

ULTIMATE OCCULT



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ULTIMATE OCCULT

WHAT IS THIS?

Ultimate Occult is an effort to allow fans of psionic classes and ideas to use that material in a game that restricts itself to psychic magic, as defined in *Pathfinder Roleplaying Game Occult Adventures*. Obviously that book went to great lengths not to retread the psionic material that's been available for the game in one form or another for more than a decade, but that doesn't mean the ideas of mentalists, psions, and psychic warriors don't match the new psychic magic rules. (The fourth classic psionic class, the soulknife, operates largely independently of the psionic or psychic rulesets, and thus we didn't reprint it here).

While many campaigns will happily combine psionic power and psychic magic, for some groups having two forms of mental magic (in addition to the unique powers of arcane and vine magic) is going to be one power source too far. To ensure that psychic campaigns have yet more options and don't lose the flavor of the original mind-mages, this book represents the psionic classes in a manner that retains their unique flavor and roles, while making them 100% psychic magic compatible. They can be used as yet more occult classes from the same realms as the mesmerist, occultist, psychic and so on, or can be used as a different set of psychic traditions.

The new classes have everything needed to be viable and unique characters in a group, including archetypes, favored class bonuses, and new support material. Wherever an existing psychic spell or occult option served the same function as its psionic counterpart, we simply gave these new classes access to the occult powers and psychic spells they need. Where new spells, feats, skill unlocks and other rules elements were necessary we recreated the old psionic options to ensure they functioned perfectly with psychic magic.

This is obviously a huge undertaking, and it required Everyman Gaming and Rogue Genius Games to join forces to make it happen. We hope you enjoy the result.

PSYCHIC CLASSES

In this chapter the three psionic classes—mentalist, psion, and psychic warrior—are re-envisions and rewritten to be 100% compatible with the psychic magic rules.

MENTALIST

Psychic spellcasters are defined not only by the cosmic power that they command through sheer force of will with their minds, but also the route they take in shaping and directing that power. Some psychic spellcasters dive into the depths of their very being in search of cosmic power, while others learn to see the energies within the world around them and draw upon that power instead. Yet perhaps the most flexible of psychic spellcasters are those who attempt



TABLE 1: THE MENTALIST

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Knacks, mental magic, mentalist ploy, psychic spheres 2
2nd	+1	+0	+0	+3	Sphere channeling 1
3rd	+1	+1	+1	+3	Mentalist ploy
4th	+2	+1	+1	+4	Psychic spheres 3
5th	+2	+1	+1	+4	Mentalist ploy
6th	+3	+2	+2	+5	Unlock magic device
7th	+3	+2	+2	+5	Mentalist ploy
8th	+4	+2	+2	+6	Psychic spheres 4
9th	+4	+3	+3	+6	Mentalist ploy
10th	+5	+3	+3	+7	Sphere channeling 2
11th	+5	+3	+3	+7	Master ploys, mentalist ploy
12th	+6	+4	+4	+8	Psychic spheres 5
13th	+6	+4	+4	+8	Mentalist ploy
14th	+7	+4	+4	+9	Greater unlock magic device
15th	+7	+5	+5	+9	Mentalist ploy
16th	+8	+5	+5	+10	Psychic spheres 6
17th	+8	+5	+5	+10	Mentalist ploy
18th	+9	+6	+6	+11	Sphere channeling 3
19th	+9	+6	+6	+11	Mentalist ploy
20th	+10	+6	+6	+12	Supreme mentalism

to meld both practices, uniting cosmic energy from within the deepest recesses of their immortal being with the energy that exists all around them. As a result of their innate sense of discovery and exploration, these mentalists are able to mold and shape the very energies that comprise their spells to their whims and desires. Mentalists are the dreamers and the pioneers of psychic spellcasting; they see potential where others do not and attempt to assess every possibility they happen across and mold every outcome to their specific desire.

