again to gradually add another 180 feet of radius to it, and so on.

Antigenesis: If *genesis* is cast on the Material Plane, the spell takes effect and the demiplane begins to grow at the rate noted above, but it gets no larger than a radius of 1 foot per level. The energies of the new plane are exactly canceled by the energies of the original plane, creating a dead spot like a limited cancer on the original plane. The expanding boundary of the dead spot wipes away all construction, crumbles natural land forms, and evaporates water, leaving behind a uniformly level area of inert dust. Living creatures that pass the boundary of the growing dead spot are not directly affected, but plants can find no sustenance in the dust of the dead spot, water-breathing creatures die quickly when water turns to dust, and mobile animals know enough to leave the area alone. Once the wave of change passes, no special essence remains in the dead spot, and it may be colonized naturally over the course of several years by bacteria, plants, and animals.

Ki Food: you must consume 4 bites of manna to cast this spell.

Glossolalia

School: evocation [psychokinesis, sonic, mind-affecting]

Level: bard 2

Display: auditory; **Components:** V

Casting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped burst

Duration: instantaneous

Saving Throw: Fortitude partial; see text; **Spell Resistance:** yes

You utter shrieks of nonsense and gibberish that thinking creatures find distracting and confusing. The spell affects only creatures with Intelligence scores of 3 or higher. Any

such creatures within the spell's area must succeed on Fortitude saves or be stunned for 1 round (if they have Intelligence scores of 20 or higher), dazed for 1 round (if they have Intelligence scores between 10 and 19), or shaken for 1 round (if they have Intelligence scores between 3 and 9). In addition, a creature within the spell's area loses any *ki* focus it might have had and takes a –4 penalty on Concentration checks for 1 round. These effects happen whether or not the creature succeeded on its save.

Graft Weapon

School: transmutation [psychometabolism]

Level: psyker 3

Display: olfactory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 24 hours (D)

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of your arms. The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon. Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type. For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a spell in conjunction with the weapon attack. As with any spell (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch spell (or spell) is wasted.

For a Psyker under the effect of the *claws of the beast* spell, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which a Psyker normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a –2 penalty on all skill checks requiring the use of hands. Spells that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion. If the weapon takes damage, you take damage as well. If you are healed, so is your grafted weapon. If your weapon is destroyed, you take 2 points of Constitution drain; the ability drain persists until you can restore your natural anatomy (by means of *regenerate* or a similar effect).

When this spell's duration expires, the grafted weapon falls to the ground and your hand returns.

Grease*

School: conjuration (creation) [metacreativity]

Level: psion 1

Display: visual and olfactory

As the *grease* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

The surface is covered with an ectoplasmic sheen that has the same properties as grease.

Augmentation	Ki Cost	Multiple
Increase the area of the greased surface by 5' in one direction (Shaper)	1	Yes

Grip of Iron

School: transmutation [psychometabolism]

Level: psyker 1

Display: visual

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: 1 round/level

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus on your grapple checks.

You can cast this spell with an instant thought, quickly enough to gain the benefit of the spell in the current round. Casting this spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You can cast this spell when it isn't your turn (if you are grappled).

Augmentation	Ki Cost	Multiple
The enhancement bonus to your grapple checks increases by 2	1	Yes

Hail of Crystals

School: conjuration (creation) [metacreativity]

Level: shaper 5

Display: auditory and visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Area: 20-ft.-radius burst

Duration: instantaneous

Saving Throw: Reflex half; **Spell Resistance:** no

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the

location you designated. Anyone within 20 feet of the explosion takes 1d4 points of slashing damage per power level from the thousands of crystal shards that spray forth (minimum 5d4 maximum 15d4).

Augmentation	Ki Cost	Multiple
Increase the spell damage by 1d4 ¹	2	Yes
Increase the spell damage by 1d4 ¹ (Shaper)	1	Yes

¹The maximum damage of an augmented *hail of crystals* spell can exceed 15d4.

Hammer

School: transmutation [psychometabolism]

Level: psion 1, psyker 1

Display: auditory and material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round

This spell charges your touch with the force of a sledgehammer. A successful melee touch attack deals 1d8 points of bludgeoning damage. This damage is not increased or decreased by your Strength modifier.

Augmentation	Ki Cost	Multiple
Increase the duration of this spell by 1 round	1	Yes

Haste*

School: transmutation [psychometabolism]

Level: egoist 3

Display: auditory and visual

As the *haste* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Heal*

School: conjuration (healing) [psychometabolism]

Level: egoist 6

Display: auditory and visual

As the *heal* cleric spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Hypnotize

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 1, psyker 1

Display: visual

Target: 1 living creature

Duration: concentration + 1 round/level (D)

You telepathically reach out fascinate a nearby creature, causing it to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. You can affect a single

living creature of 1d4 HD + 1 HD per power level. The creature must be able to see you to be fascinated.

While the subject is fascinated by this spell, it reacts as

though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you reached out to it.

Augmentation	Ki Cost	Multiple
Affect another creature with 15 ft. No creature can be more than 15' from any other creature. (Telepath)	1	Yes
Increase the HD affected by 1	2	Yes
Increase the HD affected by 1 (Telepath)	1	Yes

Hustle

School: transmutation [psychometabolism]

Level: egoist 2, psyker 2

Display: auditory

Casting Time: 1 swift action

Range: personal

Target: you

Effect: 1 extra move action

You gain an additional move action in the current round. Taking a full round's worth of attacks and then using this spell to move away from your foe does provoke attacks of opportunity.

You can cast this spell with an instant thought, quickly enough to gain the benefit of the spell before you move. Casting the spell is a swift action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You cannot cast this spell when it isn't your turn.

Hypercognition

School: divination [clairsentience]

Level: seer 8

Display: mental

Casting Time: 1 standard action or 1 immediate action; see text

Range: personal

Target: you

Duration: instantaneous

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible

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piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

A Knowledge check may be required to obtain the desired information. If so, you can cast *hypercognition* as an immediate action prior to making the check and receive a +20 bonus for doing so. You can make the knowledge check as if it were a class skill (3 + Intelligence modifier) even if you have no ranks in the skill.

Id Insinuation

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 2

Display: auditory

Target: one creature

Duration: concentration + 1 round

As the *confusion* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might. As long as the caster remains concentrating fully on this spell, the subject is *confused*, making it unable to independently determine it will do. If the target rolls a 1-10% to determine its action it become acutely aware of the source of its confusion and will try to attack the caster.

Augmentation	<i>Ki</i> Cost	Multiple
Affect all creatures in a 15-ft.-radius burst (Telepath)	1	N/A
Increase the duration to 1 round/level	1	N/A
Grant a 5% bonus to the d% behavior roll of each affected target while maintaining concentration. Once concentration is dropped, the bonus is dismissed. (Telepath)	1	Yes

Identify*

School: divination [clairsentience]

Level: psion 2

Display: material and mental

As the *identify* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Immovability

School: transmutation [psychometabolism]

Level: psyker 4

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: concentration

You are almost impossible to move. Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane. Thus, you could conceivably anchor yourself in midair. Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on the check. You can't voluntarily move to a new location unless you stop concentrating, which ends the spell.

You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/–.

You cannot make physical attacks or perform any other large-scale movements (you can make small scale movements, such as breathing, turning your head, moving your eyes, talking, and so on). Spells with the teleportation descriptor, or any telekinetic effect, cast on you automatically fail.

Augmentation	<i>Ki</i> Cost	Multiple
Cast this spell as an immediate action (Egoist)	3	Yes

Improbability Shield

School: abjuration [clairsentience]

Level: psion 3, psyker 3

Display: auditory

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: 1 round

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can cast this spell instantly, quickly enough to gain its benefits in an emergency. Casting the spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You can use this spell even when it's not your turn; however, you must cast it prior to an opponent's attack roll in order to gain this spell's benefit against that attack.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell's duration by 1 round	1	Yes
Increase the deflection bonus to Armor class by 1	2	Yes

Incarnate*

School: universal [metacreativity]

Level: psion 5

Display: material

Range: personal

Target: you

As the *permanency* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

This self-only spell makes certain other spells permanent. Depending on the spell to be affected, you must be of a minimum caster level and must consume *ki* food while casting this spell. You must consume 1 sip of ambrosia for every 2,500 gp of diamond dust required by the *permanency* spell.

You can make the following spells permanent in regard to yourself (in addition to any spells affected by permanency) and consume the listed amount of ambrosia.

Spell	Min. Caster Level	Ki Food
<i>Aura sight</i>	15th	4 ambrosia
<i>Conceal thoughts</i>	9th	1 ambrosia
<i>Danger sense</i>	13th	3 ambrosia
<i>Detect scrying</i>	15th	4 ambrosia
<i>Detect teleportation</i>	9th	1 ambrosia
<i>Elfsight</i>	11th	2 ambrosia
<i>Know direction and location</i>	9th	1 ambrosia
<i>Psi Light</i>	9th	1 ambrosia
<i>Ubiquitous vision</i>	13th	3 ambrosia

You cast the desired spell and then follow it with the *incarnate* casting. Augmented spells cannot be made permanent in this fashion.

Inertial Armor

School: abjuration [psychokinesis]

Level: psion 1, psyker 1

Display: visual; see text

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 hour/level (D)

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augmentation	Ki Cost	Multiple
Increase the armor bonus to Armor Class by 1	2	Yes

Inertial Barrier

School: abjuration [psychokinesis];

Level: kineticist 4, psyker 4

Display: auditory and mental

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/-. *Inertial barrier* also absorbs half the damage you take from any fall.

Inflict Pain

School: necromancy [telepathy, mind-affecting, evil]

Level: psion 2

Display: mental

Casting Time: 1 standard action

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

Target: one creature

Duration: 1 round/level

Saving Throw: Will partial; see text; **Spell Resistance:** yes

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a –4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a –2 penalty.

Augmentation	Ki Cost	Multiple
Affect an additional target. Any target cannot be more than 15 feet from another target of the spell. (Telepath)	1	Yes

Insanity*

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 7

Display: mental

As the *instanity* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Only *psychic surgery*, *reality revision*, and other similarly extreme measures can restore the subject's sanity.

Augmentation	Ki Cost	Multiple
Affect an additional target. Any target cannot be more than 15 feet from another target of the spell. (Telepath)	1	Yes

Instant Summons*

School: conjuration (summoning) [psychoportation]

Level: psion 7

Display: visual and material

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As the *instant summons* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Requires psychic mark to prepare object.

***Ki* Cost:** you must spend 2 *ki* points to cast this spell if you are not a Nomad.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the weight that can be summoned by 1 lb. (Nomad)	1	Yes
Increase the length that can be summoned by 1 ft. (Nomad)	1	Yes

Intellect Fortress

School: abjuration [psychokinesis];

Level: psion 4

Display: auditory

Casting Time: 1 immediate action

Range: 20 ft.

Area: 20-ft.-radius spread centered on you

Duration: 1 round

Saving Throw: none; **Spell Resistance:** yes

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from spells and spell-like abilities taken by subjects inside the area of the *intellect fortress*, including ability damage, is halved. This lowering takes place prior to the effects of other spells or abilities that lessen damage, such as damage reduction and evasion.

Spells that are not subject to Spell Resistance are not affected by an *intellect fortress*.

You can cast this spell instantly, quickly enough to gain its benefits in an emergency. Casting the spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You can use this spell even when it's not your turn.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell's duration by 1 round	1	Yes

Iron Body*

School: conjuration (creation) [metacreativity]

Level: psion 8

Display: auditory

As the *iron body* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Keen Edge*

School: transmutation [metacreativity]

Level: psion 3, psyker 3

Display: visual

As the *keen edge* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Knock*

School: transmutation [psychoportation]

Level: psion 2

Display: material

As the *knock* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Know Direction and Location

School: divination [clairsentience]

Level: psion 0, psyker 0

Display: mental

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You generally know where you are. This spell is useful to characters who end up at unfamiliar destinations after teleporting, using a *gate*, or traveling to or from other planes of existence. The spell reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this spell also tells you what direction you are facing.

Using this spell prior to making a Knowledge (the planes) check with *astral caravan* grants a +2 bonus on the check.

Leech Field

School: transmutation [psychometabolism]

Level: psion 5

Display: visual; see text

Casting Time: 1 standard action

Range: personal; see text

Target: you

Duration: 1 min.

You raise a field of potentiality that drains the vitality from spells that you successfully save against. When you succeed on a saving throw to negate the effect of a foe's spell on you, and the spell is one that *leech field* is effective against (see below), your body erupts in a brief flash of crackling dark energy. You gain 1 *ki* point for every level of the spell you just saved against (to a maximum number of points equal to 1/2 your caster level). You cannot gain *ki* points that would cause you to exceed your normal daily maximum.

This spell is effective against any spell that targets a single creature and allows the target a saving throw to negate it, except those that are delivered by a touch attack or a ranged touch attack (including a ray).

Levitate*

School: transmutation [psychoportation]

Level: nomad 2

Display: olfactory

As the *levitate* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
Affect an additional willing target with 15 feet. Any target cannot be more than 15 feet from another target of the spell.	1	Yes

Levitate Self

School: transmutation [psychoportation]

Level: psion 2, psyker 2

Display: olfactory

Range: personal

Target: you

As the *levitate* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Major Creation*

School: conjuration (creation) [metacreativity]

Level: psion 5

Casting Time: 10 minutes

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

Duration: See spell text

As the *major creation* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Matter Agitation

School: transmutation [psychokinesis]

Level: psion 1

Display: auditory and material

Casting Time: 1 standard action

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

Area: 2 sq. ft. of surface area of an object or creature

Duration: concentration, up to 1 min./level

Saving Throw: none; **Spell Resistance:** yes

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion over time. The agitation grows more intense in the second and third rounds after you cast the spell, as described below.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

Matter Manipulation

School: transmutation [metacreativity]

Level: psion 8

Display: auditory and mental

Casting Time: 1 standard action

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

Area: 1 cu. ft./level of inanimate material

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

You can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. You can increase or decrease an object's hardness by up to 5 from its original hardness. When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness).

You can't decrease the hardness of an object that already has hardness 0.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. Even hardening adamantine to 25 is possible. You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

Ki Food: you must consume 2 bites of manna for each point by which the object's hardness is altered. You may alternately consume 1 sip of ambrosia in place of up to 10 bites of manna.

Maze*

School: conjuration (teleportation) [psychoportation]

Level: psion 8

Display: visual and material

As the *maze* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Mending*

School: transmutation [metacreativity]

Level: psion 0, psyker 0

Display: visual and material

As the *mending* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
Increase the weight affected by 1 lb	1	Yes
Increase the range of the spell by 5'	1	Yes
Increase the amount healed by 1d4 (Shaper)	1	Yes

Mental Disruption

School: enchantment [telepathy, mind-affecting]

Level: psion 2

Display: mental

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spread centered on you

Duration: instantaneous

Saving Throw: Will negates; **Spell Resistance:** yes

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

Metaconcert

School: conjuration [telepathy, mind-affecting]

Level: psyker 5, telepath 5

Display: visual; see text

Casting Time: 1 minute

Range: 20 ft.

Target: you and up to nine other willing psionic creatures in range

Duration: 1 min./level (D)

You link your psychic might with other psionic creatures, creating an entity more powerful than the sum of its parts.

When you cast this spell, a number of *ki* points you designate flows from each participant into a collective pool. Spell slots can be converted to *ki* points immediately to fulfill this cost. One individual is chosen as the *metaconcert* conductor by mutual consent of the other participants (this is usually the caster, but doesn't have to be). Until the spell ends, this conductor directs the efforts of the group. Misty strands of glowing spell link the brows of all the participants in a complex and shifting pattern.

All the spells of each participant are known to the mental entity created with *metaconcert* (which is under the conductor's command). Spells are cast using the collective *ki* pool by immediately spending 1 *ki* point for each spell level being cast. This entity can't take any more actions than a normal individual, but it casts all its spells more effectively. Each participant contributing to the entity provides a cumulative +1 bonus to save DCs that apply when casting a spell or using a spell-like ability. Likewise, each individual provides a cumulative +1 bonus when the entity makes its own saving throws in response to spells or spell-like abilities.

If the psionic entity takes ability damage from a psionic attack the total is divided among all the members as determined by the conductor.

If the entity casts a spell that has a *ki* cost, all the participants pay an equal share (the conductor pays the remainder if the cost can't be divided evenly).

Once linked, the participants must remain within a 20-foot-radius area, and as a group can move at a speed of 10 feet. If a participant moves outside the 20-foot-radius area occupied by the others (whether willingly or involuntarily), that individual drops out of the group, and the spell point pool of the *metaconcert* is instantly recalculated.

All participants who leave before a *metaconcert* ends or is dismissed reclaim a number of *ki* points equal to the current *ki* pool divided by the number of members. If the conductor drops out, the spell ends. That same number of points is removed from the *ki* pool.

When a *metaconcert* ends normally or is dismissed, remaining *ki* points in the pool are divided among all the participants (the conductor receives the remainder if the points can't be divided evenly).

Metafaculty

School: divination [clairsentience]

Level: seer 9

Display: mental, olfactory, and visual

Casting Time: 1 hour

Range: personal

Target: you

Duration: instantaneous and 1 min./level (D); see text

You elevate your mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature you have seen before, whether personally or by means of another spell such as *scrying*.

This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts. When you cast the spell, you learn the following facts about the creature.

- Its name, race, alignment, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.
- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells it cast, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the *scrying* spell, which you can maintain for up to 1 minute per level.

Metafaculty can defeat spells, spells, and special abilities such as *screen* or *mind blank* (or even a *wish* spell) that normally obscure clairsentience spells. You can attempt a caster level check (DC 6 + caster level of the creator of the obscuring effect) to defeat these sorts of otherwise impervious defenses.

Sacrifice: you must sacrifice 2 Con points to cast this spell. You can heal this sacrifice by consuming manna.

Metamorphosis

School: transmutation (polymorph) [psychometabolism]

Level: egoist 4

Display: material and olfactory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object

You assume the form of an animal, humanoid, plant, elemental, monstrous humanoid, undead, vermin, or object of your choosing. Refer to the table below to determine how the spell functions. For example, if you take on the form of an animal or magical beast, the spell functions like *beast shape II*.

Chosen Form	Works like
Animal, Magical Beast	<i>beast shape II</i> *
Disguise	<i>disguise self</i> *
Elemental	<i>elemental body I</i> *
Humanoid	<i>alter self</i> *
Monstrous Humanoid	<i>monstrous physique II</i> ***
Object	See below
Plant Creature	<i>plant shape I</i> *
Tree	<i>tree shape</i> *
Undead	<i>undead anatomy I</i> ***
Vermin	<i>vermin shape I</i> ***

See the spell descriptions in the *Pathfinder Roleplaying Game Core Rulebook*, *Advanced Player's Guide*, and *Ultimate Magic* books for more information.

You can also use this spell to assume the form of an inanimate object. You gain the object's hardness and retain your own hit points. You can take the shape of almost any simple object you can think of (between Tiny and Large sized). If you attempt to take the form of a complex object, you must make an appropriate skill check. If you fail the check, your casting of the spell does not succeed. Likewise, you cannot take the form of a complex mechanical mechanism unless you have some sort of skill associated with the object. You cannot use this spell to assume the form of a magic item, or any object with a hardness higher than 15. You also cannot take the form of an animated mechanism or any object formed of ectoplasm.

As an inanimate object, you lose all mobility. You retain your normal senses and your ability to speak. You can cast a spell if you make a Concentration check (DC 20 + spell level); however, doing so ends the duration of this spell. If you take damage while in the form of an object, your actual body also takes damage (but the object's hardness, if any, protects you).

You may choose to resume your normal form as a full-round action, doing so ends the spell for you.

Metamorphosis, Greater

School: transmutation (polymorph) [psychometabolism]

Level: egoist 9

Display: material and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object

As *metamorphosis*, but you can also take on the form of a dragon or giant. You may also take on the larger forms of other creatures.

Chosen Form	Works like
Animal, Magical Beast	<i>beast shape IV</i> *
Disguise	<i>disguise self</i> *
Elemental	<i>elemental body IV</i> *
Dragon	<i>form of the dragon III</i> *
Giant	<i>giant form II</i> *
Humanoid	<i>alter self</i> *
Monstrous Humanoid	<i>monstrous physique IV</i> **
Object	See below
Plant Creature	<i>plant shape III</i> *
Tree, shrub, or brush	<i>tree shape</i> *
Undead	<i>undead anatomy IV</i> ***
Vermin	<i>vermin shape II</i> ***

See the spell descriptions in the *Pathfinder Roleplaying Game Core Rulebook*, *Advanced Player's Guide*, and *Ultimate Magic* books for more information.

You can become just about anything you are familiar with. You can change form once each round as a swift action.

The change takes place either immediately before your regular action or immediately after it, but not during the action.

As an inanimate object, you lose all mobility; however, you retain your ability to cast spells normally. You may assume the form of any non-magical, inanimate object up to a hardness of 40.

Metaphysical Claw

School: transmutation [psychometabolism]

Level: psyker 1

Display: auditory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the spell *bite of the wolf*), you can use this spell to provide one of your natural weapons a +1 enhancement bonus on attack rolls and damage rolls.

Augmentation	Ki Cost	Multiple
Increase the spell's duration to 1 hour/level	2	No

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Improve the natural weapon's enhancement bonus on attack rolls and damage roll by +1	2	Max 4
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Metaphysical Weapon

School: conjuration [metacreativity]

Level: psyker 1

Display: auditory

Casting Time: 1 standard action

Range: touch

Target: weapon touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object); **Spell**

Resistance: yes (harmless, object)

Metaphysical weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together (such as in the same quiver). Projectiles, but not thrown weapons, lose their enhancement when used. (Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this spell.)

You can't cast this spell on most natural weapons, including a Psyker's claw strike. This spell does work on a weapon brought into being by the *graft weapon* spell.

Augmentation	Ki Cost	Multiple
Increase the spell's duration to 1 hour/level	2	No
Improve the weapon's enhancement bonus on attack rolls and damage roll by +1	2	Max 4

Microcosm

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 9

Display: material

Casting Time: 1 standard action

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

Target or Area: one creature; or one or more creatures within a 15-ft.-radius sphere

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

This spell enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state. When *microcosm* is cast, you can target either a single creature within range or a group of creatures all located within the spell's area.

Single Target: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own

mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is cast on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other). It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The spell affects creatures with the lowest hit point totals first. (Creatures with negative hit points count as having 0 hit points.)

Casting *microcosm* a second time on an affected creature turns its sensory pathways outward once more. Otherwise, only very potent spells (such as *psychic surgery* or *reality revision*) or similar effects (such as *miracle* or *wish*) can undo the mental cross-wiring that this spell brings about.

Augmentation	Ki Cost	Multiple
Increase the number of individual and group hit points the spell can affect by 10	1	Yes

Mind Blank, Personal

School: abjuration [telepathy, mind-affecting]

Level: psion 7, psyker 6

Display: olfactory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: one day

As *mind blank* (see below), except as noted here.

Mind Blank*

School: abjuration [telepathy, mind-affecting]

Level: psion 8

Display: olfactory

As the *mind blank* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Mind Probe

School: enchantment (charm) [telepathy, mind-affecting]

Level: telepath 5, Wizard/Sorcerer 6

Display: auditory, material, and visual; **Components:** V, S

Casting Time: 1 minute

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

Target: one creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text; **Spell Resistance:** yes

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those

still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the spell. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the spell's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above.