Role: Mentalists are explorers and pioneers in the world of psychic spellcasting. Where others see danger and impossibility, mentalists see potential and exploration. Able to draw upon a vast repertoire of personally perfected spells, mentalists are capable of adapting themselves and their abilities to suit virtually any challenge, modifying their spells and magical abilities as circumstance deems necessary.

Alignment: Any.

Hit Die: d6.

Parent Classes: Psion and Psychic.

Starting Age: As a wizard.

Starting Wealth: 2d6 x 10 gp (average 70 gp.)

CLASS SKILLS

The mentalist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the mentalist.

Weapon and Armor Proficiency: A mentalist is proficient with all simple weapons, but not with any type of armor or shield.

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TABLE 2: MENTALIST SPELLS PER DAY

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
2	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—
4	3	—	—	—	—	—	—	—
4	4	2	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—
4	4	4	2	—	—	—	—	—
4	4	4	3	—	—	—	—	—
4	4	4	4	2	—	—	—	—
4	4	4	4	3	—	—	—	—
4	4	4	4	4	2	—	—	—
4	4	4	4	4	3	—	—	—
4	4	4	4	4	4	2	—	—
4	4	4	4	4	4	3	—	—
4	4	4	4	4	4	4	2	—
4	4	4	4	4	4	4	3	—
4	4	4	4	4	4	4	4	2
4	4	4	4	4	4	4	4	3
4	4	4	4	4	4	4	4	4

Spells: A mentalist casts psychic spells drawn from the egoist spell list, the kindler spell list, the nomad spell list, the psychic class spell list, the seer spell list, the shaper spell list, the and the telepath spell list, limited by the mentalist spheres she has mastered.

A mentalist must prepare her spells ahead of time, but unlike a cleric, her spells are not expended when they're cast. Instead, she can cast any spell that she has prepared consuming a spell slot of the appropriate level, assuming she has not yet used up her spell slots per day for that level.

To learn, prepare, or cast a spell, the mentalist must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a mentalist's spell is 10 + the spell's level + the mentalist's Intelligence modifier.

A mentalist can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 2: Mentalist**

Spells per Day. In addition, she receives additional bonus spells per day if she has a high Intelligence score.

A mentalist may know any number of spells, but the number she can prepare each day is limited. At 1st level, she can prepare four 0-level spells and two 1st-level spells each day. At each new mentalist level, the number of spells she can prepare each day increases, adding new spells as indicated on **Table 3: Mentalist Spells Prepared**. Unlike the number of spells she can cast per day, the number of spells a mentalist can prepare each day is not affected by her Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a mentalist can prepare.

A mentalist must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour meditating. Time spent

TABLE 3: MENTALIST SPELLS PREPARED

0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4	2	—	—	—	—	—	—	—	—
5	2	—	—	—	—	—	—	—	—
5	3	—	—	—	—	—	—	—	—
6	3	1	—	—	—	—	—	—	—
6	4	2	—	—	—	—	—	—	—
7	4	2	1	—	—	—	—	—	—
7	5	3	2	—	—	—	—	—	—
8	5	3	2	1	—	—	—	—	—
8	5	4	3	2	—	—	—	—	—
9	5	4	3	2	1	—	—	—	—
9	5	5	4	3	2	—	—	—	—
9	5	5	4	3	2	1	—	—	—
9	5	5	4	4	3	2	—	—	—
9	5	5	4	4	3	2	1	—	—
9	5	5	4	4	4	3	2	—	—
9	5	5	4	4	4	3	2	1	—
9	5	5	4	4	4	3	3	2	—
9	5	5	4	4	4	3	3	3	1
9	5	5	4	4	4	3	3	3	2
9	5	5	4	4	4	3	3	3	3

resting has no effect on whether a mentalist can prepare spells. A mentalist may prepare and cast any spell on the psychic class spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Like a psychic, a mentalist can choose to apply any metamagic feats she knows to a prepared spell as she casts it, with the same increase in casting time (see *Spontaneous Casting* and *Metamagic Feats*). However, she may also prepare a spell with any metamagic feat she knows and cast it without increasing casting time like a cleric. She cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting (unless she has the *metamixing* mentalist ploy, detailed below).

Knacks: Mentalists learn a number of knacks, or 0-level spells. These spells are cast like any other spell, but they do not consume any slots and can be used again. Knacks cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Mental Magic: A mentalist possesses an innate pool of psychic energy that allows her to flexibly cast spells from the mentalist spell list at her leisure. This ability functions like the *psychic magic* ability (see *Pathfinder Roleplaying Game Bestiary 5*) with the following exceptions. Each day when the mentalist meditates to prepare her spells, she gains an amount of PE based upon her level, as listed on the table below. Any PE she had from the previous day is lost. The mentalist can cast any spell on the mentalist spell list by spending an amount of PE equal to the spell's level.

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Level	Psychic Energy (PE)
1-3	1
4-5	3
6-7	6
8-9	10
10-11	15
12-13	21
14-15	28
16-17	36
18+	45

Mentalist Ploy: By intricately weaving cosmic energy into and throughout their environment and the creatures populating it, the mentalist learns to diversify her psychic spells in ways others would think impossible. Some of these ploys allow her to alter the fundamental nature of not only her spells, but those of other spellcasters as well. At 1st level and every 2 levels thereafter, the mentalist learns a new psychic ploy selected from among those available to her chosen psychic spheres. A mentalist ploy cannot be selected more than once unless noted otherwise. Once a mentalist ploy has been selected, it cannot be changed. Most mentalist ploys require the mentalist to spend PE from her mental magic ability to function. Unless otherwise noted, the saving throw DC for a mentalist ploy is equal to $10 + 1/2$ the mentalist's level + the mentalist's Charisma modifier.

Psychic Spheres (Su): As a mentalist delves into the infinite wonder and possibility that is her own subconscious mind, she slowly unlocks a girth of psychic knowledge and power. Rather than possess a predetermined spell list like other spellcasters, a mentalist's abilities are based on her needs and pursuits as an individual, which comprise several spheres that define her as a spellcaster. At 1st level, a mentalist chooses two spheres of psychic magic. At 4th level and every 4 levels thereafter, the mentalist masters an additional sphere of psychic magic, to a maximum of 6 spheres at 16th level. At each mentalist level, the mentalist adds 2 spells from any spell list that is associated with one of her spheres and adds it to her list of spells known. These spells must be of a spell level that the

mentalist can cast. Additionally, the mentalist adds the signature spells of each of her mentalist spheres to her list of spells known, as well as all higher-level versions of those spells. She cannot use spell trigger or spell completion magic items containing spells that she has not added to her mentalist spell list without succeeding at the appropriate Use Magic Device check (unless she uses the sphere channeling mentalist class ability, see below).

At 4th level and every even-numbered level thereafter (6th, 8th, and so on), a mentalist can choose to add a single new spell to her mentalist spell list in place of a previously added spell. In effect, the mentalist removes the old spell from her mentalist spell list in exchange for the new one. The new spell's level must be equal to or lower than that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell that the mentalist can prepare. A mentalist can 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.

Sphere Channeling (Su): At 2nd level, a mentalist can use her psychic energy to temporarily gain access to spells that normally aren't on her mentalist spell list. Each day when the mentalist prepares her spells and regains her PE, she can choose one spell per spell level that she can cast from any spell list that is associated with any of her chosen spheres. She treats those spells as if they were on her mentalist spell list until the next time she prepares her mentalist spells and regains her PE. In order to add a spell to her mentalist spell list in this manner, the mentalist must spend 1 PE per spell she adds to her spell list in this manner. At 10th level, the mentalist can choose up to two spells per spell level and add them to her mentalist spell list in this manner. At 18th level, she can choose up to three spells per spell level.