Subjects that do not wish to be probed can attempt to move beyond the spell's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Mind Seed

School: enchantment (compulsion) [telepathy, mind-affecting, evil]

Level: telepath 8

Display: mental

Casting Time: 1 standard action

Range: touch

Target: one touched Medium or smaller humanoid

Duration: instantaneous; see text

Saving Throw: Will negates; **Spell Resistance:** yes

You impress the totality of your psyche into a subject's subconscious. If successfully implanted, the seed of your mind "germinates" over the period of one week. During this time, the subject begins to unconsciously take on your mannerisms.

When integration is complete (after one week), the subject becomes you in mind as you were when you cast the spell, but the subject's level is eight lower than your own. (In effect, the subject has received eight negative levels—but these are negative levels that can't be removed.) The subject does not have any of your physical ability scores or equipment, but does have the Intelligence, Wisdom, and Charisma scores you had when you were eight levels lower. The subject also knows the spells you knew when you were eight levels lower.

While the subject is initially your mental duplicate, the two personalities diverge over time. Although the subject starts off with memories of your experiences, it possesses its original "soul" and physical body and is free to develop its own personality based on its own new experiences. Thus, the subject is not your slave or servant, but instead a nonplayer character in its own right that shares your earlier memories.

Protection from evil or a similar spell or spell can prevent you from implanting *mind seed*, or prevent a

seed from germinating while the protective spell lasts. Otherwise, a germinating seed can be removed (prior to germination) only by *psychic surgery*, *reality revision*, or similarly high-level effects. Casting *mind seed* again during the germination period also cleanses the subject's mind.

Ki Sacrifice: you must sacrifice 6 *ki* points to cast this spell.

Mind Switch

School: necromancy [telepathy, mind-affecting]

Level: telepath 6

Display: visual

Casting Time: 1 round

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

Targets: you and one other creature

Duration: 10 min./level

Saving Throw: Will negates; see text; **Spell Resistance:** yes

You can attempt to take control of a nearby living creature, forcing your mind (and soul) into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your caster level.

You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the spell. If the casting succeeds, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. The *mind switch* brings about the following changes.

- You gain the type of your assumed body.
- You gain the Strength, Dexterity, and Constitution scores of your assumed body.
- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
- You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities.
- You gain the possessions and equipment of your assumed body.
- You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and spells, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body).

Supernatural abilities that require a certain body part may be unavailable in your new form.

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If either body is killed while the spell is in effect, the other participant also dies when the spell ends. If one participant's body becomes petrified, imprisoned by *temporal stasis* or *imprisonment*, or incapacitated in some other way, the other participant will be incapacitated in that way when the spell ends.

A targeted *dispel magic* (or similar spells or effects) successfully cast on either participant causes both minds to return to their original bodies.

Ki Cost: you must spend 2 *ki* points to cast this spell.

Mind Switch, True

School: necromancy [telepathy, mind-affecting]

Level: telepath 9

Casting Time: 1 minute

Duration: instantaneous

Saving Throw: Will negates; see text; **Spell Resistance:** yes

As *mind switch*, except as noted here. You permanently exchange bodies with the subject. Since this spell's duration is instantaneous, you cannot be forced to return to your natural body by means of *dispel magic*, an *antimagic field*, or a similar effect. If the subject's body dies while you are in it, you are dead. The subject immediately loses one level, but otherwise survives the experience in your natural body. If your natural body dies while the subject is in it, you immediately lose one level, but you likewise survive the experience in your new body.

Your "natural" body is always considered to be the last one you switched out of. If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with. In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body. Similarly, if your original body dies but you have since switched minds with a second subject, you take no penalty. You lose a level only if the body you inhabited immediately prior to your current body is killed.

Ki Sacrifice: you must sacrifice your entire *ki* pool to cast this spell. You must have a minimum of 10 *ki* points to cast this spell.

Mind Thrust

School: evocation [telepathy, mind-affecting]

Level: psion 1

Display: auditory

Casting Time: 1 standard action

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

Target: one creature

Duration: instantaneous

Saving Throw: Will negates; **Spell Resistance:** yes

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage per *power level* to it (maximum 5d10).

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell damage by 1d10 ¹	2	Yes
Increase the spell damage by 1d10 ¹ (Telepath)	1	Yes

¹The maximum damage of an augmented *energy bolt* spell can exceed 5d10.

Mind Trap

School: evocation [telepathy, mind-Affecting]

Level: psion 3

Display: auditory

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: 1 round

Saving Throw: none; **Spell Resistance:** yes (harmless)

You set up a trap in your mind against psionic intruders. Anyone who attacks you with a telepathy spell immediately loses 1d6 *ki* points. This spell's effect does not negate the spell that is currently being used against you. You can cast this spell instantly, quickly enough to gain its benefit in an emergency. Casting the spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You can use this spell even when it is not your turn.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the duration of this spell by 1 round.	1	Yes

Mindlink

School: divination [telepathy, mind-affecting]

Level: psion 1, cleric 3, wizard/sorcerer 3

Display: mental; **Components:** V, S

Casting Time: 1 standard action

Range: close (25 ft. + 5 ft./2 levels); see text

Targets: you and one other willing creature within range that has an Intelligence score of 3 or higher

Duration: 10 min./level

Saving Throw: none; see text; **Spell Resistance:** yes (harmless)

You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special spell or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). This is a lesser form of the *telepathic bond* spell.

Augmentation	<i>Ki</i> Cost	Multiple
Attempt to create a telepathic bond with a creature that is not willing (Will save negates) (Telepath)	2	Yes
Affect an additional target. Any target	1	Yes

cannot be more than 15 feet from another target of the spell. (Telepath)

Mindlink, Thieving

School: necromancy [telepathy, mind-affecting]

Level: telepath 4

Duration: 10 min./level (D)

Saving Throw: Will negates; **Spell Resistance:** yes

As *mindlink*, except that if the target is a psionic character or creature that knows spells, you can temporarily borrow a spell of your choice (you are aware of what spells the subject knows, up to the highest level of spell you can cast).

Borrowing the subject's spell is a separate standard action that provokes an attack of opportunity. If that attack succeeds, the mental communication provided by this spell ends immediately. The borrowed spell fades from the subject's awareness and appears within your own. You can now cast the borrowed spell just as if it were one of your spells known. You maintain knowledge of the borrowed spell until the duration of your *thieving mindlink* expires, at which time you lose knowledge of the spell and the spell reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed spell when this spell's duration expires.

Mindwipe

School: necromancy [telepathy, mind-affecting]

Level: psion 4

Display: auditory, mental, and visual

Casting Time: 1 standard action

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

Target: one creature

Duration: instantaneous

Saving Throw: Fortitude negates; **Spell Resistance:** yes
You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. For each negative level it gains, a psionic creature loses knowledge of one spell from its highest available level.. The effects of multiple negative levels stack.

If the subject survives, it loses these negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

Augmentation	Ki Cost	Multiple
Bestow an additional negative level on the subject (Telepath)	2	Yes

Minor Creation*

School: conjuration (creation) [metacreativity]

Level: shaper 1

Display: material

As the *minor creation* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Missive

School: evocation [telepathy, mind-affecting, language-dependent]

Level: psion 0

Display: mental

Casting Time: 1 standard action

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

Target: one creature

Effect: mental message delivered to subject

Saving Throw: none; **Spell Resistance:** yes

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject "hears" meaningless mental syllables.

Missive, Mass

School: evocation [telepathy, mind-affecting, language-dependent]

Level: psion 2

Display: mental

Casting Time: 1 standard action

Range: long (400 ft. + 40 ft./level)

Targets: All creatures in a 400 ft. + 40 ft./level radius centered on you; see text

Effect: mental message delivered to subjects

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

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. *Mass missive* is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects "hear" meaningless mental syllables.

Modify Memory*

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: telepath 4

Display: mental

As the *modify memory* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Moment of Prescience*

School: divination [clairsentience]

Level: psion 8

Display: visual

As the *moment of prescience* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Oak Body

School: transmutation (polymorph) [psychometabolism]

Level: psion 7, psyker 5

Display: auditory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D)

This spell transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/ slashing and a +5 bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all spells, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect.

You take only half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 enhancement bonus to Strength, but you take a –2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions) or play wind instruments. You have an armor check penalty of –4 and an arcane spell failure chance of 25%.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Object Reading

School: divination [clairsentience]

Level: seer 2

Display: auditory and material

Casting Time: 1 minute

Range: touch

Target: object touched

Duration: concentration, up to 10 min./level (D)

Saving Throw: none; **Spell Resistance:** yes

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this spell. The amount of information revealed depends on how long you study a particular object.

1st Minute: Last owner's race.

2nd Minute: Last owner's gender.

3rd Minute: Last owner's age.

4th Minute: Last owner's alignment.

5th Minute: How last owner gained and lost the object.

6th + Minute: Next-to-last owner's race, and so on.

The spell always correctly identifies the last owner of the item, and the original owner (if you keep the spell active long enough).

There is a 90% chance that this spell will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not identified.

This spell will not identify casual users as owners. (Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the spell's duration lasts. If you use this spell additional times on the same object, the information yielded is the same as if you were using the spell on the object for the first time.

Overland Flight*

School: transmutation [psychoportation]

Level: psion 6

Display: auditory

As the *overland flight* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Painful Strike

School: transmutation [psychometabolism]

Level: psyker 2

Display: material and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round/level

Your natural weapons cause additional pain. Each successful attack you make with a natural weapon deals an extra 1d6 points of nonlethal damage to the target.

Augmentation	Ki Cost	Multiple
Cast this spell as a swift action (Egoist)	3	N/A

Paralyze

School: enchantment (charm) [telepathy, mind-affecting]

Level: telepath 2

Display: mental

As the *hold person* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
Spell can affect an animal, fey, giant, magical beast, or monstrous humanoid. (Telepath)	2	N/A
Spell can affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.	3	N/A

(Telepath)

Personality Parasite

School: necromancy [telepathy, mind-affecting]

Level: psion 4

Display: auditory and visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one medium or smaller humanoid

Duration: 1 round/level (D)

Saving Throw: Will negates; **Spell Resistance:** yes

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. The parasitic personality functions with complete autonomy from the main personality. It does not control the body physically, but it can take one standard action each round that is purely mental, such as casting a spell, in the same turn that the subject takes its normal actions.

The parasitic personality casts spells using the subject's spell point reserve and known spells, but can only cast spells three or more levels lower than the highest level of spell the subject can normally cast.

The parasitic personality actively attempts to cast spells that negatively impact the subject, using the highest-level spells possible (so as to deplete the subject's spell point reserve), and the most deadly to the subject. You do not have control over what the parasitic personality does, though it always works against the interest of the subject.

Both minds communicate with each other telepathically. If a creature is targeted by a compulsion or charm effect while under the effect of this spell, it can make a second saving throw if the first one fails. If both saving throws fail, then this spell ends and the creature is affected by the charm or compulsion effect.

The parasitic personality does not gain any advantages if the main personality is subjected to a *haste* or *schism* effect.

Phase Door*

School: conjuration (creation) [psychoportation]

Level: psion 7

Display: visual

As the *phase door* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*). This spell is subject to *dispel magic*.

Plane Shift*

School: conjuration (teleportation) [psychoportation]

Level: psion 5

Display: visual

As the *plane shift* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Pounce

School: transmutation [psychometabolism]

Level: psyker 2

Display: mental

Casting Time: 1 swift action

Range: personal

Target: you

Duration: instantaneous

You gain the pounce special attack ability (see the *Pathfinder Roleplaying Game Bestiary for more information*). When you charge, you can make a full attack in the same round.

You can cast this spell with an instant thought, quickly enough to gain the benefit of the spell as you charge. Casting the spell is a swift action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You cannot cast this spell when it isn't your turn.

Augmentation	Ki Cost	Multiple
Gain a circumstance bonus on damage of +1 for all attacks in the current round	1	Yes

Power Leech

School: necromancy [telepathy]

Level: psion 4

Display: visual; see text

Casting Time: 1 standard action

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

Target: Any psionic creature

Duration: concentration, up to 1 round/level; see text

Saving Throw: Will negates; **Spell Resistance:** yes

Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 *ki* points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while the subject of the drain remains in range. If the subject is drained to 0 *ki* points, this spell ends.

Concentrating to maintain *power leech* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

Precognition

School: divination [clairsentience]

Level: psion 1, psyker 1

Display: material and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D)

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows.

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You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the insight bonus to +2	2	No
Increase the insight bonus to +3	6	No
Cast the spell as a swift action (Seer)	2	No

Precognition, Greater

School: divination [clairsentience]

Level: seer 6

Display: auditory and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D)

As *precognition*, except as noted here. You gain a +4 insight bonus instead of a +1 bonus.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the insight bonus to +5	5	No
Cast the spell as a swift action	2	No

Prescience

School: divination [clairsentience]

Level: psion 1, psyker 1

Display: material and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D)

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +1 insight bonus on attack and damage rolls.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the insight bonus to +2	2	Yes
Increase the insight bonus to +3	6	Yes
Cast the spell as a swift action (Seer)	2	No

Prescience, Greater

School: divination [clairsentience]

Level: seer 6, psyker 6

Display: auditory and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level (D)

As *prescience*, except as noted here. You gain a +4 insight bonus instead of a +1 bonus.

Augmentation	<i>Ki</i> Cost	Multiple
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Increase the insight bonus to +5	5	No
Cast the spell as a swift action	2	No

Prevenom

School: conjuration (creation) [psychometabolism]

Level: psyker 1

Display: material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level or until discharged

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this spell to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 1d2 points of Constitution damage. A target struck by the poison can make a Fortitude save (DC 10 + 1/2 your caster level + your key ability modifier) to negate the damage. The poison only affects your target for 1 round.

Augmentation	<i>Ki</i> Cost	Multiple
Increase spell's Con damage to 1d3	2	No
Increase spell's Con damage to 1d4	3	No

Prevenom Weapon

School: conjuration (creation) [psychometabolism]

Level: psyker 1

Range: touch

Target: Weapon touched

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

Prowess

School: divination [clairsentience]

Level: psyker 2

Display: mental

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: instantaneous

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You can cast this spell instantly, quickly enough to gain an extra attack of opportunity in the same round. Casting this spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

Psi Light

School: evocation [psychokinesis, light]

Level: psion 0, psyker 0

Display: auditory and visual

Casting Time: 1 standard action

Range: personal

Effect: 20-ft. cone of light emanating from you

Duration: 10 min./level (D)

Your eyes beam forth a 20-foot cone of light. You and other creatures can see normally in the light. If you walk into an area filled with psionic or magical darkness, *Psi Light* goes dark while you stay within that area.

If *Psi Light* is used in conjunction with *elfsight*, the cone of light extends out to 40 feet instead of 20 feet.

Augmentation	Ki Cost	Multiple
Cast this spell as a swift action (Kineticist)	1	No

Psionic Blast

School: evocation [telepathy, mind-affecting]

Level: psion 3

Display: auditory

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. cone-shaped burst

Duration: instantaneous

Saving Throw: Will negates; **Spell Resistance:** yes

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. *Psionic blast* stuns all affected creatures for 1 round.

Augmentation	Ki Cost	Multiple
Increase duration of the stun effect by 1 round	1	Yes

Psionic Lock

School: abjuration [psychoportation]

Level: psion 2

Display: material

As *arcane lock*, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Psychic Chirurgery

School: conjuration [telepathy, mind-affecting]

Level: telepath 9

Display: auditory, mental, and visual

Casting Time: 10 minutes

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

Target: one creature

Duration: instantaneous

Saving Throw: Will negates; **Spell Resistance:** yes

You can repair psychic damage or grant another creature knowledge of spells you know, depending on the version of this spell you cast.

Repair Psychic Damage: you can remove any compulsions and charms affecting the subject. In fact, you can remove any instantaneous or permanent effect caused by a psychic spell with *psychic chirurgery*. Unlike

with *aura alteration*, these effects end or are negated as soon as this spell is cast, with no need for another saving throw.

You can remove all negative levels affecting the subject, regardless of how it lost those levels, restoring it to the highest level it had previously attained. Also, you can restore levels lost to energy drain or a similar effect if the level drain occurred within a number of hours equal to your caster level.

You can also remove all psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject. *Psychic chirurgery* negates all forms of insanity, confusion, the effect of such spells as *microcosm*, and so on, but it does not restore levels or Constitution points lost due to death.

Transfer Knowledge: If desired, you can use this spell to directly transfer knowledge of a spell you know to another spellcaster that has a limited number of spells known (sorcerer, bard, psion, psyker, etc.). You can give a character knowledge of a spell of any level that she can cast, even if the spell is not normally on the character's spell list. Knowledge of spells gained through *psychic chirurgery* does not count toward the maximum number of spells a character can know per level.

Ki Food: Each time you use psychic chirurgery to implant knowledge of a spell in another creature, you must consume 4 bites of manna for each level of the spell implanted. You may alternately consume 1 sip of ambrosia in place of up to 10 bites of manna.

Psychic Crush

School: necromancy [telepathy, mind-affecting, death]

Level: psion 5

Display: auditory

Casting Time: 1 standard action

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

Target: one creature

Duration: instantaneous

Saving Throw: Will partial; see text; **Spell Resistance:** yes

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +3 bonus or collapse unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 3d6 points of damage and is sickened for 1 round.

Augmentation	Ki Cost	Multiple
Increase the spell's damage by 1d6 (Telepath)	1	Yes

Psychic Mark

School: universal [metacreativity]

Level: psion 0

Display: visual

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As the *arcane mark* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*). *Psychic mark* must be cast on an object by a psion, prior to casting *instant summons* on the same object.

Psychic Reformation

School: transmutation [telepathy, mind-affecting]

Level: psion 4

Display: auditory, mental, and visual

Casting Time: 10 minutes

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

Target: one creature

Duration: instantaneous

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

When this spell is cast, the subject can choose to spend its most recently gained skill points differently (picking new skills and abandoning old ones if it chooses) and to choose a different feat from the one it selected when advancing from its previous level to its current level.

The subject can also choose to forget spells it acquired when advancing to its current level, replacing them with new ones.

The subject can undo decisions of these sorts that were made at lower levels, if both the subject and the caster agree to pay the necessary XP before this spell is cast (see below). The subject must abide by the standard rules for selecting skills and feats, and so it cannot take feats for which it doesn't qualify or take crossclass skills as class skills.

Ki Cost: you must spend 2 *ki* points to reformat choices made when the character reached her current level. For each additional previous level into which the revision reached, the spell costs an additional 2 *ki* points.

Psychic Turmoil

School: abjuration [metacreativity]

Level: shaper 5, cleric 5, sorcerer/wizard 5

Display: mental and visual; **Components:** V, S, M

Casting Time: 1 standard action

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

Area: 40-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: Will partial; see text; **Spell Resistance:** yes

With this spell, you create an invisible field that leeches away the *ki* points of psionic characters standing within the emanation (including you if you are in the area). Nonpsionic characters are unaffected.

When the spell is cast and at the beginning of each of your subsequent turns, psionic creatures within the area of the *psychic turmoil* lose 1 *ki* point per two psionic levels (levels in classes that grant a *ki* pool) they have. Characters that succeed on a Will save when they first encounter the emanation lose only half as many *ki* points

(round down) each round. Characters get only one save attempt against any particular *psychic turmoil* effect, even if they leave the spell's area and later return.

Material Component: Five playing cards, which are torn in half when the spell is cast.

Psychic Turmoil, Greater

School: abjuration [metacreativity]

Level: shaper 7, cleric 7, sorcerer/wizard 7

Duration: 1 round/level

As *psychic turmoil*, except you gain 1 temporary hit point for each *ki* point the spell takes from a psionic creature. The temporary hit points last for 1 hour.

Psychic Vampire

School: transmutation [psychometabolism]

Level: egoist 4, psyker 4

Display: mental

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: instantaneous

Saving Throw: Fortitude negates; **Spell Resistance:** yes

This spell shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's spell.

If you cast this spell to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 *ki* points per *power level* from your foe. The drained points simply dissipate. Your touch attack, charged with psionic energy, is treated as an armed attack.

If you cast this spell to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the spell's benefit.

Against a spontaneous spellcaster that does not have a *ki* pool, 2 levels of spell slots are drained away per *power level*.

All other creatures are stunned for 1d4 rounds.

Psychofeedback

School: transmutation [psychometabolism]

Level: egoist 5, psyker 5

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round/level (D)

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as ability damage.

You can boost your Strength, Dexterity, or Constitution score by up to 4 points.

When the duration of this spell expires, your ability boost also ends, but your ability damage remains.

Augmentation	Ki Cost	Multiple
Increase the amount boosted to your Strength, Dexterity, or Constitution score by 2 points (increasing the ability damage by the same amount).	2	Yes

Quintessence

School: conjuration (creation) [metacreativity]

Level: shaper 4

Display: material; see text

Casting Time: 1 round

Range: 0 ft.

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: instantaneous

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

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the caster is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact). However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder magic within a 5-foot radius of the accumulation: Spells require 1 higher spell slot to cast, unless the caster makes a successful Will save each time he or she attempts to cast a spell. Also in these circumstances, using a spell-like ability or a magic item that replicates a spell takes longer to use: swift and immediate actions become standard actions, standard actions become full round actions, full round actions still take just 1 round.

Reality Revision

School: universal [clairsentience]

Level: psion 9

Saving Throw: see text; **Spell Resistance:** see text

As *bend reality*, but with more far-reaching effects (like the *wish* spell). A *reality revision* can produce any one of the following effects.

- Duplicate any psion spell of 8th level or lower, provided the spell is not prohibited to you.
 - Duplicate any other psionic spell of 6th level or lower, such as a Psyker spell.
 - Duplicate any psion spell of 7th level or lower even if it's a spell prohibited to you.
 - Undo the harmful effects of many other spells, such as *microcosm*, *geas/quest*, or *insanity*.
 - Create a nonpsionic item of up to 25,000 gp in value.
 - Create a psionic item, or add to the spells of an existing psionic item (see XP cost below).
 - Grant a creature a +1 inherent bonus to an ability score. Two to five *reality revisions* cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score. Inherent bonuses are instantaneous, so they cannot be negated or dispelled. An inherent bonus cannot exceed +5 for a single ability score. Inherent bonuses to a particular ability score do not stack; only the best one applies.
 - Remove injuries and afflictions. A single *reality revision* can aid up to 10 creatures, and all subjects are cured of the same kind of affliction.
- Reality revision* cannot restore the experience point loss from casting a spell or casting a spell, or the level or Constitution loss from being returned to life by those effects that reduce level or Constitution.
- Revive the dead. *Reality revision* can bring a dead creature back to life by duplicating a *resurrection* spell. This spell can revive a dead creature whose body has been destroyed, but the task takes two castings of *reality revision*, one to recreate the body and another to infuse the body with life again. *Reality revision* cannot prevent a character who is brought back to life from losing a level.
 - Transport travelers. This spell can lift up to 10 creatures from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and Spell Resistance (if any) applies.
 - Undo misfortune. *Reality revision* can undo a single recent event. Casting the spell forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and Spell Resistance (if any) applies.

You can try to use *reality revision* to produce more powerful effects than these, but doing so is dangerous. The casting may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.

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Duplicated spells allow saves and Spell Resistance as normal (but save DCs are calculated as though the spell is 9th level).

Ki Food: you must consume 10 sips of ambrosia (2 vials) to cast this spell. When a reality revision spell duplicates a spell with a material component that costs more than 10,000 gp, you must consume an additional 1 bite of manna for every 250 gp of materials required. You may opt take a sip of ambrosia for every 2,500 gp of materials required.

Recall Agony

School: necromancy [clairsentience, mind-affecting]

Level: psion 2

Display: material

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one creature

Duration: instantaneous

Saving Throw: Will half; **Spell Resistance:** yes

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 1d6 points of damage per [power level](#) as the past (or future) impinges briefly on the present (Maximum 10d6).

The target is also shaken for 1 round if they fail their saving throw.

Augmentation	Ki Cost	Multiple
Increase the spell damage by 1d6 ¹	2	Yes
Increase the spell damage by 1d6 ¹ (Seer)	1	Yes

¹The maximum damage of an augmented *recall agony* spell can exceed 10d6.

Recall Death

School: necromancy [clairsentience, death, mind-affecting]

Level: psion 8

Saving Throw: Will partial; see text

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save, it dies. If the save succeeds, the target instead takes 5d6 points of damage and is shaken for 1d4 rounds.

Reduce Self

School: transmutation [psychometabolism]

Level: psyker 1

Display: olfactory

Range: personal

Target: you

As the *reduce person* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

You can reduce your size regardless of creature type; this is not limited to humanoids only.

Augmentation	Ki Cost	Multiple
Decrease your size by two size categories. You gain a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.	2	No
Cast this spell as a swift action	2	No

Repair Construct

School: transmutation [metacreativity]

Level: shaper 2

Display: material and visual

Casting Time: 1 standard action

Range: touch

Target: Construct touched

Duration: instantaneous

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

When laying your hands upon a construct that has at least 1 hit point remaining, you re-knit its structure to repair damage it has taken. The spell repairs 3d8 points of damage + 1 point per [power level](#). Constructs that are immune to psionics or magic cannot be repaired in this fashion.

Augmentation	Ki Cost	Multiple
Repair an additional 1d8 points of damage (Shaper)	1	Yes

Repair Wounds

School: conjuration (healing) [psychometabolism]

Level: psion 3, psyker 2

Display: auditory and material

Casting Time: 1 round

Range: personal

Target: you

Duration: instantaneous

You take control of your body's healing process, curing yourself of 2d6 points of damage + 1 point per [power level](#). As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augmentation	Ki Cost	Multiple
Increase healed damage by 1d6	2	Yes
Increase healed damage by 1d6 (Egoist)	1	Yes

Resistance*

School: abjuration [psychokinesis]

Level: psion 0, psyker 0

Display: auditory

As the *resistance* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
Increase resistance bonus to +2	2	No
Increase resistance bonus to +3	6	No

Restoration*

School: conjuration (healing) [psychometabolism]

Level: egoist 4

Display: visual

As the *restoration* cleric spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Ki Cost: you must spend 1 *ki* point to cast this spell.

Ki Food: you must consume 4 bites of manna to dispel a permanent negative level.

Restoration, Lesser*

School: conjuration (healing) [psychometabolism]

Level: psion 2, psyker 2

Display: visual

As the *lesser restoration* cleric spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Restoration, Greater*

School: conjuration (healing) [psychometabolism]

Level: egoist 7

Display: visual

As the *greater restoration* cleric spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Ki Cost: you must spend 1 *ki* point to cast this spell.

Ki Food: you must consume 2 sips of ambrosia to cast this spell.

Restore Extremity

School: conjuration (healing) [psychometabolism]

Level: egoist 5

Display: auditory

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: instantaneous

Saving Throw: Will half (harmless); **Spell Resistance:** yes (harmless)

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head. This spell does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this spell is cast; a new extremity is created by the spell. If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered so much dead tissue.

Retrieve

School: conjuration (teleportation) [psychoportation]

Level: psion 6

Display: visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one object you can hold or carry in one hand, weighing up to 10 lb./level

Duration: instantaneous

Saving Throw: Will negates; see text; **Spell Resistance:** no

You automatically teleport an item you can see within range directly to your hand. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augmentation	Ki Cost	Multiple
Increase the weight limit by 10 pounds.	1	Yes

Revive

School: conjuration (healing) [psychometabolism, good]

Level: egoist 5

Casting Time: 1 standard action

Range: touch

Target: Dead creature touched

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes (harmless)

Revive lets a caster reconnect a corpse's psyche with its body, restoring life to a recently deceased creature. The spell must be cast within 1 round of the victim's death. Before the psyche of the deceased has completely left the body, this spell halts its journey while repairing somewhat the damage to the body.

This spell functions like the *raise dead* spell, except that the affected creature receives no level loss, no Constitution loss, and no loss of spells.

The creature has –1 hit points (but is stable) after being restored to life.

Ki Food: you must consume 1 bite of manna to cast this spell.

Augmentation	Ki Cost	Multiple
Allow the casting of this spell to be delayed by 1 round	1	Yes

Scent

School: transmutation [psychometabolism]

Level: psyker 2

Display: mental

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round/level

You gain an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows you to

detect approaching enemies, sniff out hidden foes, and track by sense of smell. With the scent ability, you can identify familiar odors just as humanoids do familiar sights.

You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

You can follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill for tracking. If you are tracking with *scent*, you ignore the effects of surface conditions and poor visibility.

Schism

School: enchantment [telepathy, mind-affecting]

Level: telepath 4

Display: auditory and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round/level (D)

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new "second mind" does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as casting a spell) in the same round you take your normal actions.

Your second mind can cast spells using your spells, but only as if your caster level were six lower than it is. Your second mind doesn't provoke attacks of opportunity when casting a spell, because doing so doesn't distract your primary mind.

Your second mind takes its first action on your turn in the round after *schism* is cast.

Both your minds communicate with each other telepathically. If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first. If you fail both, then the *schism* ends and you are affected normally by the spell. If you fail just one, the *schism* ends immediately, but you are not subject to the compulsion or charm.

Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

Scrying*

School: divination (scrying; see text) [clairsentience]

Level: seer 4

Display: mental

Effect: ectoplasmic sensor

As the *scrying* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

All augmentations used on spells cast through the viewpoint cost 1 extra *ki* point.

Ki Cost: you must spend 1 *ki* point to cast this spell.

Scrying, Greater*

School: divination (scrying; see text) [clairsentience]

Level: seer 7

Display: mental

Effect: ectoplasmic sensor

As the *greater scrying* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

All augmentations used on spells cast through the viewpoint cost 1 extra *ki* point.

Ki Cost: you must spend 1 *ki* point to cast this spell.

Scrying Trap

School: abjuration [clairsentience . electricity]

Level: psion 6

Display: mental and visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 24 hours + 1 hour/level

Saving Throw: Will half; see text; **Spell Resistance:** no

When others use *clairvoyant sense*, *scrying*, or any other means of viewing you from afar, your prepared trap gives them a nasty surprise. If the scryer fails its saving throw, you are undetected. Moreover, the would-be observer takes 8d6 points of electricity damage. If the scryer makes its saving throw, it takes only 4d6 points of electricity damage and is able to observe you normally. Either way, you are aware of the attempt to view you, but not of the viewer or the viewer's location. It is possible that you might recognize the sensor of someone using the *scrying* spell if you could pierce its *invisibility* (which is true for *scrying* whether or not you use this spell).

Second Chance

School: divination [clairsentience]

Level: seer 5

Display: mental

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round/level or until discharged

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll.

Augmentation	Ki Cost	Multiple
Grant a +1 luck bonus to the result of the reroll	2	No

Sense Link

School: divination (scrying) [telepathy, mind-affecting]

Level: psion 1

Display: visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Target: one willing creature

Duration: concentration, up to 1min./level

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same casting.

You make any skill checks involving senses, such as Perception, as the subject, and only within the subject's field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Once *sense link* is cast, the link persists even if the subject moves out of the range of the original casting (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this spell.

The strength of the subject's linked sense could be enhanced by other spells or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this spell's duration lasts.

Augmentation	Ki Cost	Multiple
Have the subject perceive one of your senses instead.	1	No
Link to a second sense of the same target (Telepath)	2	No

Sense Link, Forced

School: divination (scrying) [telepathy, mind-affecting]

Level: psion 2

Saving Throw: Will negates; **Spell Resistance:** yes

As *sense link*, except you can use this spell on any creature (willing or unwilling).

Augmentation	Ki Cost	Multiple
Link to a second sense of the same target (Telepath)	2	No

Sensitivity to Psychic Impressions

School: divination [clairsentience]

Level: seer 2

Display: auditory and material

Casting Time: 1 hour

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

Area: spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: concentration, up to 10 min./level

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

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for a caster to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum of 400 years.

Augmentation	Ki Cost	Multiple
Extend your sensitivity another 100 years	1	Yes

Sequester*

School: abjuration [clairsentience]

Level: psion 7

Display: none

As the *sequester* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Shadow Body

School: transmutation [psychometabolism]

Level: psion 8

Display: auditory

Casting Time: 1 standard action

Range: personal

Target: you
Duration: 1 min./level (D)
Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.
You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.
Your space does not change, so you cannot move into locations you would not normally be able to move into.
While in your *shadow body*, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.
While affected by this spell, you can be detected by spells that read thoughts, life, or presences (including *true seeing*), or if you make suspicious movements in lighted areas.
You cannot harm anyone physically or manipulate any objects, but you can use your spells normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Stealth check to remain unnoticed.

Share Pain
School: transmutation [psychometabolism]
Level: psion 2
Display: material and mental
Casting Time: 1 standard action
Range: touch
Targets: you and one willing creature, or two willing creatures; see text
Duration: 1 hour/level (D)
This spell creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. The amount of damage not taken by you is taken by the subject. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. When this spell ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.
If you and the subject move farther away from each other than close range, the spell ends.
You can cast this spell on two willing subjects, one of which you designate to share its damage with the other.

Share Pain, Forced
School: transmutation [psychometabolism]
Level: psion 3

Range: close (25 ft. + 5 ft./2 levels)
Target: one creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates; **Spell Resistance:** yes
As *share pain*, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).
You attempt to force the sharing of your wounds with an unwilling creature, and for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage.

Shatter Mind Blank
School: evocation [telepathy]
Level: psion 5
Display: olfactory
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius burst centered on you
Duration: instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes
This spell can negate a *mind blank* or a *personal mind blank* affecting the target. If the target fails its save and does not overcome your attempt with its Spell Resistance, you can shatter the mind blank by making a successful check (d20 + your caster level) against a DC equal to 11 + the caster level of the creator of the *mind blank* effect. If you succeed, the *mind blank* or *personal mind blank* ends, allowing you to affect the target thereafter with mind-affecting spells.

Siphon Strength
School: necromancy [psychometabolism]
Level: psyker 2
Display: visual; see text
Casting Time: 1 standard action
Range: personal
Target: you
Duration: 1 round/level (D)
You gain the ability to siphon away your enemy's strength for your own use. One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your Strength score.
Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total.

Augmentation	Kİ Cost	Multiple
Increase the maximum enhancement bonus you can add to your Strength by 2	2	Yes
Cast this spell as a swift action	3	No

Skate

School: transmutation [psychoportation]

Level: psion 1, psyker 1

Display: material and visual

Casting Time: 1 standard action

Range: personal or touch; see text

Target: you or one willing creature or one unattended object (total weight up to 100 lb./level); see text

Duration: 1 min./level (D)

Saving Throw: none; **Spell Resistance:** yes (harmless, object)

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you cast *skate* on yourself or another creature, the subject of the spell retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this spell affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you cast *skate* on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

Shield*

School: abjuration [psychokinesis, force]

Level: psion 1, psyker 1

Display: auditory

As the *shield* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	Ki Cost	Multiple
Increase the shield bonus to Armor Class by +1	2	Yes

Slow*

School: transmutation [psychokinesis]

Level: kineticist 3

Display: visual

As the *slow* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

You solidify the environment around your target hampering their movement.

Slumber

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: telepath 1

Display: mental

Target: one living intelligent humanoid creature

As the *sleep* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

The spell only affects a single intelligent humanoid creature. Unlike the *sleep* spell, this can target a creature of any level.

Augmentation	Ki Cost	Multiple
Spell can affect an animal, fey, giant, magical beast, or monstrous humanoid. (Telepath)	2	N/A
Spell can affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above. (Telepath)	3	N/A

Solicit Psicrystal

School: transmutation [telepathy]

Level: psion 3

Display: auditory

Casting Time: 1 swift action

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

Target: your psicrystal

Duration: 1 round/level (D)

Saving Throw: no; **Spell Resistance:** no

Your psicrystal takes over the responsibility of maintaining concentration on any single spell you have cast and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal. When the duration of *solicit psicrystal* expires, the spell you transferred to the psicrystal ends (even if this would mean that the spell ends earlier than normal). If necessary, the psicrystal makes Concentration checks using your level and abilities.

You can cast this spell (and transfer the responsibility) with an instant thought, quickly enough to gain the benefit of the spell before you take any other actions in a round. Casting the spell is a swift action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You cannot cast this spell when it isn't your turn.

Spell Resistance*

School: abjuration [clairsentience]

Level: psion 5

Display: material and visual

As the *spell resistance* cleric spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Spell Turning*

School: abjuration [psychokinesis]

Level: kineticist 7

Display: material and visual

As the *spell turning* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

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Augmentation	<i>Ki</i> Cost	Multiple
Increase spell levels to be turned by +1	2	Yes
Increase spell levels to be turned by +1 (Kineticist)	1	Yes

Stabilize*

School: conjuration (healing) [psychometabolism]

Level: psion 0, psyker 0

Display: auditory

As the *stabilize* cleric spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Steadfast Perception

School: divination [clairsentience]

Level: psyker 4

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level (D)

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as *invisibility*). Moreover, your Perception checks receive a +6 enhancement bonus for the duration of this spell. This spell also grants you another saving throw against someone using *false sensory input* on you, but you must realize that that spell has been used in order to know enough to cast *steadfast perception*.

Stomp

School: evocation [psychokinesis]

Level: psyker 1

Display: auditory and visual

Casting Time: 1 standard action

Range: 20 ft.

Area: cone-shaped spread

Duration: instantaneous

Saving Throw: Reflex negates; **Spell Resistance:** no

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the spell's area. Creatures that fail their saves are thrown to the ground, become prone, and take 1d4 points of nonlethal damage per [power level](#) (maximum 5d4).

Augmentation	<i>Ki</i> Cost	Multiple
Increase the nonlethal damage by 1d4 ¹	1	Yes

¹The maximum damage of an augmented *stomp* spell can exceed 5d4.

Suggestion*

School: enchantment (compulsion) [telepathy, mind-affecting, language-dependent]

Level: telepath 2

Display: auditory

As the *suggestion* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Augmentation	<i>Ki</i> Cost	Multiple
Affect an additional target. Any target cannot be more than 15 feet from another target of the spell.	1	Yes

Suspend Life

School: transmutation [psychometabolism]

Level: psion 6, psyker 6

Display: olfactory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: permanent unless ended or dismissed; see text
You can place yourself into a trance so deep that you are almost in suspended animation. Even spells that detect life or thought are incapable of determining that you are alive.

While you are suspended, you are aware of your surroundings. You feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a "day" without food (though a year passes in actuality) and begin to suffer the effects of thirst and starvation as appropriate.

If you take any damage, you come out of your trance 4 rounds later. The trance can also be ended by a successful use of *dispel magic*. If you choose to dismiss the spell, your trance ends 10 rounds later.

Sustenance

School: conjuration [psychometabolism]

Level: psion 2, psyker 2

Display: material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can go without food and water for one day. Each time you cast this spell, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time.

Swarm of Crystals

School: conjuration (creation) [metacreativity]

Level: psion 2

Display: material

Casting Time: 1 standard action

Range: 15 ft.

Area: cone-shaped spread

Duration: instantaneous

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

Thousands of tiny crystal shards spray forth in an arc from your hand. These razorlike crystals slice everything in their path. Anyone caught in the cone takes 1d4 points of slashing damage per power level (maximum 10d4).

Augmentation	Ki/Cost	Multiple
Increase the damage by 1d4 ¹	2	Yes
Increase the damage by 1d4 ¹ (Shaper)	1	Yes

¹The maximum damage of an augmented *stomp* spell can exceed 5d4.

Sympathy*

School: enchantment (compulsion) [telepathy, mind-affecting]

Level: psion 8

Display: auditory

As the *sympathy* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Synesthete

School: transmutation [psychometabolism]

Level: psion 1, psyker 1

Display: material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level (D)

You receive one kind of sensory input when a different sense is stimulated. In particular, you can either feel light or feel sound. You can shift your stimulated sense between these two options once per round as a swift action. Your senses continue to work normally as well, unless they are impaired for some reason.

Your face must be uncovered to use this spell, because it is the skin of your face that acts as the sensory receiver.

If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded. If your eyes are working normally, you gain a +4 circumstance bonus on all Perception checks. While feeling light, you are immune to gaze attacks.

If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Perception checks.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your *synesthete* senses just as they would your normal senses.

You can also use this spell to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the spell in this way if you are not deafened or blinded).

Telekinesis*

School: transmutation [psychokinesis]

Level: psion 5

Display: visual

As the *telekinesis* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Telekinetic Force

School: evocation [psychokinesis, force]

Level: psion 3

Display: visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Target: one object at a time

Duration: concentration, up to 1 round/level

Saving Throw: Will negates (object); see text; **Spell Resistance:** yes (object)

You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with Spell Resistance. The weight can be moved across the ground or through the air. This spell ends if the object is forced out of range. If you cease concentration, the object falls or stops.

You can drop a weight and pick up another during the spell's duration, as long as you don't stop concentrating on maintaining the spell. An object can be telekinetically manipulated as if you were moving it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

Augmentation	Ki/Cost	Multiple
Increase the weight limit of the target by 25 pounds	1	Yes

Telekinetic Maneuver

School: evocation [psychokinesis, force]

Level: psion 4

Display: visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./level)

Target: one creature

Duration: concentration, up to 1 round/level

Saving Throw: none; **Spell Resistance:** yes

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of

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opportunity. You use your caster level in place of your base attack bonus (for disarm and grapple attempts) and your *ki* pool modifier in place of your Strength modifier or Dexterity modifier. A failed attempt does not allow a reactive attempt by the target (such as normally allowed on disarm or trip attempts). No save is allowed against these attempts, but Spell Resistance applies normally.

Augmentation	<i>Ki</i> Cost	Multiple
Gain a +2 bonus on your checks involving bull rush, disarm, grapple or trip attempts.	1	Yes

Telekinetic Sphere*

School: evocation [psychokinesis, force]

Level: kineticist 8

Display: material

As the *telekinetic sphere* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Telekinetic Thrust

School: evocation [psychokinesis]

Level: psion 3

Display: visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target or Targets: one or more objects or creatures with a total weight of 250 lb. or less

Duration: instantaneous

Saving Throw: Will negates or Will negates (object); see text; **Spell Resistance:** yes or Yes (object); see text

You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe! You can hurl up to 5 objects or creatures as long as all are within the spell's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your *ki* pool modifier to the attack roll instead of your Dexterity modifier. Hurled weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and Spell Resistance) to negate the effect, as are those whose held possessions are targeted by this spell.

If you use this spell to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Augmentation	<i>Ki</i> Cost	Multiple
Increase the weight limit of the target by 25 pounds	1	Yes
Increase the number of objects or creatures by 2	1	Yes

Telepathic Projection

School: enchantment (charm) [telepathy, mind-affecting]

Level: psion 1

Display: visual

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./ level)

Target: one creature

Duration: 1 min./level

Saving Throw: Will negates; **Spell Resistance:** yes

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

Telepathic Bond*

School: divination [telepathy]

Level: psion 5

Display: visual

As the *telepathic bond* sorcerer spell, except as noted here (see the *Core Rulebook*).

Augmentation	<i>Ki</i> Cost	Multiple
Affect an additional target. Any target cannot be more than 30 feet from another target of the spell. (telepath)	1	Yes

Teleport*

School: conjuration [psychoportation]

Level: nomad 5

Display: visual

As the *teleport* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Teleport, Greater*

School: conjuration (teleportation) [psychoportation]

Level: nomad 8

As the *greater teleport* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Teleportation Circle*

School: conjuration (teleportation) [psychoportation]

Level: nomad 9

Display: mental

As the *teleportation circle* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Teleport Trigger

School: conjuration (teleportation) [psychoportation]

Level: nomad 5

Display: material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 hour/level (D)

You specify a situation that triggers your automatic casting of a *psionic teleport*, taking you to a predetermined location. You must know the *psionic teleport spell* and have sufficient *ki* points to cast it when the specified situation occurs.

The *teleport trigger* goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round. The specified situation can be described in general terms or specific terms.

Temporal Acceleration

School: transmutation [psychoportation]

Level: psion 6

Display: none

Casting Time: 1 swift action

Range: personal

Target: you

Duration: 1 round (in apparent time); see text

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and spells. This means you cannot target a creature with any attack or spell. However, a spell you cast that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this spell ends.

You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts.

While under the effect of this spell, you cannot enter an area protected by a *antimagic field* or by a spell or spell that neutralizes high-level spells or spells. Normal and magical fire, cold, acid, and the like can still harm you.

When your *temporal acceleration* expires, you resume acting during your current turn in the standard

time frame. You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of spells such as *schism*, are not temporally speeded up, even if your second mind cast this spell (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Casting this spell is a swift action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You cannot cast this spell when it isn't your turn.

Augmentation	Ki Cost	Multiple
Increase the spell's duration (in apparent time) by 1 round (Nomad)	2	Yes

Temporal Stasis*

School: transmutation [psychometabolism]

Level: psion 8

Display: visual

As the *temporal stasis* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Thicken Skin

School: transmutation [psychometabolism]

Level: egoist 1, psyker 1

Display: material and olfactory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level

Your skin or natural armor thickens and spreads across your body, providing a +1 enhancement bonus to your Armor Class.

Augmentation	Ki Cost	Multiple
Increase the enhancement bonus by +1	2	Max 4
You can cast this spell as a swift action (Egoist)	3	No

Thought Shield

School: abjuration [telepathy, mind-affecting]

Level: psion 2, psyker 2

Display: auditory

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: 1 round

You fortify your mind against intrusions, gaining Spell Resistance 13 against all mind-affecting spells.