Unlock Magic Device (Su): At 6th level, a mentalist can use a spell trigger or spell completion magic item to cast a spell that is on a spell list that isn't on her mentalist spell list without needing to attempt a Use Magic Device check. In order to use this ability, the mentalist must spend an amount of PE

from her mental magic ability equal to the spell's level (including adjustments to the spell's level from metamagic feats, if applicable). She can only spend PE in this manner if the spell being cast from the magic item is on a spell list that is associated with one or more of her psychic spheres. Using this ability is part of the action required to activate the spell trigger or spell completion magic item.

Master Ploys (Su): At 11th level and every 2 levels thereafter, whenever the mentalist gains a mentalist ploy she can choose to master a ploy that she has already selected rather than choose a new ploy. She gains the master benefit of her chosen ploy in place of a new mentalist ploy.

Greater Unlock Magic Device (Su): At 14th level, a mentalist becomes better skilled at activating spell trigger and spell completion magic items that aren't on her mentalist spell list, but belong to a spell list that one of her psychic spheres is associated with. When attempting to activate such a magic item without making a Use Magic Device check using unlock magic device, she spends an amount of PE equal to 1/2 the spell's level (minimum 1). Furthermore, she can use her Charisma modifier to determine the spell's effects and save DC instead of the ability score normally associated with a spell trigger or spell completion item of its type.

Supreme Mentalism (Su): At 20th level, a mentalist can achieve temporary mastery over a specific sphere of psychic magic. Each day when she prepares her spells and regains her PE, she may choose one of her psychic spheres. She adds all spells from the chosen sphere's associated spell list to her mentalist spell list for 24 hours, or until the next time she prepares her mentalist spells and regains her PE.

MENTALIST SPHERES

The following spheres represent the most common areas of magic explored by mentalists. Other, more esoteric spheres of magic might exist, but the ones listed below are by far the most common among mentalists. Spells marked with an asterisk (*) are detailed in the New Spells section of *Ultimate Occult*.

CLAIRSENTIENCE SPHERE

All paths and possibilities exist among the myriad twists and turns of fate, and a mentalist who masters the clairsentience sphere is able to see them all. Using her psychic powers to navigate the perilous twists and turns of tomorrow, the mentalist can shape the future by augmenting her actions with incredible psychic foresight.

Associated Spell List: seer*.

Signature Spell: *future sight I**.

Mentalist Ploys: A mentalist with the clairsentience sphere can choose from the following mentalist ploys. A mentalist only receives the master benefit of her ploys if she selects that ploy a second time with the master ploy ability (see above).

All-Knowing (Ex and Su): Whenever a mentalist with this ploy would be able to make a Knowledge check, she can spend 1 PE from her mental magic ability to substitute her level for her ranks in that Knowledge skill, allowing her to make the check even if she normally isn't trained in that skill. If she already possesses a number of ranks in that Knowledge skill, she instead gains an insight bonus on her check equal to half her level. *Master:* If the mentalist spends PE to use this ability when making a Knowledge check that she is trained in, she can roll her check twice and use the higher result.

Augur's Favor (Su): Whenever a mentalist with this ploy casts a spell whose success is determined by a d% roll (such as augury or teleport), she can spend 1 PE from her mental magic ability in order to increase or decrease her d% result by up to 1% per mentalist level. *Master:* The mentalist can spend an amount of PE equal to twice the spell's level to choose the d% result that she receives instead of rolling it as normal.

Extrasensory Augury (Su): Whenever a mentalist with this ploy rolls an initiative check, she can spend 1 PE from her mental magic ability in order to gain a bonus on the check equal to half her level. Additionally, if there is a surprise round, she can act during the surprise round. *Master:* The mentalist may take a swift action, a move action, and a standard action

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during any surprise round that she acts in after using this ability. She cannot take a full-round action during a surprise round, nor can she make a double move or a full-attack.