You can cast this spell instantly, quickly enough to gain its benefits in an emergency. Casting the spell is an immediate action, like casting a quickened spell, and it

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counts toward the normal limit of one quickened spell per round. You can use this spell even when it's not your turn.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell resistance by +1	1	Yes

Time Hop

School: transmutation [psychoportation]

Level: psion 3

Display: auditory and visual

Casting Time: 1 standard action

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

Targets: one medium or smaller creature, or one object weighing 300 lb. or less

Duration: 1 round/level; see text

Saving Throw: Will negates; **Spell Resistance:** yes

The subject of the spell hops forward in time 1 round for every caster level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this spell expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the spell's duration, on what would have been the subject's turn, it can attempt a Will save. Success allows the subject to return. The subject can act normally on its next turn after this spell ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Augmentation	<i>Ki</i> Cost	Multiple
Affect a creature of one size category larger, or double the weight of an object to be affected	1	Yes
Affect an additional target. Any target cannot be more than 15 feet from another target of the spell. (Nomad)	1	Yes

Time Hop, Mass

School: transmutation [psychoportation]

Level: nomad 8

Display: auditory and visual

Casting Time: 1 standard action

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

Targets: all willing creatures in range

Duration: up to 1 hour/level; see text

As *time hop*, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the spell. The subjects hop forward in time a number of hours equal to your caster level, or some shorter number of hours; you decide

how many hours the *mass time hop* lasts when you cast the spell.

Augmentation	<i>Ki</i> Cost	Multiple
Cast this spell as an immediate action	3	No

Time Regression

School: transmutation [psychoportation]

Level: nomad 9

Display: none

Casting Time: 1 standard action

Range: personal

Target: you

Duration: instantaneous

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The spell regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to cast *time regression* during your second pass through the time stream, instead taking completely new actions, but you pay the XP cost all the same.

Ki Sacrifice: you must sacrifice 2 *ki* points to cast this spell.

Timeless Body

Discipline : abjuration [psychoportation]

Level: psion 9

Display: material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 round

Your body ignores all harmful (and helpful) effects, beginning when you finish casting this spell and ending at the end of your next turn. While *timeless body* is in effect, you are invulnerable to all attacks and spells.

This spell cannot be quickened.

Tongues*

School: divination [telepathy , mind-affecting]

Level: psion 2

Display: none

As the *tongues* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*). This spell does not enable you to speak with creatures immune to mind-affecting spells.

Tornado Blast

School: evocation [psychokinesis]

Level: kineticist 9

Display: auditory and visual; see text

Casting Time: 1 round

Range: long (400 ft. + 40 ft./level)

Area: 40-ft.-radius spread

Duration: instantaneous

Saving Throw: Reflex half; see text; **Spell Resistance:** no
You induce the formation of a slender vortex of fiercely swirling air. When you cast it, a vortex of air visibly and audibly snakes out from your outstretched hand.

If you want to aim the vortex at a specific creature, you can make a ranged touch attack to strike the creature. If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 1d6 points of damage per power level to each one (maximum 20d6). Creatures that make a successful Reflex save take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 x 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augmentation	Ki Cost	Multiple
Increase the area damage (not the damage from direct contact dealt to a specific creature) damage by 1d6 ¹	2	Yes
Increase the area damage by 1d6 ¹ (Kineticist)	1	Yes

¹The maximum damage of an augmented *tornado blast* spell can exceed 20d6.

Touchsight

School: transmutation [psychometabolism]

Level: psion 3

Display: visual

Casting Time: 1 standard action

Range: personal; see text

Target: you

Duration: 1 min./level (D)

You generate a subtle telekinetic field of mental contact, allowing you to “feel” your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. Your *touchsight* field emanates from you out to 60 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Perception checks to notice creatures; you can detect and pinpoint all creatures within 60 feet. In many circumstances, comparing your regular

senses to what you learn with *touchsight* is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augmentation	Ki Cost	Multiple
Increase the radius of your <i>touchsight</i> field by 10 feet	1	Yes

Tower of Iron Will

School: abjuration [telepathy, mind-affecting]

Level: psion 5

Display: auditory

Casting Time: 1 immediate action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round

Saving Throw: none (harmless); **Spell Resistance:** yes (harmless)

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the spell’s area gain Spell Resistance 10 + 1 per power level against all mind-affecting spells.

You can cast this spell instantly, quickly enough to gain its benefits in an emergency. Casting the spell is an immediate action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

You can use this spell even when it is not your turn.

Augmentation	Ki Cost	Multiple
Increase the spell’s duration by 1 round	1	Yes
Increase the Spell Resistance granted by 1	1	Yes

Trace Teleport

School: divination [clairsentience]

Level: psion 4

Display: visual

Casting Time: 1 standard action

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

Area: spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: instantaneous

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

As *detect teleportation*, except you can trace the destination of any psionic or magical teleportation made by others within this spell’s area within the last minute.

You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the *psionic teleport* spell), as if you had “seen casually” the location. This spell does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

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Augmentation	<i>Ki</i> Cost	Multiple
Increase the spell's range to Medium (100 ft. + 10 ft./level). (Seer)	1	No

True Creation

School: conjuration (creation) [metacreativity]

Level: shaper 9

Duration: instantaneous

As *major creation*, except items created are enduring and cannot be negated by dispelling magic or negating spells. For all intents and purposes, these items are completely real.

***Ki* Sacrifice:** you must sacrifice 1 *ki* point for every 500 gp value of the item.

True Metabolism

School: transmutation [psychometabolism]

Level: psion 8

Display: material

Casting Time: 1 round

Range: personal

Target: you

Duration: 1 min./level

You are difficult to kill while this spell persists. You automatically heal damage at the rate of 10 hit points per round.

This spell is not effective against damage from starvation, thirst, or suffocation. Also, attack forms that don't deal hit point damage (for example, most poisons) ignore *true metabolism*. You can also use this spell to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the spell. You do not gain the benefits described earlier when you cast *true metabolism* for this purpose. You must have a Constitution score to gain any of this spell's benefits.

True Seeing*

School: divination [clairsentience]

Level: psion 5

Display: visual

As the *true seeing* sorcerer spell, except as noted here (see the *Pathfinder Roleplaying Game Core Rulebook*).

Truevenom

School: transmutation [psychometabolism]

Level: psyker 4

Display: material; see text

Casting Time: 1 swift action

Range: personal

Target: you

Duration: 1 min./level or until discharged

Saving Throw: none and Fortitude negates; see text

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this spell to produce a horrible poison that coats one of your claws. On your next successful melee attack with the claw during the spell's duration, the poison deals 1d3 points of Constitution damage immediately and 1d3 Constitution damage each successive round for 5 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Augmentation	<i>Ki</i> Cost	Multiple
Increase the Con damage by 1	2	Yes

Truevenom Weapon

School: conjuration (creation) [psychometabolism]

Level: psyker 4

Range: touch

Target: Weapon touched

As *truevenom*, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

Ubiquitous Vision

School: divination [clairsentience]

Level: psion 3, psyker 3

Display: visual

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 10 min./level (D)

You have metaphoric "eyes in the back of your head," and on the sides and top as well, granting you benefits in specific situations. In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and rogues are denied their sneak attack ability because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Perception checks gain a +4 enhancement bonus. Concurrently, you take a –4 penalty on saves against all gaze attacks during the spell's duration.

Ultrablast

School: evocation [telepathy, mind-affecting]

Level: psion 7

Display: auditory; see text

Casting Time: 1 standard action

Range: 15 ft.

Area: 15-ft.-radius spread centered on you

Duration: instantaneous

Saving Throw: Will half; **Spell Resistance:** yes

You “grumble” psychically (which both psionic and nonpsionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the spell’s area, dealing 1d6 points of damage to per power level to each enemy (minimum 7d6, maximum 20d6).

Augmentation	K/ Cost	Multiple
Increase the damage by 1d6 ¹	2	Yes
Increase the damage by 1d6 ¹ (Telepath)	1	Yes

¹The maximum damage of an augmented *ultrablast* spell can exceed 20d6.

Vampiric Blade

School: transmutation [psychometabolism]

Level: psyker 3

Display: material and visual

Casting Time: 1 standard action

Range: 0 ft.

Target: one weapon you hold

Duration: 1 round/level

As *claws of the vampire*, except your weapon is affected as long as it remains in your grip or until this spell’s duration expires.

Vigor

School: transmutation [psychometabolism]

Level: psion 1, psyker 1

Display: material and olfactory

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level

You suffuse yourself with spell, gaining 5 temporary hit points per power level (maximum 25). Using any version of *Vigor* again when an earlier casting has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augmentation	K/ Cost	Multiple
Increase the number of temporary hit points you gain by 5	2	Yes
Increase the number of temporary hit points you gain by 5 (Egoist)	1	Yes
Cast this spell on a willing target as a touch spell (Egoist)	1	N/A
Cast this spell as an immediate action (Egoist)	2	N/A

Vigor, Minor

Discipline: transmutation [psychometabolism]

Level: psion 0, psyker 0

Casting Time: 1 standard action

Display: material and olfactory

Range: personal

Target: you

Duration: 1 min./level

Saving Throw: none (harmless); **Spell Resistance:** no (harmless)

You suffuse yourself with power, gaining 1 temporary hit point. Using any version of *Vigor* when an earlier casting has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augmentation	K/ Cost	Multiple
Increase the number of temporary hit points you gain by 1	1	Yes
Cast this spell on a willing target as a touch spell (Egoist)	1	N/A

Wall of Ectoplasm

School: conjuration (creation) [metacreativity]

Level: psion 4

Display: visual

Casting Time: 1 standard action

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

Effect: wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

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

You fashion a roiling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four caster levels and occupies up to one 5-foot square per level. Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is 15 + 2 per inch of thickness.

The *wall of ectoplasm* is susceptible to *dispel magic*, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, spells, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the *psionic teleport* spell.

You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of ectoplasm* must be continuous and unbroken when cast. If its surface is interrupted by any object or creature, the spell fails.

Wall Walker

School: transmutation [psychoportation]

Level: psyker 2

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Display: material

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 min./level

You can walk on vertical surfaces or even traverse ceilings (you need not make Climb checks to traverse these surfaces). Because of the need to keep at least one foot in contact with the wall or ceiling at all times, you cannot jump or use the run action, and you can move at only half speed.

You retain your Dexterity bonus to Armor Class, if any, and opponents gain no special bonuses against you.

Weapon of Energy

School: transmutation [psychokinesis, see text]

Level: psyker 4

Display: visual

Range: touch

Target: weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless);

Spell Resistance: none

As *claw of energy*, except this spell can be cast on a touched weapon. This spell's subtype is the same as the type of energy infused in the touched weapon.

CHAPTER 8 - PRESTIGE CLASSES

CEREBREMANCER

The cerebremancer has dedicated their life to the study of arcane and psionic magic. She has found synergies between the types of magic and is able to harness both with equal prowess.

Role: Cerebremancers excel at casting a varied selection of spells from their arcane and psionic knowledge, making them both powerful and versatile battle mages.

Alignment: Any

Hit Die: d6.

Requirements

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

Skills: Knowledge (arcana) 3 ranks, Knowledge (psionics) 3 ranks.

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

Class Skills

The cerebremancer's class skills (and the key ability for each skill) are Craft (Int), Knowledge (arcana) Int, Knowledge (psionics) Int, Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the cerebremancer prestige class.

Weapon and Armor Proficiency: Cerebremancers gain no proficiency with any weapon or armor.

Spells: When a new cerebremancer level is attained, the character gains new spells per day and/or spells known as if he had also attained a level in any one arcane spellcasting class and one psionic spellcasting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (discipline/bloodline spells, discipline/bloodline powers, bonus feats, etc.).

This essentially means that he adds the level of cerebremancer to the level of whatever other arcane spellcasting class and psionic spellcasting class the character has, then determines spells per day, caster level, and spells known accordingly.

If a character had more than one arcane or psionic spellcasting before he became a cerebremancer, he must decide to which classes he adds each level of cerebremancer for purpose of determining spells per day, caster level, and spells known.

Psionic Armor Bypass (Su): you can spend 1 *ki* point when casting a spell to reduce the arcane spell failure chance due to the armor you are wearing by 20% for that spell. This bonus does stack with the bonus granted by the Arcane Armor Training or Arcane Armor Mastery feats. The *ki* point spent in this manner counts as an augmentation and towards the limit of total *ki* points that can be spent when augmenting a spell.

Augment Arcane Spells: The cerebremancer gains the Augment Arcane Spells feat as a bonus feat. The character does not need to meet the requirements for taking that feat and may augment any Arcane spell they can cast. If the character already has this feat, they gain the ability to augment all of their arcane spells.

TABLE 8-1: CEREBREMANCER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Psionic Armor Bypass	+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
2nd	+1	+0	+0	+3		+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
3rd	+1	+1	+1	+3		+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
4th	+2	+1	+1	+4	Augment Arcane Spells	+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
5th	+2	+1	+1	+4		+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
6th	+3	+2	+2	+5		+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
7th	+3	+2	+2	+5		+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
8th	+4	+2	+2	+6		+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
9th	+4	+3	+3	+6		+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class
10th	+5	+3	+3	+7		+1 level of existing arcane spellcaster class/+1 level of existing psionic spellcaster class

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PSIONIC FIST

Hit Die: d8.

Requirements

To qualify to become a Psionic Fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Spellcraft 6 ranks.

Special: Psychic Strike class feature, Still Mind class feature, ability to cast psionic spells.

Class Skills

The Psionic Fist's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Psionic Fist prestige class.

Weapon and Armor Proficiency: Psionic Fists gain no proficiency with any weapon or armor.

Monk Abilities: A Psionic Fist's class levels stack with his monk levels for the purpose of determining his unarmed

damage and bonuses to Armor Class and unarmored speed. His class levels do not apply to other monk abilities such as flurry of blows, slow fall, and so on.

Psyker Abilities: A Psionic Fist's class levels stack with his psyker levels for the purpose of determining his damage from Psychic Strike. His class levels do not apply to other psyker abilities such as soul weapon.

Spells: When a new psionic fist level is gained, the character gains new spells per day as if he had also gained a level in any one psionic spellcasting class he belonged to before he added the 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 psionic fist to the level of whatever other psionic spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one psionic spellcasting class before he became a psionic fist, he must decide to which class he adds each level of psionic fist for the purpose of determining spells per day.

Ki Pool: Each time a psionic fist gains an additional psionic spellcaster level, he also gains an additional level for determining his total *ki* Pool.

Bonus *ki* Feat: At 5th and 10th level, a Psionic Fist can take any *ki* feat as a bonus feat. He must still meet the prerequisites for the feat.

TABLE 8-2: PSIONIC FIST

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Known
1st	+0	+0	+2	+2	Monk abilities, Psyker Abilities	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
2nd	+1	+0	+3	+3	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
3rd	+2	+1	+3	+3	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
4th	+3	+1	+4	+4	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
5th	+3	+1	+4	+4	Bonus <i>ki</i> feat	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
6th	+4	+2	+5	+5	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
7th	+5	+2	+5	+5	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
8th	+6	+2	+6	+6	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
9th	+6	+3	+6	+6	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
10th	+7	+3	+7	+7	Bonus <i>ki</i> feat	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level

METAMIND

Hit Die: d6.

Requirements

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

Skills: Knowledge (psionics) 8 ranks, Spellcraft 4 ranks.

Feat: Psicrystal Affinity.

Spells: Psionic spellcaster level 4th.

Class Skills

The metamind's class skills are Autohypnosis (Wis), Concentration* (Con), Craft (any) (Int), Knowledge (psionics), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency with any weapon or armor.

Spells: At every even-numbered level, a metamind gains new spells per day as if he had also gained a level in any one psionic spellcasting class he belonged to before he added the 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 metamind to the level of whatever other psionic spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one psionic spellcasting class before he became a metamind, he must decide to which class he adds each level of metamind.

Ki Pool: Each time a metamind gains an additional psionic spellcaster level, he also gains an additional level for determining his total *ki* Pool.

Free Casting (Sp): At 1st level, a metamind can cast any 1st-level spell he knows for free (without spending *ki* points or expending spell slots) three times per day.

At higher levels, a metamind gains the ability to freely cast additional higher-level spells: three 2nd-level spells per day at 3rd level; one 3rd-level spell per day at 5th level; one 4th-level spell per day at 7th level; and one 5th-level spell per day at 9th level.

This benefit applies only to the an unaugmented spell. *ki* points spent to augment a spell (if any) must be paid as normal.

Cognizance Psicrystal (Ex): At 2nd level, a metamind masters the trick of storing excess *ki* points in a psicrystal. The psicrystal is now treated as a cognizance crystal capable of storing 2 *ki* points, in addition to its psicrystal abilities. At every even-numbered level, a metamind becomes able to store an additional 1 *ki* point in his psicrystal, to a maximum of 5 points at 8th level.

Font of Power (Sp): A 10th-level metamind can act as a living cognizance crystal, producing seemingly endless *ki* points once per day, for up to 1 minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can cast any of his spells without drawing from his *ki* pool or spells per day. He finds the power he needs welling up within his own body.

If a metamind using this ability enters a metaconcert, his *ki* pool is accessed normally for the purpose of his contributing to the pool.

TABLE 8-3: METAMIND

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Known
1st	+0	+0	+0	+2	Free casting 1st, 3/day	—
2nd	+1	+0	+0	+3	Cognizance psicrystal 2 point	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
3rd	+1	+1	+1	+3	Free casting 2nd, 3/day	—
4th	+2	+1	+1	+4	Cognizance psicrystal 3 points	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
5th	+2	+1	+1	+4	Free casting 3rd, 1/day	—
6th	+3	+2	+2	+5	Cognizance psicrystal 4 points	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
7th	+3	+2	+2	+5	Free casting 4th, 1/day	—
8th	+4	+2	+2	+6	Cognizance psicrystal 5 points	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
9th	+4	+3	+3	+6	Free casting 5th, 1/day	—
10th	+5	+3	+3	+7	Font of power	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level

PYROKINETICIST

Hit Die: d6.

Requirements

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

Alignment: Any chaotic.

Skills: Craft (alchemy) 1 rank, Knowledge (psionics) 2 ranks.

Spells: Ability to cast 4th level psionic spells

Special: Must have the *ki* pool class feature; Must have set fire to a structure of any size just to watch it burn.

Class Skills

The pyrokineticist's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Jump (Str), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

TABLE 8-4: PYROKINETICIST

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Fire lash
2nd	+1	+3	+3	+0	Fire adaptation, hand afire
3rd	+2	+3	+3	+1	Bolt of fire
4th	+3	+4	+4	+1	Weapon afire
5th	+3	+4	+4	+1	Nimbus
6th	+4	+5	+5	+2	Firewalk
7th	+5	+5	+5	+2	Fear no fire
8th	+6	+6	+6	+2	Greater weapon afire
9th	+6	+6	+6	+3	Heat death
10th	+7	+7	+7	+3	Conflagration

Class Features

All the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain no proficiency with any weapon or armor.

Fire Lash (Sp): A pyrokineticist gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move action. She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack. A pyro can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the fire lash, as well as any feats that apply to the use of a standard whip. The whip remains in existence as long as the pyrokineticist holds it.

Fire Adaptation (Ex): At 2nd level, a pyrokineticist becomes resistant to fire, gaining a +4 bonus on all

saving throws against fire and heat spells and effects. In addition, she gains resistance to fire 10.

Hand Afire (Sp): A pyrokineticist of 2nd level or higher can activate this ability as a move action. Flames engulf one of the pyrokineticist's hands (but do her no harm). Her unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of fire damage.

Bolt of Fire (Sp): Starting at 3rd level, as a standard action, a pyrokineticist can launch a bolt of psionically created fire at any target in line of sight within 60 feet. This effect is treated as a ranged touch attack and deals 1d6 points of fire damage for each pyro class level.

Weapon Afire (Sp): At 4th level and higher, a pyrokineticist can activate this ability as a move action. Flames that harm neither her nor the weapon engulf one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt). The weapon deals an extra 2d6 points of fire damage on a successful hit. The weapon retains this effect for as long as the pyrokineticist wields it.

Nimbus (Sp): Beginning at 5th level, a pyrokineticist can activate this ability as a move action. Flames that harm neither the pyrokineticist nor her equipment engulf her entire body. While she is aflame, the character's Constitution score increases by 4, she can make a melee touch attack for 2d6 points of fire damage, and she gains damage reduction 5/magic. If she is struck in melee, the attacker takes 2d6 points of fire damage. This ability lasts for up to 1 minute per pyrokineticist level and is usable once per day.

Firewalk (Su): Beginning at 6th level, as a free action a pyrokineticist can expend her *ki* focus to literally walk on air. She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round. A firewalking pyro leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage. She must pay 1 *ki* point per round spent traveling in this fashion.

Fear No Fire (Ex): At 7th level, a pyrokineticist becomes highly resistant to fire, gaining a +8 bonus on all saving throws against fire and heat spells and effects and also gaining resistance to fire 20.

Greater Weapon Afire (Sp): At 8th level, when a pyrokineticist activates her hand afire ability or her weapon afire ability, her unarmed attack or weapon deals an extra 4d6 points of fire damage instead of 2d6. Touch attacks made while she uses the nimbus ability likewise deal 4d6 points of damage instead of 2d6.

Heat Death (Sp): A pyrokineticist who reaches 9th level can expend her *ki* focus and take a full attack action to raise the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed on a Fortitude saving throw (DC 14 + pyro's Con modifier) or die horrifically as its blood (or other internal fluid) boils.

Even on a successful save, the target takes 4d8 points of fire damage from the heat.

Conflagration (Ps): At 10th level, a pyrokineticist gains the ability to create a massive burst of raging flames around herself, burning everything in the area. Once per day, as a standard action, she can use this ability to deal 15d6 points of fire damage in a 30-foot-radius burst emanating from herself. Any creature or object caught in the burst can make a Reflex saving throw (DC 15 + pyro's Con modifier) for half damage. Anyone failing the Reflex save against the conflagration must also make a Fortitude saving throw (same DC) or die due to extreme shock from the intense heat.

THRALLHERD

Hit Die: d6.

Requirements

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

Skills: Diplomacy 4 ranks, Knowledge (psionics) 8 ranks.

Feat: Inquisitor.

Spells: Caster level 5th and able to cast mindlink.

Class Skills

The thrallherd's class skills are, Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Knowledge (psionics), spellcraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the thrallherd prestige class.

Weapon and Armor Proficiency: Thrallherds gain no proficiency with any weapon or armor.

Spells Known: At every level from 2nd through 9th, a thrallherd gains new spells per day as if he had also gained a level in any one psionic spellcasting class he belonged to before he added the 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 thrallherd to the level of whatever other psionic spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one psionic spellcasting class before he became a thrallherd, he must decide to which class he adds each level of thrallherd.

TABLE 8-5: THRALLHERD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known
1st	+0	+0	+0	+2	Thrallherd	—
2nd	+1	+0	+0	+3	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
3rd	+1	+1	+1	+3	Charm	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
4th	+2	+1	+1	+4	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
5th	+2	+1	+1	+4	Dominate	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
6th	+3	+2	+2	+5	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
7th	+3	+2	+2	+5	Greater dominate	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
8th	+4	+2	+2	+6	—	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
9th	+4	+3	+3	+6	Superior dominate	+1 level of existing psionic spellcaster class, +1 <i>ki</i> pool level
10th	+5	+3	+3	+7	Twofold master	—

Ki Pool: Each time a thrallherd gains an additional psionic spellcaster level, he also gains an additional level for determining his total *ki* Pool.

Thrallherd (Ex): A thrallherd who has just entered the class sends out a subtle psychic call for servants, and that call is answered. Essentially, the character gains something akin to the Leadership feat, but with some important differences.

Those who answer a thrallherd's call are not referred to as cohorts and followers, but rather as thralls and believers, respectively. They do not appear because they admire the character and want to serve her, but because a hidden psychic resonance connects the thrallherd and her servants.

As with the Leadership feat, a thrallherd has a Leadership score that determines the highest-level thrall

and believers she can attract. A thrallherd's Leadership score is equal to her character level + her Cha modifier + her thrallherd level. (Note that her thrallherd level is counted twice.) This score is not affected by any of the modifiers mentioned in the Leadership feat.

As with the Leadership feat, the thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall. Unlike with the Leadership feat, the level limit of a thrall is equal to the character's total level minus 1 (not level minus 2, as is true for cohorts).

A thrallherd cannot take the Leadership feat; if the character already has it, the feat is lost and replaced by this ability; those who were previously cohorts and followers go their separate ways, and those who are more mentally pliable show up later to take up roles as thralls

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and believers. A thrallherd's first thrall and believers arrive within 24 hours of her entry into this class; likewise, lost thralls and believers are replaced within 24 hours.

Use the following table instead of the one with the Leadership feat to determine the level of a thrallherd's thrall and the number of believers of various levels a thrallherd can attract.

Charm (Ex): At 3rd level, a thrallherd adds charm to her spells known (if she doesn't already know it). She can cast charm once per day using a number of *ki* points equal to half her thrallherd level for augmentation.

Dominate (Ex): At 5th level, a thrallherd adds dominate to her spells known (if she doesn't already know it). Once per day, she can cast dominate as a 1st level spell.

Greater Dominate (Ex): At 7th level and higher, a thrallherd does not have to pay 2 *ki* points when she augments dominate to affect animals, fey, giants, magical beasts, and monstrous humanoids.

Superior Dominate (Ex): At 9th level, a thrallherd does not have to pay 3 *ki* points when she augments dominate to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater dominate ability)..

Twofold Master (Ex): At 10th level, a thrallherd can add a second thrall to her herd. This second thrall's maximum level is equal to the thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall.

TABLE 8-6: THRALLHERD THRALLS AND BELIEVERS

Leadership Score	Thrall Level	Number of Believers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

CHAPTER 9 - MAGIC ITEMS

Our next major overhaul will be this section.

PSIONIC ITEMS

Developer's Note: This is a first draft of magic items, and needs a throughout edit. The random tables are all incorrect. Some items were removed (since the duplicated existing items with a different name). Once all the items are defined, we'll go back through and tweak the tables.

Using Psionic Items

Unless stated otherwise, using a psionic item is identical to using any other magic item (See Chapter 15, in the Pathfinder Roleplaying Game Core Rulebook for more information). Items created with psionic spells can normally be activated telepathically instead of verbally or somatically and will be stated in the item description.

Spell Augmentation: Spells stored in items are usually not augmented, because the caster level of such an item is assumed to be the minimum necessary to cast the stored spell. Spells that have been augmented are usually 1 caster level higher than minimum for each point of augmentation.

Command Thought: This is similar to using a command word for other magic items. If no activation method is suggested either in the psionic item description or by the nature of the item, assume that a command thought is needed to activate it. Command thought activation means that a character mentally projects a thought, and the item activates. No other special knowledge is needed. Activating a command thought psionic item is a standard action that does not provoke attacks of opportunity.

Sometimes the command thought to activate an item is mentally imprinted within it and is whispered into the mind of a creature who picks it up. Other items are silent, but a Knowledge (psionics) or Knowledge (history) check might be useful in helping to identify command thoughts. A successful DC 30 check is needed to come up with the command thought in this case. The *identify* spell reveals command thoughts.

Spells stored in command thought items are usually not augmented, because the caster level of such an item is assumed to be the minimum possible to caster the stored spell.

Item Descriptions

In the following sections, each type of psionic item, such as rune stones or psionic tattoos, has a general description, followed by descriptions of specific items. Unless otherwise noted, all items will have descriptions similar to all magic items in the Pathfinder Roleplaying

Game Core Rulebook (see chapter 15 in that book for more details).

Aura: Most of the time, a *detect magic* spell will reveal the spell school associated with a magic item and the strength of the aura an item emits. If the source of the aura is a psionic spell, a character casting the spell psionically will also be able to discern the discipline as well. This information (when applicable) is given at the beginning of the item's notational entry in the form of a phrase. See the *detect magic* spell description for more information.

In all other ways, psionic items will be described like any other magic item.

RANDOM PSIONIC ITEMS

TABLE 9-1: RANDOM PSIONIC ITEM GENERATION

Minor	Medium	Major	Item
01-02	01-05	01-05	Armor, possibly with special ability
03-04	06-10	06-10	Shield, possibly with special ability
05-06	11-15	11-15	Melee weapon, possibly with special ability
08-09	16-20	16-20	Ranged weapon, possibly with special ability
10-40	21-40	21-35	Cognizance crystal
41-46	41-50	36-45	Dorje
47-81	51-68	46-67	Rune stone
82-87	69-82	68-75	Diadem
88-93	83-89	76-87	Psionic tattoo
94-100	—	—	Minor universal item
—	90-100	—	Medium universal item
—	—	88-100	Major universal item

ARMOR AND SHIELDS

In general, psionic armor and shields follow the rules for the equivalent magic items, as far as enhancement bonuses, stacking, and other base abilities are concerned. An enhancement bonus is treated the same way regardless of whether magic or psionics created it.

Psionic armor and shields differ from standard and magical equivalents in that psionic armor and shields incorporate one or more crystals into their construction. Particularly powerful armor and shields may be entirely composed of brightly hued or transparent crystals.

Special Qualities: Roll d%. An 01 result indicates the item is intelligent, an 02-31 result indicates that the command thought (if any) is psionically imprinted and whispers itself into the user's mind on acquisition, and 32-100 indicates no special qualities.

Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes.

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TABLE 9-2: PSIONIC ARMOR SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01–30	01–07	01–03	Quickness	+1 bonus ¹
31–74	08–30	04–05	Landing	+4,000 gp
75–80	31–46	06–10	Floating	+4,000 gp
81–96	47–55	11–20	Linked	+6,000 gp
97	56–66	21–30	Seeing	+6,000 gp
99	76–83	41–50	Ectoplasmic	+6,000 gp
—	84–89	51–60	Gleaming	+3 bonus ¹
—	95–98	71–77	Vanishing	+3 bonus ¹
—	99	78–83	Mindarmor	+24,000 gp
—	—	90–94	Radiant	+4 bonus ¹
—	—	95–96	Aporter	+40,320 gp
—	—	99	Phasing	+65,520 gp
100	100	100	Roll twice again ²	—

¹ Add to enhancement bonus to determine total market price.

² If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

TABLE 9-3: PSIONIC SHIELD SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01–35	01–05	01–03	Heartening	+720 gp
35–60	06–10	04–05	Ranged	+1 bonus ¹
61–89	11–15	06–10	Linked	+6,000 gp
90–97	16–35	11–24	Spell resistance (13)	+2 bonus ¹
98	36–58	25–34	Manifester	+10,800 gp
99	69–88	35–44	Averter	+12,000 gp
—	89–92	45–54	Vanishing	+3 bonus ¹
—	93–96	55–64	Spell resistance (15)	+3 bonus ¹
—	97–98	65–74	Wall	+20,160 gp
—	99	75–81	Mindarmor	+24,000 gp
—	—	82–88	Spell resistance (17)	+4 bonus ¹
—	—	89–93	Aporter	+48,000 gp
—	—	94–96	Time buttress	+5 bonus ¹
—	—	97–99	Spell resistance (19)	+5 bonus ¹
100	100	100	Roll twice again ²	—

¹ Add to enhancement bonus to determine total market price.

² If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Psionic Armor and Shield Special Ability Descriptions

Most psionic armor and shields have only enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Aporter: As a standard action, a suit of aporter armor or an aporter shield transports the wearer and her equipment to any spot within 800 feet that she can visualize or specify, as the *dimension door* spell (any version). The armor or shield can transport the wearer in this fashion twice per day. Moderate conjuration [psychoportation]; CL 10th; Craft Arms and Armor, *dimension door*; Price +40,320 gp.

Averter: On command, up to three times per day, any creature to whom the wearer presents an averter shield must succeed on a DC 14 Will save or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet. This is a mind-affecting compulsion effect, as the *aversion* spell. Faint enchantment [telepathy]; CL 5th; Craft Arms and Armor, *aversion*; Price +12,000 gp.

Command Thought Activation: you can add the ability to activate a special ability as a command thought instead of command word. *Craft Psionic Item*; *ki* Cost = 1/2 caster level of item on the last day of construction; Price +250 gp per caster level if arcane or divine spells are used, no price adjustment if psionic spells are used.

Ectoplasmic: As a standard action, ectoplasmic armor converts itself, its wearer, and all the wearer's equipment into ectoplasmic form for up to 5 minutes once per day, as the spell of the same name. In this semisolid state, the wearer gains damage reduction 10/magic. Faint transmutation [metacreativity]; CL 5th; Craft Arms and Armor, *ectoplasmic form*; Price +6,000 gp.

Floating: This kind of armor is buoyant in water or a similar liquid, negating the normal penalty for wearing armor when making Swim checks. Additionally, it grants a +4 circumstance bonus on Swim checks. Faint transformation [Psychoportation]; CL 4th; *ki* Cost 2; Craft Arms and Armor, *float*; Price +4,000 gp.

Gleaming: This kind of armor is usually made of crystal, though it doesn't have to be. Gleams and flashes from the armor give the wearer and his armor a "fuzzy" appearance, granting the wearer concealment. Faint conjuration [metacreativity]; CL 5th; Craft Psionic Arms and Armor, *concealing amorphia*; Price +3 bonus.

Heartening: This kind of shield grants the wearer up to 5 temporary hit points per day on command. These temporary hit points fade after 4 minutes. The wearer can activate this ability as an immediate action at any time. Faint transmutation [psychometabolism]; CL 4th; Craft Arms and Armor, *vigor*; Price +720 gp.

Landing: A suit of armor with this capability allows the wearer to ignore any damage dealt by the first 60 feet of a fall. Regardless of the height of a fall, the wearer always lands on her feet. Faint transmutation [psychoporation]; CL 4th; Craft Arms and Armor, *catfall*; Price +4,000 gp.

Linked: This kind of armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles. This ability is otherwise similar to the *mindlink* spell.

Moderate transmutation [telepathy]; CL 6th; Craft Arms and Armor, *mindlink*; Price +12,000 gp.

Manifester: This kind of shield generates 3 *ki* points once per day that the wearer can use when casting a spell he knows. These *ki* points must all be used on the same spell. As usual, a psionic character cannot pay a spells cost with *ki* points from more than one source, so the *ki* points in the shield must be used for discrete spells. Moderate conjuration [clairsentience]; CL 6th; Craft Arms and Armor, 3 *ki*; Price +9,000 gp.

Mindarmor: This kind of armor or shield grants the wearer a +3 insight bonus on Will saving throws to resist all mind-affecting and/or compulsion powers. Faint transmutation [psychokinesis]; CL 5th; Craft Arms and Armor, *empty mind*; Price +16,000 gp.

Phasing: The wearer of this kind of armor can move through wooden, plaster, or stone walls, but not other materials. The wearer can call on this special ability as a standard action. When the phasing ability is active, the wearer can pass through a wall or some other kind of appropriate object for a total distance of 60 feet per day (see below), breaking this distance up into several smaller passages or one long one, as desired. A wearer who exceeds this daily distance limit while inside solid material is ejected from the material at the point of entry, ending up prone in front of the now impassable barrier.

Phasing through a wall that separates two adjacent squares on the grid counts as 5 feet of distance. Phasing through a wall or barrier of any greater thickness counts as a distance equal to the barrier's thickness plus 5 feet. feet of distance. Strong conjuration [psychoporation]; CL 13th; Craft Arms and Armor, *phase door*; Price +65,520 gp.

Quickness: This kind of armor increases the wearer's speed by 5 feet. Thus, a character whose normal speed in armor is 20 feet moves 25 feet in armor of quickness. Faint transmutation [Psychoporation]; CL 4th; Craft Arms and Armor, *burst*; Price +1 bonus.

Radiant: The wearer of this kind of armor gains resistance 10 against energy attacks (cold, electricity, fire, or sonic). The armor absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the armor absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place. Moderate abjuration [psychokinesis]; CL 9th; Craft Arms and Armor; *greater energy adaptation*; Price +4 bonus.

Ranged: The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a ranged shield when it comes back is a free action. If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown. Faint evocation [psychokinesis]; CL 5th; Craft Arms and Armor, *far hand*; Price +1 bonus.

Seeing: This kind of armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Spot checks but takes a –2 penalty on saves against gaze attacks. Faint divination [clairsentience]; CL 5th; Craft Arms and Armor, *ubiquitous vision*; Price +6,000 gp.

Time Butress: This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use timeless body as though casting the spell.

Strong abjuration [psychoporation]; CL 17th; Craft Arms and Armor, *timeless body*; Price +5 bonus.

Vanishing: On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had cast the spell *cloud mind*. The wearer can use this ability twice per day.

Faint abjuration [telepathy]; CL 5th; Craft Arms and Armor, *cloud mind*; Price +3 bonus.

Wall: As a standard action once per day, the wielder can drop this kind of shield at his feet and command a wall of ectoplasm (as the spell) to come into being, with the shield as the point of origin for the effect. This effect forms a wall whose area is up to twelve 10-foot squares or a sphere or hemisphere with a radius of up to 12 feet. The wall dissipates after 7 minutes, or sooner if the wielder of the shield reclaims it (thus dismissing the effect). Strong conjuration [metacreativity]; CL 12th;

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Craft Arms and Armor, *wall of ectoplasm*; Price +20,160 gp.

WEAPONS

Although they generally follow the rules for magic weapons, psionic weapons differ from mundane and magic weapons in their design. Most possess some crystal components, and some are composed entirely of crystal. Many also sport intricate traceries along the blade or haft, which flicker now and then as if channeling flows of psychic energy.

Psionic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses on both attack and damage rolls when used in combat. This enhancement bonus is effective for the purpose of overcoming creatures with damage resistance that is penetrated by magic. All psionic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack. In addition to enhancement bonuses, psionic weapons can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

The rules for caster level for weapons, additional damage dice, ranged weapons and ammunition, ammunition and breakage, hardness and hit points, critical hits, and weapons for unusually sized creatures for psionic weapons are the same as for magic weapons. Psionic weapons do not have the chance to generate light (though some may be mentally audible; see below).

Mentally Audible: Fully 30% of psionic weapons telepathically mutter, croon, recite battle poems, scream, or produce other mental “noises” when first drawn, at first blood, or when they slay a significant enemy. Such a weapon cannot be concealed from creatures within 15 feet when it is drawn, nor can its mental “soundtrack” be curbed.

Activation: Usually a character benefits from a psionic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate, then the user usually needs to project a command thought (a standard action).

TABLE 9-4: MELEE WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01–15	01–10	—	Psychokinetic	+1 bonus ¹
16–45	11–25	01–09	Dissipater	+1 bonus ¹

46–55	26–30	10–12	Lucky	+1 bonus ¹
56–70	31–40	13–17	Sundering	+1 bonus ¹
71–80	41–46	18–21	Power storing	+1 bonus ¹
81–99	51–56	22–30	Collision	+2 bonus ¹
—	57–65	31–37	Mindcrusher	+2 bonus ¹
—	66–71	38–41	Psychokinetic burst	+2 bonus ¹
—	72–75	42–49	Suppression	+2 bonus ¹
—	76–78	50–58	Psibane	+2 bonus ¹
—	79–81	59–61	Parrying	+8,000 gp
—	82–85	62–65	Manifester	+16,000 gp
—	86–88	66–71	Bodyfeeder	+3 bonus ¹
—	89–91	72–77	Mindfeeder	+3 bonus ¹
—	92–93	78–83	Soulbreaker	+3 bonus ¹
—	94	84–86	Psychic	+35,000 gp
—	95	87–90	Coup de grace	+5 bonus ¹
100	96–100	91–100	Roll again twice ²	—

¹ Add to enhancement bonus to determine total market price.

² Reroll if you get a duplicate special ability, an ability incompatible with an ability that you’ve already rolled, or if the extra ability puts you over the +10 limit. A weapon’s enhancement bonus and special ability bonus equivalents can’t total more than +10.

TABLE 9-5: RANGED WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–15	—	Teleporting	+1 bonus ¹
21–40	16–30	—	Psychokinetic	+1 bonus ¹
41–100	31–45	01–30	Collision	+2 bonus ¹
—	46–50	31–40	Suppression	+2 bonus ¹
—	51–66	41–65	Psychokinetic burst	+2 bonus ¹
—	67–74	66–69	Psibane	+2 bonus ¹
—	75–78	70–73	Manifester	+16,000 gp
—	79–82	74–79	Dislocator	+3 bonus ¹
—	83–98	80–90	Great dislocator	+4 bonus ¹
—	—	91–97	Coup de grace	+5 bonus ¹
—	99–100	98–100	Roll again twice ²	—

¹ Add to enhancement bonus to determine total market price.

² Reroll if you get a duplicate special ability, an ability incompatible with an ability that you’ve already rolled, or if the extra ability puts you over the +10 limit. A weapon’s enhancement bonus and special ability bonus equivalents can’t total more than +10.

Psionic Weapon Special Ability Descriptions

Most psionic weapons have only enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Bodyfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher. Strong transmutation [psychometabolism]; CL 12th; Craft Arms and Armor, *claws of the vampire*; Price +3 bonus.

Collision: Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition. Moderate transmutation [metacreativity]; CL 10th; Craft Arms and Armor, *matter manipulation*; Price +2 bonus.

Coup de Grace: Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. The ability is a mind-affecting compulsion. Bows, crossbows, and slings bestow this ability on their ammunition. Strong enchanting [telepathy]; CL 19th; Craft Arms and Armor, *dominate*; Price +5 bonus.

Dislocator: The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1–100 miles in a random direction. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability on their ammunition. Strong conjuration [psychoportation]; CL 12th; Craft Arms and Armor, *teleport*; Price +3 bonus.

Dissipater: This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.

Strong abjuration [metacreativity]; CL 12th; Craft Arms and Armor, *dismiss ectoplasm*; Price +1 bonus.

Great Dislocator: The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability upon their ammunition. Strong conjuration [psychoportation]; CL 12th; Craft Arms and Armor, *plane shift*; Price +4 bonus.

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll. Moderate divination [clairsentience]; CL 8th; Craft Arms and Armor, *fate of one*; Price +1 bonus.

Manifester: This kind of weapon generates 5 *ki* points once per day that the wearer can use when casting a spell he knows. These *ki* points must all be used on the same spell. As usual, a character cannot pay a *ki* cost with *ki* points from more than one source, so the *ki* points in the shield must be used for discrete castings. Moderate transmutation [clairsentience]; CL 8th; Craft Arms and Armor, *ki* Cost 5; Price +16,000 gp.

Mindcrusher: Any psionic creature struck in combat by a mindcrusher weapon loses a number of *ki* points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the *ki* point loss; additional damage from high Strength or other sources does not cause additional *ki* point loss). A psionic creature that is out of *ki* points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage. Strong transmutation [psychometabolism]; CL 12th; Craft Arms and Armor, *psychic vampire*; Price +2 bonus.

Mindfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A mindfeeder weapon grants its wielder temporary *ki* points equal to the total damage dealt by a successful critical hit. These temporary *ki* points last for 10 minutes. The wielder gains *ki* points even if the target has none (effectively, its hit point damage is converted to *ki* points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary *ki* points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary *ki* points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary *ki* points, or the new influx of temporary *ki* points, whichever is higher. Strong transmutation [psychometabolism]; CL 15th; Craft Arms and Armor, *psychic vampire*; Price +3 bonus.

Parrying: A parrying weapon perceives an instant into the future, and of its own accord resists melee and ranged attacks aimed at the wielder, granting a +1

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insight bonus to the wielder's Armor Class. The weapon is so adept at parrying that it even affects incoming spells, granting the wielder a +1 insight bonus on saving throws. The bonuses are granted whenever the wielder holds the weapon, even if flat-footed. Faint divination [clairsentience]; CL 5th; Craft Arms and Armor, defensive precognition; Price +8,000 gp.

Psibane: A psibane weapon is crafted to oppose psionic creatures. When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus. It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it. This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition. Strong abjuration clairsentience; CL 15th; Craft Arms and Armor, bend reality; Price +2 bonus.

Psychic: A psychic weapon's power depends on its wielder. In the hands of a nonpsionic creature, the weapon possesses the qualities of a nonmagical masterwork weapon. When wielded by a psionic creature, this weapon has an enhancement bonus of +1 for every 5 *ki* points in the wielder's *ki* pool (+1 at 5, +2 at 10, +3 at 15, +4 at 20, +5 at 25 or more). The weapon's enhancement bonus decreases as the wielder spends *ki* points, and it increases whenever the wielder gains enough *ki* points (by any means) to put his *ki* point reserve into the next higher category. Strong divination [clairsentience]; CL 17th; Craft Arms and Armor, reality revision; Price +35,000.

Psychokinetic: Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate evocation [psychokinesis]; CL 10th; Craft Arms and Armor, energy missile; Price +1 bonus.

Psychokinetic Burst: This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add 2d6 points of extra damage instead, and if the multiplier is x4, add 3d6 points of extra damage. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings

bestow this ability upon their ammunition. Strong evocation [psychokinesis]; CL 12th; Craft Arms and Armor, energy missile; Price +2 bonus.

Soulbreaker: This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level. Strong necromancy [telepathy]; CL 12th; Craft Arms and Armor, mindwipe; Price +3 bonus.

Sundering: This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat. Faint conjuration [metacreativity]; CL 5th; Craft Arms and Armor, Greater Sunder, metaphysical weapon; Price +1 bonus.

Suppression: An opponent or object struck by this kind of weapon is subject to a targeted dispel magic. The wielder makes a spell check (1d20 + 5 + caster level, maximum +15) against a DC of 11 + the caster level of the spell or ability to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day. Moderate abjuration [psychokinesis]; CL 10th; Craft Arms and Armor, dispel magic; Price +2 bonus.

Teleporting: This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn. Faint conjuration [psychoportation]; CL 5th; Craft Arms and Armor, dimension door; Price +1 bonus.

WANDS

Developer's Note: We saw little reason to have dorje's and wands being separate item types.

A psionic wand, sometimes called a dorje, is made from a slender crystal and contains a single spell. Each wand has 50 charges when created, and each charge expended allows one use of that spell. A psionic wand that runs out of charges is just a simple crystal.

Alternative Material: Psionic spells bond better to crystal than wood or other typical wand materials. A dorje is a slender crystal that can be infused with a psionic spell. When it runs out of charges it reverts to just a simple crystal.

Physical Description: A typical dorje (crystal wand) is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about 1/2 inch thick, which can weigh up to 1/4 pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje has AC 7, 7 hit points, a

hardness of 8, and a break DC of 18. In all other ways, a dorje is considered a wand.

Activation: Dorjes (as all wands) use the spell-trigger activation method, so casting a spell from a dorje is usually a standard action that does not provoke attacks of opportunity. (If the spell being cast has a casting time longer than 1 standard action, however, it takes that long to cast the spell from a dorje.)

Wands created with psionic spells, or by adding the command thought ability, can be activated using a command thought instead of a command word or motion.

The user must have the spell on his class list, even if he knows the command thought or word. Additionally, to activate a wand, a character must hold it in hand and point it in the general direction of the target or area to be affected.