Forewarning (Su): Whenever a mentalist with this ploy casts a divination spell, she can spend 1 PE from her mental magic ability in order to take a glimpse at a future peril. She gains a +2 insight bonus to her AC and on Reflex saves for 1 hour per mentalist level. Additionally, she can discharge this bonus as a free action, even if it isn't her turn, when she makes a Reflex save to roll the save twice and use the higher result.

Master: If the mentalist spends 2 PE instead of 1 when casting a divination spell, she gains a +4 insight bonus instead of a +2, and when she discharges this bonus she also gains evasion for that Reflex save only, functioning like the rogue class ability.

See All Outcomes (Su): Whenever a mentalist with this ploy casts a spell that allows a saving throw to reduce or negate its effects, she can spend an amount of PE equal to the spell's level to force all creatures that attempt to save against the spell to roll their saving throw twice and use the lower result. If the spell allows multiple saves to reduce or negate its effect (such as *phantasmal killer*), affected targets must only roll twice and use the worse result on the first saving throw required by the spell. *Master:* If the mentalist spends an amount of PE equal to three times the spell's level when using this ability, affected targets must roll twice and use the worse result on all saving throws required by the spell for the entirety of its duration.

METACREATIVITY SPHERE

By commanding the energies that define all of existence, mentalists who command the metacreativity sphere are able to shape existing objects and create new ones to suit their needs. From inanimate objects to weapons to living, breathing creatures, the only limits to what a mentalist can create via the metacreativity sphere exist are her imagination and will.

Associated Spell List: shaper*.

Signature Spell: *ectoplasmic shard I**.

Mentalist Ploys: A mentalist with the metacreativity sphere can choose from the following mentalist ploys. A mentalist only receives the master benefit of her ploys if she selects that ploy a second time with the master ploy ability (see above).

Ectoplasmic Creation (Su): A mentalist with this ploy can create a mundane object from solid ectoplasm as a standard action. This object can weigh no more than 1 lb. per mentalist level and can cost no more than 25 gp per caster level. The item reverts to ectoplasm and dissipates back into the Ethereal Plane one round after it leaves the mentalist's possession; otherwise, it retains its form for up to 10 minutes per mentalist level. A mentalist can only have one ectoplasmic item at once; creating a new ectoplasmic item causes the previous one to immediately dissipate back into ectoplasm, as noted above. *Master:* Objects created by this ability can weigh up to 5 lbs. per mentalist level, can cost up to 50 gp per mentalist level, and retain their form until the item leaves the mentalist's possession or the mentalist creates a new item.