Wands are normally created at the minimum caster level required to cast the spell, and spell that can be augmented are not augmented when stored in a wand. A wand's wielder cannot augment the spell contained within the wand.

However, wands can be created at a higher spell level to add *ki* points for augmentation. For each spell level added, the spell is augmented by 1 *ki* point. The wielder of the wand determines which augment is used when casting the spell. A level 1 psionic spell created as a 4th level wand has 3 *ki* points available for augmentation each time the spell is cast.

All wands (psionic, arcane, and divine) can be created using the Craft Wand feat. Augmented arcane and divine spells can be stored in a wand provided the crafter also has the appropriate [Augment Arcane Spell](#) or [Augment Divine Spell](#) feat.

Command Thought Activation: you can add the command thought activation to any arcane or divine wand in place of a command word or motion.

Craft Psionic Item; *ki* Cost = 1/2 caster level of item on the last day of construction; Price +250 gp per caster level if arcane or divine spells are used, not required for psionic spells.

TABLE 9-6: DORJE (WAND) COSTS

Minor	Medium	Major	Spell Level ¹	Psion ²	Psyker ²
01-05	—	—	0	375 gp	375 gp
06-60	—	—	1st	750 gp	750 gp
61-100	01-60	—	2nd	6,000 gp	6,000 gp
—	61-100	01-60	3rd	13,500 gp	15,750 gp
—	—	61-100	4th	24,000 gp	30,000 gp

¹ Some wands have higher caster levels than the minimum spell level, which give them commensurately higher costs.

² Any wand that stores a spell with an *ki* point cost also has an *ki* cost in addition to that noted here.

RUNE STONES

Developer's Note: I liked the idea of power stones, but wanted them to be a little more generic and workable for divine and arcane magic. They kind of fit the lore of Fermia more than traditional scrolls do.

A rune stone stores a spell. A stored spell can be used only once, "flushing" the stone. Using a rune stone is basically like casting a spell. Rune stones are essentially psionic versions of scrolls. The spells are mentally imprinted on a stone instead of scribed on a scroll. Some arcane and divine spellcasters have grown to embrace rune stones for their durability.

Physical Description: A rune stone is a thumb-sized chunk of crystal that possesses a barely detectable interior glow if it holds a low-level spell. A stone imprinted with a higher-level spell glows more brightly, but never enough to provide illumination in its own right. A typical rune stone has AC 7, 5 hit points, a hardness of 8, and a break DC of 20. When held to scrutiny, a faint runic symbol is visible illuminating the stone. The symbol is the signature of the crafter and forms during the imprinting process.

Activation: To activate a rune stone, a caster must mentally address it, as described below. Once the spell is known, the rune stone is treated as a spell completion item, except as noted below.

Addressing the Stone: A rune stone must be "addressed" before a character can use it or know exactly what spell it contains. Doing this requires a successful Spellcraft check (DC 15 + spell level). Once a particular rune stone has been addressed, it is not necessary to do so again. Addressing a rune stone in advance lets a character proceed directly to the next step when the time comes to use it.

Using a stone's stored spell after addressing the stone requires holding the stone and willing the spell's casting, as if casting a spell normally (a standard action). Activating a rune stone is subject to disruption just as casting a spell normally would be.

Additionally, the user must meet the following requirements.

The user must have the spell on his or her class list.

The user must have the requisite key ability score.

If the user meets these requirements and has a caster level at least equal to the spell's caster level, she can automatically cast the stored spell without a check. If she meets both requirements but her own level is lower than the rune stone's caster level, she has to make a spell level check (1d20 + user's level), against a DC equal to the rune stone's caster level + 1, to cast the spell successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid *brainburn* (see below). A natural roll of 1 on this check is always a failure.

Determine Effect: A spell successfully cast from a rune stone works exactly as if cast normally. Assume the rune

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stone's caster level is always the minimum level required to cast the spell for the character who imprinted the stone, unless the creator specifically desires otherwise.

A rune stone's glow fades when its stored power is flushed.

Brainburn: When something goes awry, the user of a rune stone improperly casts the stored spell. The resultant psionic surge persists for 1d4 rounds, unless the rune stone is flung farther than 100 feet away or is destroyed. This surge deals 1d6 points of damage per spell level per round and arcs across multiple targets, similar to *energy current*, except the damage type isn't specified. The user is the primary target, and one nearby ally is the secondary target (chosen at random).

The caster level for a standard rune stone is the minimum caster level needed to cast the spell (unless otherwise specified). The costs and rarities of rune stones are identical to other scrolls.

TABLE 9-7: RUNE STONE COSTS

Minor	Medium	Major	Spell Level ¹	Psion ²	Psyker ²
01-05	—	—	0	12.5 gp	12.5 gp
06-50	—	—	1st	25 gp	25 gp
51-95	01-05	—	2nd	200 gp	200 gp
96-100	61-65	—	3rd	450 gp	525 gp
—	66-95	01-05	4th	800 gp	1,000 gp
—	96-100	06-50	5th	1,250 gp	1,625 gp
—	—	51-70	6th	1,800 gp	2,400 gp
—	—	71-85	7th	2,450 gp	—
—	—	85-95	8th	3,200 gp	—
—	—	96-100	9th	4,050 gp	—

1 Any rune stone that has an imprinted spell with a *ki* point cost also has a *ki* cost in addition to that noted here.
2 Reroll if a level of 7th or higher is indicated for a psyker rune stone. The maximum level for a psyker rune stone is 6th.

DIADEMS

Developer's Note: I liked the psionic crown, because it made more sense than carrying a staff. But I wanted something more fitting of the lore. Most of the elven races already were wearing metal bands, so this seemed like a nice fit. It also opens up the diadem for arcane and divine spells (it takes up the head slot, but that might be ok for some players).

A diadem is a special headband that stores several spells similar how a staff works but sits on the head and activated with a command thought. Like a staff, each diadem is of a certain kind and holds specific spells. Unless otherwise stated, a diadem has 10 charges when created and may have a *ki* pool up to 1/2 the caster level for spell augmentation.

Physical Description: A typical diadem is large enough to fit on the head of a Medium creature. Some diadems are actually crown-like and heavily adorned, while others are simple headbands with crystal centerpieces. All diadems weigh less than 1 pound. Most diadems are metallic, but one could potentially be composed of any material. Metallic diadems have AC 10, 10 hit points, hardness 8, and a break DC of 28. Diadems made of magically reinforced silk have AC 7, 10 hit points, hardness 2, and a break DC of 24. Diadems can be made from other, more exotic materials, but all have at least the strength and durability of diadems made of magically reinforced silk.

Activation: Diadems use the spell trigger activation method, so casting a spell from a diadem is usually a standard action that does not provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a diadem.) To activate the crown, a character uses a command thought to activate the casting of the spell much like using a dorje. Spells activated from a diadem can be augmented from the *ki* pool on the diadem itself, so long as the total number of *ki* points spent does not exceed half the caster's level. The user cannot augment a spell from a diadem using his own *ki* pool.

TABLE 9-8: DIADEMS

Medium	Major	Diadem	Market Price
01-15	01-04	Astral cohort	30,000 gp
16-30	05-09	Dominator	38,800 gp
31-45	10-15	Evader	51,600 gp
46-75	16-30	Fiery ruin	51,600 gp
76-90	31-45	Great dominator	58,000 gp
91-95	45-60	Cautious warrior	62,800 gp
96-100	61-75	Beast	67,200 gp
—	76-85	Astral legion	74,800 gp
—	86-91	Traveler	83,800 gp
—	92-96	Discerning watcher	111,000 gp
—	97-100	Temporal juggler	128,800 gp

Diadem Descriptions

Diadems have immense utility because they pack so many capabilities into one item and because they use the wearer's ability score and relevant feats to set the DC for saves against their spells.

Unlike with other sorts of items, the wearer can use his caster level when activating the spell of a diadem if it is higher than the caster level of the diadem.

The minimum caster level of a diadem is 8th. The caster level of a diadem cannot be more than five levels higher than the minimum caster level for the highest-level spell in the diadem. Standard diadems are described below.

All staves can be created as diadems and vice-versa (a staff can never have a *ki* pool). The Craft Diadem feat is used to create diadems. A *ki* Cost of 1/2 the caster level

and 250 gp per caster level of the item must be paid to add command thought activation for arcane and divine spells.

For example, to create a Diadem of Defense (based on the Staff of Defense, CL 15th, in the Pathfinder Roleplaying Game Core Rulebook) the creator would use Craft Diadem instead of Craft Staff, spend 7 *ki* from their *ki* pool at completion, and increase the cost of materials by 3,750 gp. This item will not have a *ki* pool for spell augmentation.

Astral Cohort

Aura Strong conjuration [metacreativity]; **CL** 10th

Slot head; **Price** 30,000 gp; **Weight** –

Description

This diadem is made from white silk interwoven with crystalline strands of thread. It allows the use of the following spell:

- Astral construct (1 charge per 2 *ki* cost)

The astral construct created is based on the level of the caster with a *ki* cost up to a total of 4 *ki* points. The diadem has 5 *ki* points for spell augmentation.

Construction

Requirements Craft Diadem, astral construct; **Cost** 15,000 gp

Astral Legion

Aura Strong conjuration [metacreativity]; **CL** 18th

Slot head; **Price** 74,800 gp; **Weight** –

Description

This diadem is made from red silk interwoven with crystalline strands of thread. It allows the use of the following spell:

- Astral construct (1 charge per 4 *ki* cost)

The astral construct created is based on the level of the caster with a *ki* cost up to a total of 8 *ki* points. The diadem has 9 *ki* points for spell augmentations.

Construction

Requirements Craft Diadem, astral construct; **Cost** 37,400 gp

Beast

Aura Moderate transmutation [psychometabolism]; **CL** 11th

Slot head; **Price** 67,200 gp; **Weight** –

Description

This diadem is made from a prickly collection of bear claws and snake fangs. It allows use of the following spells:

- Claw of energy (2 charges)
- Duodimensional claw (1 charge)
- Prevenom (1 charge)
- Psionic lion's charge (1 charge)
- Truevenom (2 charges)

The diadem has 5 *ki* points for augmentation.

Construction

Requirements Craft Diadem, claw of energy, duodimensional claw, prevenom, psionic lion's charge, truevenom; **Cost** 33,600 gp

Cautious Warrior

Aura Strong abjuration [psychometabolism]; **CL** 11th

Slot head; **Price** 62,800 gp; **Weight** –

Description

This diadem is made from a shining iron alloy, similar to the material of a metallic shield. It allows use of the following spells:

- Adapt body (2 charges)
- Body adjustment (1 charge)
- Precognition, defensive (1 charge)
- Inertial barrier (2 charges)

The diadem has 5 *ki* points for spell augmentation.

Construction

Requirements Craft Diadem, adapt body, body adjustment, defensive precognition, inertial barrier; **Cost** 31,400 gp

Discerning Watcher

Aura Moderate divination [clairsentience]; **CL** 11th

Slot head; **Price** 77,100 gp; **Weight** –

Description

This diadem is made from pure transparent crystal. It allows use of the following spells:

- Aura sight (2 charges)
- Clairtangent hand (2 charges)
- Clairvoyant sense (2 charges)
- Darkvision* (2 charges)
- Scrying (2 charges)
- True seeing* (2 charges)

The diadem has 5 *ki* points for augmentation and *ki* costs.

Construction

Requirements Craft Diadem, aura sight, clairtangent hand, clairvoyant sense, scrying, true seeing*; **Cost** 38,550 gp

Dominator

Aura Moderate enchantment [telepathy]; **CL** 9th

Slot head; **Price** 38,800 gp; **Weight** –

Description

This diadem is made from gray iron and is shaped into an intricately fluted band. It allows use of the following spells:

- Charm* (1 charge)
- Dominate* (2 charges)
- Suggestion* (1 charge)

The diadem has 4 *ki* points for spell augmentations.

Construction

Requirements Craft Diadem, charm*, dominate*, suggestion*; **Cost** 19,400 gp

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Evader

Aura Moderate enchantment [psychoporation]; **CL** 8th
Slot head; **Price** 51,600 gp; **Weight** –

Description

This diadem is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following spells:

- [*Catfall*](#) (1 charge)
- [*Hustle*](#) (1 charge)
- [*Fly*](#)* (2 charges)
- [*Freedom of movement*](#)* (2 charges)
- [*Wall walker*](#) (1 charge)

The diadem has 4 *ki* points for spell augmentations.

Construction

Requirements [*Craft Diadem*](#), [*catfall*](#), [*hustle*](#), [*fly*](#), [*freedom of movement*](#), [*wall walker*](#); **Cost** 25,800 gp

Fiery Ruin

Aura Strong evocation [psychokinesis]; **CL** 11th
Slot head; **Price** 51,600 gp; **Weight** –

Description

This diadem is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It allows use of the following spells:

- [*Energy blast*](#) (2 charges)
- [*Energy cone*](#) (1 charge)
- [*Energy missile*](#) (1 charge)
- [*Energy stun*](#) (1 charge)
- [*Fiery discorporation*](#) (2 charges)

The diadem has 5 *ki* points for spell augmentations.

Construction

Requirements [*Craft Diadem*](#), [*energy blast*](#), [*energy cone*](#), [*fly*](#), [*energy missile*](#), [*energy stun*](#), [*fiery discorporation*](#); **Cost** 25,800 gp

Great Dominator

Aura Moderate enchantment [telepathy]; **CL** 15th
Slot head; **Price** 58,000 gp; **Weight** –

Description

This diadem is made from gray iron and is shaped into an intricately fluted crown. It allows use of the following spells:

- [*Charm*](#)* (1 charge)
- [*Dominate*](#)* (2 charges)
- [*Suggestion*](#)* (1 charge)

The diadem has 7 *ki* points for spell augmentations.

Construction

Requirements [*Craft Diadem*](#), [*charm*](#)*, [*dominate*](#)*, [*suggestion*](#)*; **Cost** 29,000 gp

Temporal Juggler

Aura Strong transmutation [psychoportation]; **CL** 18th
Slot head; **Price** 128,800 gp; **Weight** –

Description

This diadem is made from silk, usually dyed in several colors, with a clear crystal affixed to the material. It allows use of the following spells:

- [*Temporal acceleration*](#) (2 charges)
- [*Time hop*](#) (1 charge)
- [*Timeless body*](#) (2 charges)

The diadem has 9 *ki* points for spell augmentations.

Construction

Requirements [*Craft Diadem*](#), [*temporal acceleration*](#), [*charm*](#)*, [*time hop*](#), [*timeless body*](#); **Cost** 64,400 gp

Traveler

Aura Strong conjuration [psychoporation]; **CL** 8th
Slot head; **Price** 83,800 gp; **Weight** –

Description

This diadem is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following spells:

- [*Astral traveler*](#) (1 charge)
- [*Dimension door*](#)* (1 charge)
- [*Teleport, greater*](#)* (2 charges)
- [*Teleport*](#)* (1 charge)

The diadem has 25 *ki* points for spell augmentations.

Construction

Requirements [*Craft Diadem*](#), [*astral traveler*](#), [*dimension door*](#)*, [*teleport, greater*](#)*, [*teleport*](#)*; **Cost** 41,900 gp

PSIONIC TATTOOS

Developer's Note: With Fermia being a hunter/gatherer land, tribal tattoos fit right in better than potions.

Psionic tattoos are designs scribed on the skin that casts spells on their wearers and work essentially like potions. The wearer does not get to make any decisions about the tattoo's effect (just like potions)—the spellcaster who scribed it has already done so.

Psionic tattoos can vary in size, but a creature can wear only a total of twenty tattoos at one time—attempting to add one more than this maximum causes all previously scribed tattoos to simultaneously activate. An Psionic tattoo fades away after use.

Physical Description: A typical psionic tattoo is a colorful pattern of tiny, interlacing lines within a larger design. This design can be as simple as a circle or a star, or as complex as an artist wishes to make it. Once it is scribed, a tattoo's design does not change. An psionic tattoo usually covers an area of skin no more than 5 inches in diameter (larger ones could be designed, but would have no added effect).

Scribing and Transferring Tattoos: The caster level of a psionic tattoo is the minimum level required to cast the scribed spell. A tattoo can contain only spells of 3rd level or lower.

A psionic tattoo containing a spell inscribed on a wearer is potentially more mobile than a mundane tattoo.

As a standard action, the wearer can will the tattoo to move to a different part of his body or onto the skin of any willing (or unconscious) living creature he touches. If the wearer of an psionic tattoo is rendered unconscious or is slain, another sentient creature can touch the tattoo while willing it to leave the previous wearer and apply itself to the new creature as a standard action. Psionic tattoos cannot overlay one another.

Identifying Psionic Tattoos: In addition to the standard methods of identification, the wearer of a tattoo can concentrate on it and attempt to gain some sense of how it would feel if activated. A successful DC 13 Intelligence check provides a hint to the tattoo's effect.

Activation: A psionic tattoo produces its effect when touched by its wearer and willed to do so. This activity, called "tapping" the tattoo, is a standard action that provokes attacks of opportunity. A psionic tattoo fades away after use.

The following rules govern the use of psionic tattoos.

A creature must have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures or creatures with impermanent flesh, such as fire elementals, cannot use psionic tattoos).

Tapping a psionic tattoo provokes attacks of opportunity. A successful attack (including grappling attacks) against the wearer forces a Concentration check. A wearer who fails this check cannot concentrate effectively on the tattoo to use it. The tattoo remains untapped, and the wearer can make another attempt.

A character can trigger the effects of another's psionic tattoo if the other wearer is unconscious. It is a full-round action to find, touch, and concentrate on an unconscious creature's tattoo in order to tap it.

The caster level for a standard psionic tattoo is the minimum caster level needed to cast the spell (unless otherwise specified). Psionic tattoos can be inscribed from any spell that can be brewed into a potion provide a *ki* cost of 1 per spell level is paid at the time the tattoo is inscribed.

Restrictions and spells that apply to potions also apply to psionic tattoos.

TABLE 9-9: PSIONIC TATTOOS

Minor	Medium	Major	Spell Level	Psion	Psyker
01–20	—	—	0	25 gp	25 gp
21–60	01–20	—	1st	50 gp	50 gp
61–100	21–60	01–20	2nd	400 gp	400 gp
—	61–100	21–100	3rd	900 gp	1,050 gp

WONDROUS ITEMS

Developer's Note: There are quite a few revisions here. Cognizance Crystals were moved to wondrous items and will be treated like loun stones in some ways (waiting to see if we can reference the main resource for those).

This is a catchall category for any psionic item that doesn't fall into the other groups. Anyone can use a universal item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually command thought, but details vary from item to item.

TABLE 9-10: MINOR WONDROUS ITEMS

d%	Item	Market Price
01–04	Shard (+1, any one skill)	10 gp
05–07	Shard (+2, any one skill)	40 gp
08–10	Crawling tattoo (any 1st level)	50 gp
11–14	Crawling tattoo of concussion	50 gp
15–18	Shard (+3, any one skill)	90 gp
19–21	Shard (+4, any one skill)	160 gp
22–24	Shard (+5, any one skill)	250 gp
25–28	Crawling tattoo (any 2nd level)	300 gp
29–31	Pearl, brain lock	300 gp
32–35	Shard (+6, any one skill)	360 gp
36–38	Shard (+7, any one skill)	490 gp
39–41	Boots of stomping	3,600 gp
42–44	Shard (+8, any one skill)	640 gp
45–47	Crawling tattoo (any 3rd level)	750 gp
48–50	Crawling tattoo of energy bolt	750 gp
51–53	Pearl, breath crisis	750 gp
54–56	Shard (+9, any one skill)	810 gp
57–59	Boots of landing	1,600 gp
60–63	Psionic restraints, lesser	1,000 gp
64–67	Shard (+10, any one skill)	1,000 gp
68–71	Pearl, personality parasite	1,400 gp
72–75	Crystal mask (+3, any skill)	3,000 gp
80–85	Eyes of expanded vision	3,000 gp
86–89	Gloves of object reading	3,000 gp
90–92	Mirror of suggestion	3,600 gp
93–94	Psionic restraints, average	6,000 gp
95–97	Torc of free will	6,000 gp
	Crystal Mask (+6, any skill)	6,000 gp
98–100	Boots of skating	7,000 gp

TABLE 9-11: MEDIUM WONDROUS ITEMS

d%	Item	Market Price
01–04	Psionatrix of clairsentience	8,000 gp
05–08	Psionatrix of metacreativity	8,000 gp
09–12	Psionatrix of psychokinesis	8,000 gp
13–16	Psionatrix of psychometabolism	8,000 gp
17–20	Psionatrix of psychoportation	8,000 gp
21–25	Psionatrix of telepathy	8,000 gp
26–27	Third eye penetrate	8,000 gp
28–29	Mirror of time hop	9,000 gp
30–31	Crystal mask (+9, any skill)	9,000 gp

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39–41	Ring of self-sufficiency	10,000 gp
42–43	Skin of nimbleness	10,000 gp
44–45	Third eye aware	10,000 gp
46–47	Third eye concentrate	10,000 gp
48–49	Third eye gather	10,000 gp
50–52	Eyes of power leech	10,080 gp
53–55	Third eye powerthieve	10,080 gp
56–58	Third eye view	10,180 gp
62–63	Psionic restraints, greater	12,000 gp
64–65	Torc of leech freedom	12,000 gp
66–68	Gloves of titan's grip	14,000 gp
69–70	Skin of the claw	16,000 gp
71–72	Amulet of catapsi	16,200 gp
73–74	Skin of the chameleon	18,000 gp
75–76	Pearl, mind seed	18,500 gp
77–78	Mirror of mind switch	19,800 gp
79–80	Eyes of power leech, vampiric	20,160 gp
83–84	Crystal anchor, body	24,000 gp
85–86	Crystal anchor, comprehension	24,000 gp
87–88	Crystal anchor, creation	24,000 gp
89–90	Crystal anchor, energy	24,000 gp
91	Crystal anchor, ghost	24,000 gp
92–93	Crystal anchor, mind	24,000 gp
94–95	Crystal anchor, travel	24,000 gp
96–97	Psionic restraints, damping	24,000 gp
98–100	Third eye sense	24,000 gp

TABLE 9-12: MAJOR WONDROUS ITEMS

d%	Item	Market Price
01–08	Skin of the defender	32,000 gp
09–16	Torc of power preservation	36,000 gp
17–24	Boots of temporal acceleration	43,200 gp
25–32	Third eye repudiate	43,200 gp
33–40	Skin of fiery response	60,000 gp
41–49	Skin of the troll	61,200 gp
50–57	Skin of the hero	77,500 gp
58–63	Skin of the spider	79,080 gp
64–72	Skin of proteus	84,000 gp
73–80	Third eye expose	112,000 gp
81–87	Third eye conceal	120,000 gp
88–92	Third eye dominate	120,000 gp
93–97	Skin of iron	129,600 gp
98–100	Skin of the psion	151,000 gp

Wondrous Item Descriptions

Wondrous items can be configured to do just about anything.

Standard wondrous items are described below.

Amulet of Catapsi

Aura abjuration [telepathy]; **CL** 9th

Slot neck; **Price** 16,200 gp; **Weight** –

Description

This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can mentally invoke the *catapsi* spell, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds.

This noise interferes with the ability of other psionic characters to cast their spells or use *Ki*-powered abilities (you are not affected by your own *catapsi* casting). All psionic activity within the area requires an additional *ki* cost of 2, unless a character makes a DC 17 Will save each time he attempts to cast a psionic spell or use their *ki* pool.

Ki powers and psionic spells all incur the increased *ki* cost. *Ki* focus is immediately lost if the character does not make their Will save each round while in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative. Feats and abilities that rely on *ki* become full-round actions.

The limit on the number of *ki* points a subject can spend augmenting a spell remains in effect; thus, a subject may not be able to augment highest-level spells. If augmenting a spell would cause the caster to exceed his available *ki* points or his spending limits, the casting fails automatically, but no *ki* points are expended.

Construction

Requirements Craft Wondrous Item; *catapsi*; **Cost** 8,100 gp

Boots of Landing

Aura transmutation [psychoportation]; **CL** 2nd

Slot feet; **Price** 1,600 gp; **Weight** 1 lb.

Description

These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal.

Construction

Requirements Craft Wondrous Item; *catfall*; **Cost** 800 gp

Boots of Skating

Aura transmutation [psychoportation]; **CL** 1st

Slot feet; **Price** 7,000 gp; **Weight** 1 lb.

Description

These boots allow the wearer to slide along the ground at will as if using the *skatespell*.

Construction

Requirements Craft Wondrous Item; *skate*; **Cost** 3,500 gp

Boots of Stomping

Aura evocation [psychokinesis]; **CL** 3rd

Slot feet; **Price** 3,600 gp; **Weight** 1 lb.

Description

These boots allow the wearer to use *stomp* as the spell three times per day (Reflex save DC 13) when the wearer stomps her feet.

Construction

Requirements Craft Wondrous Item; *stomp*; **Cost** 1,800 gp

Boots of Temporal Acceleration

Aura transmutation [psychoportation]; **CL** 15th
Slot feet; **Price** 37,800 gp; **Weight** 1 lb.

Description

These boots allow the wearer to speed up his own time frame for 2 rounds as if using the spell *temporal acceleration*. The wearer can use this spell once per day.

Construction

Requirements Craft Wondrous Item; *temporal acceleration*; **Cost** 18,900 gp

Cognizance Crystals

Aura varied; **CL** twice maximum *ki* point storage amount
Slot head; **Price** varies; **Weight** –

Description

Cognizance crystals are items that store *ki* points that psionic characters can use to pay for casting their spells or using *ki* powers.

A cognizance crystal consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. A typical cognizance crystal weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

The user must merely hold or have a crystal on her person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal). Thereafter, the owner can use *ki* points stored in the crystal to augment spells or use *ki* abilities.

The maximum number of points a cognizance crystal can store is always an odd number and is never more than 17. It can store only as many *ki* points as its original maximum, set at the time of its creation. When a cognizance crystal's *ki* points are used up, the glow of the crystal dims. However, the user can recharge it by paying *ki* points on a 1-for-1 basis. While doing this depletes the user's own *ki* pool for the day, those *ki* points remain available in the cognizance crystal until used.

A user cannot directly replenish her personal *ki* points from those stored in a cognizance crystal, nor can she draw *ki* points from more than one source to augment a spell or use an ability. See *Using Stored ki* points for more information.

Cognizance crystals are related to the mysterious ioun stones in some way but are in a natural crystal form, rather than a specific shape. It is thought that these crystals may be converted into ioun stones by a skilled artisan. So far, all efforts have failed, but research continues.

Cognizance crystals can be attached to diadems to augment the spells included in within. As with all other *ki* pools, spells can only be augmented from one source.

Cognizance Color	Crystal	Maximum <i>ki</i> point Storage	Market Price
Red		1	1,000 gp

Red-orange	2	4,000 gp
Orange	3	9,000 gp
Orange-yellow	4	16,000 gp
Yellow	5	25,000 gp
Yellow-white	6	36,000 gp
White	7	49,000 gp
Blue-White	8	64,000 gp
Blue	9	81,000 gp

Construction

Requirements Craft Wondrous Item; *ki* **Cost** maximum storage amount; **Cost** half the market price

Crawling Tattoos

Aura based on the spell; **CL** able to cast the spell being scribed

Slot —; **Price** double psionic tattoo cost; **Weight** –

Description

Crawling tattoos resemble standard psionic tattoos, but their effects are often harmful rather than beneficial. Like a psionic tattoo, a crawling tattoo can be scribed only with a spell of no higher than 3rd level that targets one or more creatures. Exceptions are the *repair wounds* spell, which can be scribed even though it affects only the caster, and compulsion spells, which cannot be scribed at all. Spells that normally have an area affect only one target if scribed in a crawling tattoo. Spells with an *ki* sacrifice requirement cannot be scribed into a crawling tattoo. Otherwise, crawling tattoos are treated as psionic tattoos until they are activated by the wearer.

The wearer of a crawling tattoo can tap the tattoo as a standard action that provokes attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight). Instead of casting its stored spell, the tattoo animates, drops to the ground, and scuttles toward the target. The original wearer need no longer concentrate on the tattoo once animated.

The animated tattoo moves toward its designated target in the same round when it is activated. Treat it as a Fine construct that has AC 18, 10 hit points, a hardness of 5, speed 30 feet, and a bonus on attack rolls equal to the wearer's caster level + his key ability modifier. Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects. Should the target be killed, teleport away, or otherwise absent itself before the animated tattoo reaches it, the wearer can reclaim the tattoo. If it is destroyed, a crawling tattoo shatters and evaporates.

A crawling tattoo must enter the target's square to attack and thus provokes attacks of opportunity as it passes through the target's threatened area. The tattoo makes one touch attack per round thereafter until it strikes its target or is destroyed. On a successful attack, the spell scribed in the crawling tattoo affects the target if the target fails the appropriate saving throw; however, spells that normally allow a Reflex saving throw

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automatically affect the touched target. Crawling tattoos can ferry beneficial spells as well as harmful ones, and a target can allow the tattoo's touch attack to succeed if he or she desires.

Two examples of crawling tattoos are described below; many more types are possible.

Crawling Tattoo of Concussion: This crawling tattoo delivers a *force* effect, dealing 1d6 points of damage to a creature hit by its touch attack. Price 800 gp.

Crafting Tatoo of Energy Bolt: Each of these tattoos is keyed to one energy type: cold, electricity, fire, or sonic. This crawling tattoo delivers the *energy bolt* spell, dealing 5d6 points of damage of its energy type. Price 1,800 gp.

Construction

Requirements Craft Wondrous Item, *Scribe Psionic Tatoo*, any 3rd level or lower spell as described above; **Cost** half the market price

Crystal Anchor

Aura abjuration [psychometabolism]; **CL** 5th

Slot —; **Price** 24,000 gp; **Weight** 3 lb.

Description

A crystal anchor is a shaft of transparent crystal 4 to 5 feet in length, with a sharpened, spearlike head on one end. It ensnares the minds of those within range who cast spells with a specified descriptor. The triggering descriptor is specified at the time of creation.

A crystal anchor is activated by plunging the sharp head into the ground, leaving the shaft freestanding. It projects an invisible, 30-foot-radius field. If a spell from the specified discipline is cast within this range, the caster must succeed on a Will save (DC 15 + spell level) or become subject to an effect similar to brain lock, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the crystal anchor into the earth. Any anchor can be pulled out of the ground and reused at a later time.

When a crystal anchor successfully ensnares a target, a slender filament of insubstantial ectoplasm connects the victim to the shaft, even one outside the original area of the field.

A crystal anchor can attempt to ensnare a victim only five times per day. Previously caught targets can remain caught day after day and do not count against this daily limit on attempts.

An anchor's owner can designate certain creatures to be unaffected by the anchor; such creatures need not make a saving throw and do not count against the daily limit on attempts. One crystal anchor can ensnare multiple targets simultaneously, and multiple crystal anchors can share overlapping fields.

Anchors that activate when a specific spell is cast in range are also possible, but are rarer.

A crystal anchor has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

Anchor	Descriptor Anchored
Body	Psychometabolism
Comprehension	Clairsentience
Creation	Metacreativity
Energy	Psychokinesis
Mind	Telepathy
Travel	Psychoportation

Construction

Requirements Craft Wondrous Item; *brain lock*, *contingency*, any spell with the chosen descriptor; **Cost** 12,000 gp

Crystal Masks

Aura divination [clairsentience]; **CL** 7th

Slot eyes; **Price** 3,000 gp (+3), 6,000 gp (+6), 9,000 gp (+9); **Weight** 1/2 lb.

Description

Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils. The mask is transparent, although it distorts the wearer's features. Leather straps attached to small holes on the sides of a mask enable the owner to affix the mask to his face.

Crystal masks confer improved skills on their wearers. A mask can be created to grant a +3, +6, or +9 competence bonus to skill checks. For knowledge, crafting, profession, or other checks, the specific sub-skill must be specified. Linguistics will grant the ability to speak and read 3, 6, or 9 languages specified and known by the creator.

Construction

Requirements Craft Wondrous Item; 3, 6, or 9 ranks in the chosen skill; **Cost** 1,500 gp (+3), 3,000 gp (+6), 4,500 gp (+9)

Eyes of Expanded Vision

Aura divination [clairsentience]; **CL** 1st

Slot eyes; **Price** 3,000 gp; **Weight** —

Description

These crystal lenses fit over the user's eyes to expand his field of vision. Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Perception checks but takes a –2 penalty on saves against gaze attacks.

Construction

Requirements Craft Wondrous Item; *ubiquitous vision*; **Cost** 1,500 gp

Eyes of Power Leech

Aura moderate enchantment [clairsentience]; **CL** 7th

Slot eyes; **Price** 10,800 gp; **Weight** —

Description

These crystal lenses fit over the user's eyes. Once per day, the wearer is able to drain *ki* points from another psionic creature or character by meeting its gaze as if using *power leech*. A selected target within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim. The connection drains 1d3 *ki* points from the target for every round in which the wearer maintains concentration (to a maximum of 7 rounds). The wearer gains 1 *ki* point from those drained from the target each round (subject to his normal maximum; points he cannot gain immediately are lost).

If the wearer has only one lens, the DC of the Will save is 14 instead of 16. Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current *ki* pool of 0.

Construction

Requirements Craft Wondrous Item; *power leech*; **Cost** 5,400 gp

Eyes of Power Leech, Vampiric

Aura strong enchantment [clairsentience]; **CL** 15th

Slot eyes; **Price** 20,160 gp; **Weight** –

Description

As eyes of power leech, except the wearer gains drained *ki* points from the subject even if doing so would bring him over his normal maximum. The wearer of vampiric eyes of power leech can maintain concentration for up to 13 rounds. *ki* points the wearer gains in excess of his maximum fade after 8 hours if they are not spent before that time.

Construction

Requirements Craft Wondrous Item; *bend reality*, *power leech*; **Cost** 10,080 gp

Gloves of Object Reading

Aura faint divination [clairsentience]; **CL** 1st

Slot hands; **Price** 3,000 gp; **Weight** –

Description

While wearing these gloves, the user can learn the details of an inanimate object's previous owner if he handles the object, as if cast the *object reading* spell.

Construction

Requirements Craft Wondrous Item; *object reading*; **Cost** 1,500 gp

Gloves of Titan's Grip

Aura moderate transmutation [psychometabolism]; **CL** 9th

Slot hands; **Price** 14,000 gp; **Weight** –

Description

While wearing these oversize gloves, the user gains a +8 enhancement bonus on grapple combat maneuvers. The spell is activated when the user enters a grapple. The

enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day.

Construction

Requirements Craft Wondrous Item; *grip of iron*; **Cost** 7,000 gp

Mage Restraints

Aura strong abjuration [psychokinesis]; **CL** 8th

Slot hands; **Price** varies; **Weight** –

Description

Each of the various mage restraints is an iron cuff that cunningly locks around the wrist (DC 27 Open Lock check). The cuff limits the spell level of one magic type a creature wearing it can use, or completely damps the ability to use spells. All types of mage restraints prevent the free casting of spells.

A mage restraint can only limit one type of magic: arcane, divine, or psionic. The type of restraint created is determined by the type of *dispel magic* spell used during creation.

Restraint Type	Maximum Spell Level	Market Price
Lesser	5	1,000 gp
Average	3	6,000 gp
Greater	1	12,000 gp
Damping	None	24,000 gp

Construction

Requirements Craft Wondrous Item; *dispel magic*; **Cost** half market price

Mirror of Mind Switch

Aura moderate necromancy [telepathy]; **CL** 11th

Slot –; **Price** 19,800 gp; **Weight** 1/2 lb.

Description

This small hand mirror casts its spell once per day against a creature that sees its reflection within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 19 Will save, or its mind and the mind of the mirror's wielder switch, as if by the *mind switch* spell. Because the mirror is small, only a single creature can meet its own gaze. The wielder of the mirror is not affected by seeing himself.

Construction

Requirements Craft Wondrous Item; *mind switch*; **Cost** 9,900 gp

Mirror of Suggestion

Aura moderate necromancy [telepathy]; **CL** 3rd

Slot –; **Price** 3,600 gp; **Weight** 1/2 lb.

Description

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This small hand mirror casts its spell up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a suggestion chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Construction

Requirements Craft Wondrous Item; suggestion; **Cost** 1,800 gp

Mirror of Time Hop

Aura moderate transmutation [psychoportation]; **CL** 5th
Slot –; **Price** 9,000 gp; **Weight** 1/2 lb.

Description

This small hand mirror casts its spell up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 14 Will save or be pushed forward in time by 5 rounds, as if subject to the time hop spell. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Construction

Requirements Craft Wondrous Item; time hop; **Cost** 1,800 gp

Pearl, Brain Lock

Aura faint enchantment [telepathy]; **CL** 3rd
Slot –; **Price** 300 gp; **Weight** –

Description

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target stands mentally paralyzed, as if by brain lock, for 3 rounds. The use destroys the item.

Construction

Requirements Craft Wondrous Item; brain lock; **Cost** 150 gp

Pearl, Breath Crisis

Aura moderate enchantment [telepathy]; **CL** 5th
Slot –; **Price** 750 gp; **Weight** –

Description

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the

pearl seems to impact and then enter the flesh of the target. The target is affected as if by crisis of breath for 5 minutes. The use destroys the item.

Construction

Requirements Craft Wondrous Item; crisis of breath; **Cost** 375 gp

Pearl, Mind Seed

Aura strong enchantment [telepathy]; **CL** 15th
Slot –; **Price** 24,000 gp; **Weight** –

Description

This tiny pearly sphere instantly takes on the skin tone and texture of whatever creature handles it. It speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 22 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by a mind seed spell, with the pearl's wielder acting as the caster. The use destroys the item.

Construction

Requirements Craft Wondrous Item; mind seed, *ki* **Sacrifice** 6; **Cost** 6,000 gp

Pearl, Personality Parasite

Aura moderate necromancy [telepathy]; **CL** 7th
Slot –; **Price** 1,400 gp; **Weight** –

Description

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 16 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by personality parasite for 5 rounds. The use destroys the item.

Construction

Requirements Craft Wondrous Item; personality parasite; **Cost** 700 gp

Psionatrix

Aura moderate enchantment [telepathy]; **CL** 8th
Slot neck; **Price** 8,000 gp; **Weight** –

Description

Each of these multifaceted crystals is worn as an amulet glowing with an inner light. Unless noted otherwise, a psionatrix adds a +1 enhancement bonus to the save DC when the wearer uses spells of the discipline to which the psionatrix is keyed.

Color	Discipline
Blue	Clairsentience
Green	Metacreativity
Red	Psychokinesis
Violet	Psychometabolism
Orange	Psychoportation

Yellow

Telepathy

Construction

Requirements Craft Wondrous Item; any spell of the chosen discipline; **Cost** 4,000 gp

Psychoactive Skins

Aura varies; **CL** varies

Slot —; **Price** see below ; **Weight** 2 lbs.

Description

Psychoactive skins (also sometimes called ectoshells) are fistsized globs of psionically charged ectoplasm. As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer and all his equipment like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered by a psychoactive skin.

Up to three skins can be worn simultaneously, although only the outermost is active in any given round (the spells of hidden skins cannot be cast). Skin layers can be changed with a command thought as a standard action, which causes a lower-layer skin to come to the surface.

Skin of the Chameleon (Price 18,000 gp): This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Stealth checks. Faint transmutation [psychometabolism]; CL 3rd; Craft Wondrous Item, *chameleon*; Cost 9,000 gp.

Skin of the Claw (Price 16,000 gp): This psychoactive skin benefits only a wearer who has levels in psyker. If such a character wears this skin, he can activate the *claws of the beast* spell at will, as a free action that does not provoke attacks of opportunity. He can also dismiss the claws equally quickly.

Faint transmutation [psychometabolism]; CL 4th; Craft Wondrous Item, *claws of the beast*; Cost 8,000 gp.

Skin of the Defender (Price 32,000 gp): This psychoactive skin continually grants the wearer a +4 bonus to natural armor. Faint psychometabolism; CL 5th; Craft Wondrous Item, *thicken skin*; Cost 16,000 gp.

Skin of Fiery Response (Price 60,000 gp): This psychoactive skin answers the first attack made against the wearer in each round with an automatically cast and targeted “ectoburst” against the attacker. The burst ejects from the skin on the wearer’s turn, making a ranged touch attack as described in the *energy retort*

spell, but the energy type chosen is always fire. If the attack hits, the target takes 2d6 points of fire damage as the ectoburst flames up and is consumed. This attack does not in any way hinder the wearer, count against her total actions for the round, or provoke attacks of opportunity. Faint evocation [psychokinesis]; CL 5th; Craft Wondrous Item, *energy retort*; Cost 30,000 gp.

Skin of the Hero (Price 77,500 gp): This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls. Strong abjuration [psychometabolism]; CL 18th; Craft Wondrous Item, *bend reality*; Cost 40,150 gp.

Skin of Iron (Price 129,600 gp): This psychoactive skin affects the wearer as the *iron body* spell up to three times per day for 15 minutes with each use. When the skin’s ability is not active, it has no protective qualities. Activating the *iron body* effect is a standard action that provokes attacks of opportunity. Strong conjuration [metacreativity]; CL 15th; Craft Wondrous Item, *iron body*; Cost 64,800 gp.

Skin of Nimbleness (Price 10,000 gp): This psychoactive skin continually grants the wearer a +10 competence bonus on Acrobatic checks. Moderate transmutation [psychometabolism]; CL 8th; Craft Wondrous Item, creator must have 10 ranks in Acrobatics; Cost 5,000 gp.

Skin of Proteus (Price 84,000 gp): This psychoactive skin continually affects the wearer as the *metamorphosis* spell. While in a form other than his natural form, the wearer does not appear to be wearing the skin. Moderate transmutation [psychometabolism]; CL 7th; Craft Wondrous Item, *metamorphosis*; Cost 42,000 gp.

Skin of the Psion (Price 151,000 gp): This psychoactive skin grants the wearer 4 bonus *ki* points per day and spell resistance 21. Strong abjuration [clairsentience]; CL 17th; Craft Wondrous Item, *spell resistance*; Cost 75,500 gp.

Skin of the Spider (Price 79,080 gp): This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* spell. Three times per day, the wearer can cast *entangling ectoplasm* against a target within 30 feet. Faint transmutation [psychometabolism]; CL 3rd; Craft Wondrous Item, creator must have 10 ranks in Climb, *body equilibrium*, *entangling ectoplasm*; Cost 39,540 gp.

Skin of the Troll (Price 61,200 gp): This psychoactive skin continually allows a living wearer to heal more quickly. The wearer heals 5 points of damage per minute. Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* spell. Strong transmutation [psychometabolism]; CL 17th; Craft Wondrous Item, *true metabolism*; Cost 30,600 gp.

Shards

Aura moderate transmutation [psychometabolism]; **CL** 7th

Slot –; **Price** 10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10); **Weight** –

Description

These wondrous items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power. Using a shard requires grasping it and projecting a command thought as a standard action (most shards telepathically whisper their command word into the minds of living creatures who handle them). A shard grants a temporary competence bonus on one specific skill, ranging from +1 to +10. The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Once its effect is activated, a shard disintegrates immediately, whether or not the bonus granted by the shard is eventually used.

Construction

Requirements Craft Wondrous Item; creator must have ranks in the specified skill at least equal to the imprinted bonus; **Cost** half the market price

Third Eyes

Aura moderate enchantment [clairsentience]; **CL** varies

Slot eyes; **Price** see below; **Weight** –

Description

These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the third eye to disengage). Only one third eye can be worn at a time.

A third eye is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Aware (Price 10,000 gp): This kind of third eye continually grants the wearer a +10 competence bonus on Perception checks. Moderate divination [clairsentience]; CL 7th; Craft Wondrous Item, creator must have 10 ranks in Perception; Cost 5,000 gp.

Conceal (Price 120,000 gp): While worn, a third eye conceal protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This ability protects against all mind-affecting spells and effects as well as information-gathering by scrying spells or effects (except for *metafaculty*); this item affects the wearer as if he enjoyed the benefit of the *mind blank* spell. Strong abjuration [telepathy]; CL 15th; Craft Wondrous Item, *mind blank*; Cost 60,000 gp.

Concentrate (Price 8,000 gp): This kind of third eye grants the wearer a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled. Moderate

enchantment [telepathy]; CL 7th; Craft Wondrous Item, creator must have the Combat Casting feat; Cost 4,000 gp.

Dominate (Price 120,000 gp): The wearer of a third eye dominate can attempt to dominate a subject as with the power psionic dominate, augmented to target any creature type it can affect, once per day (save DC 18). Strong enchantment [telepathy]; CL 15th; Craft Wondrous Item, *dominate*; Cost 60,000 gp.

Expose (Price 120,000 gp): The wearer of this kind of third eye always knows when someone lies directly to him. Strong divination [telepathy]; CL 15th; Craft Wondrous Item, *bend reality*; Cost 60,000 gp..

Focus (Price 8,000 gp): This kind of third eye grants the wearer a +4 bonus on checks to gain *ki* focus. Moderate enchantment [telepathy]; CL 7th; Craft Wondrous Item, creator must have the Combat Casting feat; Cost 4,000 gp.

Gather (Price 10,000 gp): This kind of third eye continually grants the wearer a +10 competence bonus on Diplomacy checks to gather information. Moderate divination [clairsentience]; CL 7th; Craft Wondrous Item, creator must have 10 ranks in Diplomacy; Cost 5,000 gp.

Penetrate (Price 8,000 gp): While worn, a third eye penetrate grants the wearer a +2 bonus on caster level checks to overcome a creature's spell resistance. Strong clairsentience; ML 15th; Craft Wondrous Item, *bend reality*; Price 8,000 gp.

Spellthieve (Price 10,800 gp): While worn, a third eye spellthieve allows the wearer to borrow one spell from a target within 40 feet once per day. If the target fails a DC 16 Will save, it instantly loses one spell of the wearer's choice, and the wearer instantly gains temporary knowledge of this spell.

The wearer can cast the borrowed spell normally if she has the ability to cast spells of that type (psionic, divine, or arcane) and level. The wearer retains knowledge of the spell for up to 70 minutes, at which time she loses knowledge of the spell and the former owner regains it, regardless of the distance between them. If the former owner is dead, the wearer still loses the borrowed spell. Moderate telepathy; CL 7th; Craft Wondrous Item, *thieving mindlink*; Cost 5,040 gp.

Repudiate (Price 43,200 gp): While worn, this powerful item allows the wearer to cast dispel magic once per day with a +20 modifier on the dispel check (the wearer uses the +20 modifier in place of his caster level). Strong abjuration [psychokinesis]; CL 20th; Craft Wondrous Item, *dispel magic*; Cost 21,600 gp.

Sense (Price 24,000 gp): The wearer of this kind of third eye can cast *clairvoyant sense* at will. Faint divination [clairsentience]; CL 3rd; Craft Wondrous Item, *clairvoyant sense*; Cost 12,000 gp.

View (10,180 gp): The wearer of this kind of third eye can spin a quasireal version of himself and send it over virtually any distance or into other planes of

existence, as if casting the *screying* spell, once per day. Moderate divination [clairsentience]; CL 7th; Craft Wondrous Item, *screying*; Cost 5,090 gp.

Torc of Free Will

Aura faint abjuration [telepathy]; **CL** 3rd

Slot neck; **Price** 6,000 gp; **Weight** 2 lb.

Description

This item is a band inlaid with precious metal, worn around the neck. The wearer of a torc of free will is not affected by the *brain lock* spell or items that produce brain lock effects (such as crystal anchors).

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Construction

Requirements Craft Wondrous Item; *brain lock*; **Cost** 3,000 gp.

Torc of Leech Freedom

Aura faint enchantment [telepathy]; **CL** 5th

Slot neck; **Price** 12,000 gp; **Weight** 2 lb.

Description

This item is a band inlaid with precious metal, worn around the neck. The wearer of a torc of leech freedom automatically resists up to two uses of *power leech* against him per day.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Construction

Requirements Craft Wondrous Item; *power leech*; **Cost** 3,000 gp.

Torc of Power Preservation

Aura strong divination [clairsentience]; **CL** 15th

Slot neck; **Price** 36,000 gp; **Weight** 2 lb.

Description

This item is a band inlaid with precious metal, worn around the neck. The wearer of a torc of power preservation has a 50% chance of paying 1 less *ki* point when augmenting a spell or using a *ki* power.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Construction

Requirements Craft Wondrous Item; *bend reality*; **Cost** 18,000 gp.

CURSED ITEMS

TABLE 9-13: CURSED ITEMS

d%	Curse
01–33	Backfire
34–66	Exhausting
67–100	Subversive

Backfire: The imbedded effect of the cursed item targets the user instead of its intended target.

Exhausting: A cursed item of this sort resembles a normal magic item with a spell that can be freely activated, but it instead drains the user of *ki* points whenever he activates its spell.

Subversive: A cursed item of this sort appears identical to a standard magic item. However, it holds an inner malice for the wearer, whose saving throws take a constant –2 penalty. The owner isn’t instantly aware of this penalty but may become aware after a while, when it becomes clear that he fails saves that others make with the same result on the saving throw.

Specific Cursed Item

Reverse Capacitor

Aura strong necromancy [telepathy]; **CL** 15th

Slot –; **Price** 112,000 gp; **Weight** 1 lb.

Description

A reverse capacitor doesn’t store *ki* points—it drains them, to the surprise and chagrin of a psionic character taken in by its resemblance to a cognizance crystal. Spells that identify magic items incorrectly identify a reverse capacitor as a cognizance crystal 50% of the time.

A psionic character attempting to use the *ki* points supposedly stored in a reverse capacitor instead loses 1d6 *ki* points per round for 7 rounds. A crackling arc connects the brow of the character with the stone. If the character can put more than 40 feet between himself and the reverse capacitor, the effect ends. If the reverse capacitor drains more *ki* points than the psionic character possesses, the draining effect ends.

The drained *ki* points are simply lost. Each new attempt to use the *ki* points supposedly stored in the reverse capacitor initiates the draining effect anew.

Construction

Requirements Craft Wondrous Item; *bend reality*, *power leech*; **Cost** 56,000 gp.

PSIONIC ARTIFACTS

Minor Artifacts

Minor artifacts are not necessarily unique items. Instead, they are psionic items that no longer can be made, at least by common mortal means.

Sutra of Tranquil Thought

Aura strong enchantment [telepathy]; **CL** 20th

Slot none; **Weight** 3 lbs.

Description

PSIONICS TRANSCENDED: THE POWER OF *Ki*

This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. If a psionic character who is not evil studies the work during one week of solitary contemplation, he gains 17 bonus *ki* points and experience points sufficient to place him halfway into the next level of experience. Those who use their powers for evil are punished for their impertinence, losing 5d6 x 1,000 XP for defiling the book. In addition, an evil reader must make an immediate DC 15 Will save or become permanently confused as if affected by the insanity spell. Only psychic surgery or similarly extreme measures can restore sanity.

The minds of nonpsionic beings are too clouded to benefit from the secrets of this book. To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings. Once it is read, the book vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit twice from perusing its contents.

Major Artifacts

Major artifacts are unique items—only one of each such item exists. They are difficult to find and dangerous to handle, but once found, are often even more difficult to destroy. A major psionic artifact has only a single, specific means of destruction.

Annulus

Aura strong enchantment [telepathy]; **CL** 20th
Slot none; **Weight** 3 lbs.

Description

This artifact is the ultimate psionic nullifier. Forged to keep enemies of vast psionic power at bay, the Annulus is an artifact that any psionic being should fear. It has been forgotten in the modern age, and merely finding it would precipitate a great upheaval across the planes.

The Annulus is a 1-foot-diameter ring of silvery material. Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ring provide an adequate surface for grasping the item.

The Annulus has several spells, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's spells immediately flood the wielder's mind. The wielder can access all spells of the Annulus at caster level 20th.

The Annulus generates a continuous catapsi effect within a 100-foot-radius of the wielder (who is unaffected).

The wielder gains a +4 enhancement bonus on any attempt to resist an effect that deals ability damage.

Once per day, the wielder can trigger ultrablast as a standard action.

Three times per day, as a standard action, the wielder can trigger an effect similar to dimensional anchor that affects all creatures in a 50-foot radius.

The primary spell of the Annulus, however, is psionic nullification. Once per year, the wielder can trigger this effect as a special action requiring 10 rounds of continuous concentration to complete. The wielder specifies a target or targets within a 100-foot radius, ranging from a specific psionic individual or item to a group of psionic beings that share the same philosophy. The nullification effect is accompanied by blasts of light, heat, and sound from the Annulus. Nonpsionic creatures and items are unaffected, as are nontargeted beings, but any psionic target—regardless of any protection it may possess—disintegrates in a terrific explosion. Nothing is left but floating dust.

It is relatively easy to nullify a single target or a small group of targets, but nullifying a more powerful being (such as a demigod or greater entity) or another major artifact taxes the Annulus to its limits. If it is used to nullify such a target, the artifact succeeds but is destroyed in the process and cannot be retrieved by any means.

Diadem of the Crystal Mind

Aura Strong conjuration [metacreativity]; **CL** 20th
Slot head; **Weight** –
Description

An elaborate crystalline diadem etched with strange designs, this exceptional diadem is so invested with power that it is considered an artifact.

The *ki* points in the Diadem of the Crystal Mind can be used to cast any of the following spells at caster level 20th (or at the wearer's caster level if it is higher than 20th).

- Burst (1 charge)
- Catfall (1 charge)
- Concealing amorphia, greater (3 charges)
- Energy missile (force) (2 charges)
- Daze (at-will)
- Detect magic (at-will)
- Dominate (2 charges)
- Far hand (1 charge)
- Float (1 charge)
- Mindlink (1 charge)
- Inertial barrier (2 charges)
- Telekinetic force (1 charge)
- Telekinetic maneuver (2 charges)
- Telekinetic thrust (1 charge)
- Teleport (2 charges)
- Thicken skin (1 charge)
- True metabolism (3 charges)

The wearer of the Diadem of the Crystal Mind also gains spell resistance equal to 10 + his caster level.

The Diadem of the Crystal Mind has 100 charges and a *ki* pool of 50 points for spell augmentation when discovered. Anyone who dons the crown instantly knows the number of charges and *ki* points it has at the current time. The crown recharges itself, gaining back 1 charge and/or 1 *ki* point per day if it currently has fewer than 100 charges or 50 *ki* points.

As a special one-time use of the diadem, the wearer can channel all the remaining charges in the diadem into an uncontrolled burst of energy. The wearer triggers this use as a standard action. All within 20 feet of the wearer take hit points of damage equal to the number of charges left $\times 10$ + the remaining number of *ki* points left in the diadem (Reflex DC 18 half). The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the diadem is reduced to a burned-out cinder.

CREATING PSIONIC ITEMS

To calculate the costs involved in creating a psionic item, refer to Creating Magic Items in Chapter 15 of the Pathfinder Roleplaying Game Core Rulebook. Although that information deals with magic items, the price formulas presented there are identical to those for psionic items.

Magic Item Gold Piece Values

Creating psionic items can increase the price of an item, but not always the construction cost. Any item that requires a *ki* Cost

Requirement	Base Price	Example
Ki Cost	<i>Ki</i> \times 500 gp	
Ki Sacrifice	<i>Ki</i> squared \times 500 gp	

Creating Psionic Armor, Weapons, or Shields

Creating psionic armor and psionic weapons is almost identical to the requirements for creating magic armor and magic weapons. The basic Craft Arms and Armor feat is required to create any psionic armor, weapon, or shield. For a psionically-activated item, a *ki* Cost will need to be made on the last day of crafting. This *ki* cost is usually 1/2 the caster level to make the item and must be paid for the item to be created. All other rules for creating arms, weapons, and shields can be found in Chapter 15 of the Pathfinder Roleplaying Game Core Rulebook. Item Creation Feat Required: Craft Arms and Armor.

Creating Wands

To create a psionic wand, a character needs a small supply of materials, the most obvious being a chunk of

crystal or the crystal shards of the dorje to be carved from or assembled. The cost of the materials is subsumed in the cost of creating the wand—375 gp \times the level of the spell \times the level of the caster. Dorjes are always fully charged (50 charges) when created.

If an augmentable spell is incorporated into a dorje, at a higher spell level than the minimum level required to cast the spell, each discharge of the spell from the dorje is augmented by the additional *ki* points.

The creator must know the spell to be imprinted in the dorje (or must have the spell available in some other form). Spells with a *ki* cost increase the spell level (and appropriate caster level) by 1 for each *ki* point required to be spent. Spells that require a *ki* sacrifice cannot be added to dorjes.

Arcane and Divine spells can be imprinted on a dorje just as if it were a wand. Augmented arcane and divine spells may also be imprinted on a dorje if the character has the appropriate feats.

Crafting a dorje requires one day for each 1,000 gp of the base price. Item Creation Feat Required: Craft Wand.

Creating Rune Stones

To create a rune stone, a character needs a supply of incense and fine etching tools, the cost of which is subsumed in the cost of encoding the power stone—12.5 gp \times the level of the spell \times the level of the caster. All materials used to encode a rune stone must be fresh and unused. A character must pay the full cost for encoding each rune stone no matter how many times she previously has encoded the same spell.

The creator must know the spell to be encoded in the rune stone (or must have the spell available in some other form). Spells with a *ki* cost increase the spell level (and appropriate caster level) by 1 for each *ki* point required to be spent. Spells that require a *ki* sacrifice cannot be encoded to rune stones.

Arcane and Divine spells can be encoded on a rune stone just as if it were a scroll if the character spends 1 *ki* point per spell level. This allows a character that can cast multiple types of spells to learn Encode Rune stone or Scribe Scroll instead of needing both. Augmented arcane and divine spells may also be encoded on a rune stone if the character has the appropriate feats.

Encoding a rune stone requires one day for each 1,000 gp of the base price. Item Creation Feat Required: Encode Rune stone.

Creating Diadems

To create a diadem, a character needs a supply of materials, the most obvious being a circlet, crown, or the pieces of the crown to be assembled. The cost of the materials is subsumed in the cost of creating the diadem—400 gp \times the level of the highest-level spell \times

the level of the caster, + 75% of the value of the next highest-level spell (300 gp x the level of the spell x the level of the caster), + one-half of the value of any other powers (200 gp x the level of the spell x the level of the caster). Diadems are always fully charged (10 charges points and a *ki* pool of 1/2 the caster level) when created.

Spells that have a *ki* cost are calculated as 1 spell level higher for each *ki* point spent. Spells requiring a spell sacrifice can never be added to a diadem.

A diadem is always created with a *ki* pool equal to half the caster level when psionic spells are added. Diadems created from arcane and divine spells can only contain a *ki* pool if all spells are from schools the creator can augment.

Crafting a diadem requires one day for each 1,000 gp of the base price. The *ki* pool is added to the diadem on the last day from the creator's *ki* pool to finish construction.

Item Creation Feat Required: [Craft Diadem](#).

Creating Psionic Tattoos

The creator of a psionic tattoo must have a patch of uncovered skin free of hair and fur, and at least a few containers in which to mix dyes. In addition, he needs special materials, usually to create dyes. The costs for materials and dyes are subsumed in the cost for scribing the psionic tattoo— 25 gp x the level of the spell x the level of the caster. All ingredients and materials used to scribe a psionic tattoo must be fresh and unused. The character must pay the full cost for scribing each psionic tattoo. (Economies of scale do not apply.)

The user of the psionic tattoo is both the caster and the target; therefore, spells that target another creature cannot be stored in psionic tattoo form. Spells with a range of personal can be made into psionic tattoos, but they cost double the price of standard psionic tattoos.

The creator must know the spell to be inscribed in the tattoo (or must have the spell available in some other form). Spells with a *ki* cost increase the spell level (and appropriate caster level) by 1 for each *ki* point required to be spent. Spells that require a *ki* sacrifice cannot be added to tattoo.

Arcane and Divine spells can be inscribed on a psionic tattoo just as if it were a potion if the character spends 1 *ki* point per spell level. This allows a character that can cast multiple types of spells to learn Scribe Psionic Tattoo or Brew Potion instead of needing both. Augmented arcane and divine spells may also be inscribed on a tattoo if the character has the appropriate feats.

Scribing a psionic tattoo requires one day.

Item Creation Feat Required: Scribe Psionic Tattoo.

Creating Wondrous Items

To create a universal item, a character usually needs some sort of equipment or tools to work on the item. He also

needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Universal item costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the given item prices as a guideline. Creating an item costs half the market value listed.

If powers are involved in the prerequisites for making the item, the creator must know the power to be placed in the item (or must have the power available in some other form). Any experience point cost for a prerequisite power is not incurred by the creator of the item. The act of working on the item requires a payment of power points appropriate to the power or powers associated with the item during each day of the item's creation.

Crafting a universal item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

SPECIAL MATERIALS

In addition to psionic items with imbedded powers, some substances have innate special properties.

Crystal, Deep: Deep crystal is crystal of above-average quality found at the hearts of large veins or deposits of mundane crystal (see below). Deep crystal is renowned for its strength and its psionically resonant nature. Mundane crystal is used for many items of psionic manufacture, such as dorjes, power stones, and psicrystals. Deep crystal is a better grade.

While a weapon made of deep crystal is no different from a mundane crystal weapon for a nonpsionic character, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that weapon deals. As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee weapon or ranged weapon made of deep crystal. For 2 *ki* points, the deep crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again.

Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart. Any item could potentially be made out of deep crystal. Because deep crystal armor is considered to be made out of metal, druids cannot wear it.

Deep crystal has 30 hit points per inch of thickness and a hardness of 10.

Crystal, Mundane: Mundane crystal can be used in place of metal in weapons or armor, using a special forging process. The fortified crystal possesses the properties of a

similar masterwork steel weapon or armor, except for visual appearance.

Weapons and armor made of mundane crystal cost the same amount to make as their masterwork counterparts. Any item could potentially be made with mundane crystal. Because mundane crystal armor is considered to be made out of metal, druids cannot wear it.

Mundane crystal properly forged has 25 hit points per inch of thickness and a hardness of 8.



CHAPTER 10 - SPECIAL ABILITIES

Ki Pool Damage, Penalty, and Drain

Diseases, poisons, spells and other afflictions or abilities can deal damage directly to your *ki* pool. The daily maximum *ki* pool is reduced by the damage. Any ability, skill, effect, or spell that can heal ability damage or drain repairs *ki* pool damage or drain.

If a creature's *ki* pool is reduced to zero in this way, psionic ability and spells cease to function.

AFFLICTIONS

Afflictions that affect Constitution or Charisma are particularly harmful to psionic spellcasters. The source of a psionic magic is the body itself, and afflictions that harm the body can be distracting.

An afflicted creature that attempts to cast a psionic spell must make a concentration check with a DC equal to 10 + the total Constitution and Charisma Damage + the level of the spell they are casting.

It is likewise difficult or impossible to maintain *ki* focus while damaged by these kinds of afflictions.

Diseases

Psionic creatures or creatures with a *ki* pool can contract psionic diseases; other creatures are immune to psionic diseases.

Cascade Flu

Type disease, injury, psionic; **Save** Fortitude DC 13

Onset 1 day; **Frequency** 1/day

Effect 1d2 Cha damage; Casting a psionic spell or using a psionic spell-like ability requires a concentration check (DC15 + spell level) or a psionic cascade (see below) is triggered.

Any creature injured by the spells or abilities from the afflicted creature must make an immediate fortitude save or contract cascade flu. Creatures without a *ki* pool are immune to this disease.

Cure 2 consecutive saves

Psionic Cascade: The original spell or ability that triggered the cascade works normally. On the following round, the afflicted creature randomly casts two psionic spells or uses two psionic spell-like abilities. On each subsequent round, the number of randomly cast spells or used abilities increases by one. The spellcaster may make a concentration check (DC 15) to regain control at the end of each round after the cascading spells or abilities are triggered.

Spells or abilities with a range of personal or touch always affect the afflicted creature. Other spells and

abilities have a 50% chance of affecting the afflicted creature or a randomly determined target within the spell range.

Cerebral Parasites

Type disease, contact, psionic; **Save** Fortitude DC 15

Onset 1d4 days; **Frequency**

Effect 1d3 Cha drain; Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he carries the parasites—until he discovers he has fewer *ki* points for the day than expected. Psionic creatures with cerebral parasites are limited to using each of their known psionic spell-like abilities only once per day (instead of freely casting them).

CHAPTER 11 - RULES VARIANTS

SPELL POINTS

Using points has been used to cast spells in role playing games in various flavors and incarnations. Spell points allow a great flexibility for the spell caster, but can also cause magic to dominate your campaign. Legacy rules for spell points can also be somewhat complex and math intensive. The following system, while complex, helps address some of the balance issues.

Spell Point Pool

Each spell caster gains a pool of spell points equal to 1 point for every level of every spell they can cast per day. A character that can cast three 1st level spells, two 2nd level spells, and one 3rd level spell per day would start with 10 spell points. Bonus spell points from attribute modifiers are allocated identically.

If a character has levels in multiple spell-casting levels, she gains a pool of points for each class. The points are not

Prepared Spell List

Classes that prepare spells in advance, like the cleric or druid, decide upon a prepared spell list each day. This spell list becomes the list of "spells known" for the character for that day. There is no need to prepare multiple versions of a spell.

Using Spell Points

Spell points are used to prepare spell slots, not to cast spells. Spell slots are prepared by spending a total number of spell points equal to the spell slot level. A character can never have a number of spell slots prepared greater than their daily allotment; however, they do not need to have them all prepared.

Prepared spellcasters, like the cleric or druid, must select a specific spell when preparing a spell slot for use. Once this is assigned, it cannot be changed. Spontaneous spellcasters, like sorcerers and bards, prepare an empty spell slot for use by any spell they know.

It requires a full-round action to prepare a spell slot for use.

Reclaiming Spell Points

A prepared spell or spell slot that has not used can be reclaimed and have those points returned to the caster's spell point pool.

This is a standard action.

Domain spells

Cleric domain spells, and spells that work like them, are added to a separate prepared spell list and have a different spell point pool. The cleric can prepare her spells from her domain spell point pool and her other cleric spells from her cleric spell point pool. It does allow the cleric to cast multiple domain spells per day, but she can still only have 1 domain spell per level prepared.

Commentary

This system is presented as an alternative to legacy power point and spell point rules. One of the main drawbacks of the legacy system is that it allows a caster to cast their higher level spells more times than the game is designed to handle and also have an seemingly unlimited (per session) arsenal of lower level spells.

The variant rules presented here attempt to balance out the power in keeping with the game, but offer greater flexibility. Per encounter, the spellcaster should be

DIFFERENT MAGIC TYPES

In some settings, at the GM's option, magic may be more distinctly divided into arcane, divine, and psionic magic. Since the power sources are different, creatures react differently.

For example, since psionic magic requires no material components, it may be more difficult to react to a psionic spell being cast. Arcane magic relies on materials and the binding of spirits so some divine interventions may not work. Divine energy relies on a deity, who may be able to penetrate arcane and psionic protections.

Universal Magic

There are some spells and effects that are universal.

Magic Rating

Each character and creature gets a magic rating in each of the three types of magic: arcane, divine, and psionic. The magic rating is equal to the number of levels is each class that grants spellcasting for each of the three types of magic.

Magic Rating for Knowledge

Characters can also take ranks in Knowledge (arcane) for arcane magic, Knowledge (religion) for divine magic, and Knowledge (psionics) for psionic magic. The magic rating is equal to 1 for every 4 ranks in any of the three knowledge skills.

If the character qualifies for multiple bonuses from their spell casting abilities and knowledge, only the highest rating per magic type applies, the ratings do not stack.

Saving Throws

The character receives a bonus equal to her magic rating to the DC of all spells and spell-like abilities she uses for each of the magic types. Characters also receive bonuses to their saving throws for an equal amount based on their magic rating.

A 4th level cleric would get a +4 bonus to the DC of her divine spells and spell-like abilities and a +4 bonus to saving throws against divine spells and spell-like abilities.

Spell Resistance

Spell resistant creatures receive a bonus to SR equal to their magic rating against different types of magic. Likewise, the magic rating grants a bonus to caster checks to overcome spell resistance based on the spell being cast.

A spell resistant creature with a magic rating of 4 in arcane magic would get a +4 bonus to spell resistance against arcane spells and spell-like abilities.

You must have already have spell resistance in order to gain a bonus to spell resistance.

Spell-Like Abilities

If a spell-like ability is granted by a class, it has the same magic type as spells granted by that class. Spell-like abilities for classes that do not cast spells and that do not explicitly state the type of magic should follow the creature rules below. Characters with a ki pool, like monks or ninjas gain magic ratings for psionic magic.

Antimagic and Dispel

Spells and abilities that generate an anti-magic field or can dispel magic work on all types of magic. If a saving throw or SR is allowed, then it is adjusted normally.

Creatures

Unless otherwise stated or easily determined by their spell-like abilities or spells, extraplanar outsiders will be using divine magic, creatures with a Ki pool will be using psionic magic and all other creatures will be using arcane magic. The GM has final verdict and may change this to fine-tune any encounter.

Commentary

This rules variant is provide to help satisfy those who feel that psionics is not magic. However, the playing field should be level with no special advantage to any one class. While not perfect, this alternate rule lays a foundation for a GM to tailor her campaign to her own designs.

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