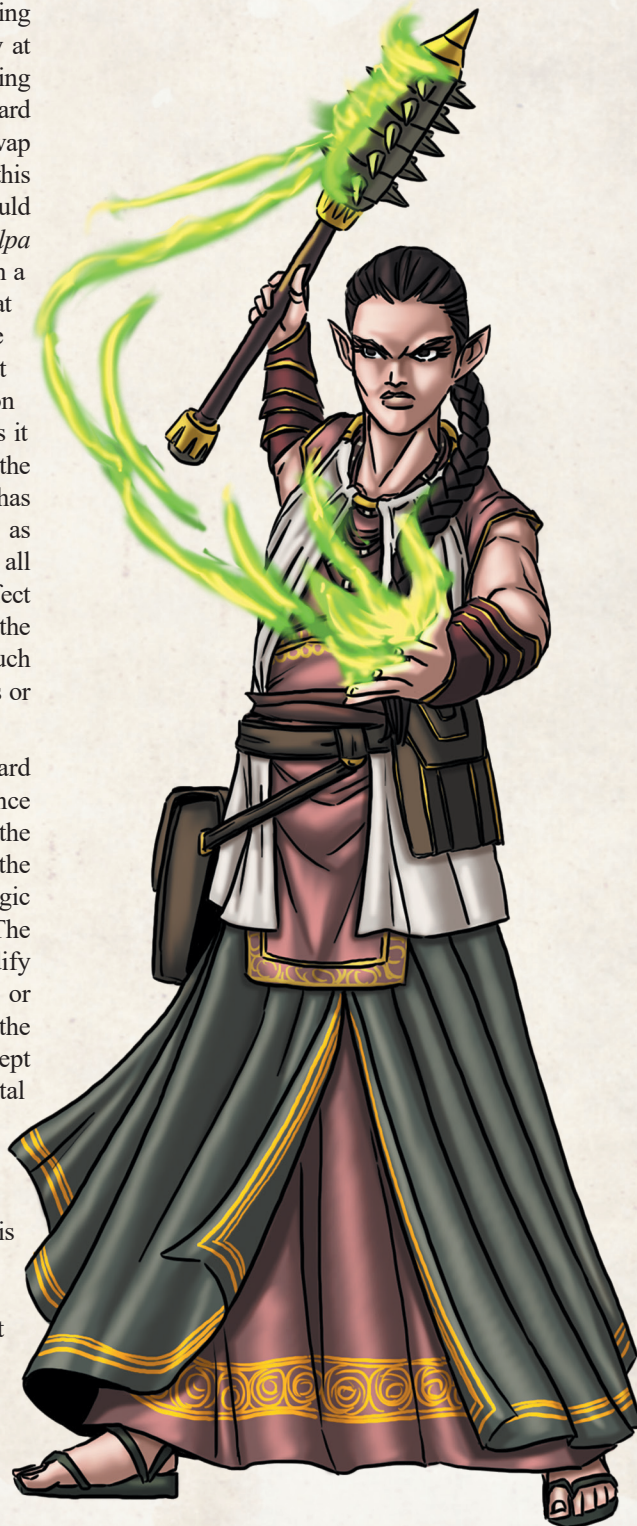
Enhance Form (Su): A mentalist with this ploy can choose one physical ability score and spend PE to enhance the chosen ability score. The mentalist gains a +2 temporary enhancement bonus to that physical ability score for every point of PE spent (to a maximum of +2 at 1st level, plus an additional 2 for every 6 mentalist levels she possesses). The bonus lasts for 24 hours, or until the next time she uses this ability or prepares her spells. If this ability is used again, any existing bonus immediately ends. Alternatively, the mentalist can spend twice as much PE in order to grant this bonus to an ally instead. *Master:* The mentalist can grant this bonus to a total number of creatures (including herself) equal to her Charisma modifier. The mentalist no longer spends double PE to use this ability on another creature.

Metacreative Focus (Sp): A mentalist with this ploy can spend 1 PE from her mental magic ability when she casts a summoning spell or *manifest tulp** in order to cast the spell as a standard action. Creatures summoned by the spell remain for 1 minute per level instead of 1 round per level. A

mentalist cannot have more than one summoning spell or *manifest tulpa* spell active in this way at a time. If this ability is used again, any existing spell immediately ends. *Master:* As a standard action, a mentalist can spend 1 PE in order to swap one creature whose spell was augmented by this ability with another creature option that she could summon with a summoning spell or *manifest tulpa* spell. The new creature must be an option from a spell of the same level or lower as the spell that summoned the new target. The new creature cannot be summoned into an environment that cannot support it. This does not alter the duration of the spell that summoned the target, nor does it affect any additional creatures summoned by the same spell as the target. The new creature has the same conditions and amount of damage as the target creature, and it remains affected by all curses, diseases, poisons, and penalties that affect the target (including limitations imposed by the spell that originally summoned or created it, such as those of the *mount* spell), but no other spells or effects carry over.

Metacreative Weapon (Su): As a standard action, a mentalist with this ploy can enhance her weapon. This ability functions like the arcane weapon arcanist exploit^{ACG}, except the mentalist must spend 1 PE from her mental magic ability to enhance her weapon. *Master:* The mentalist can use her psychic powers to modify the enhancements placed on a weapon, suit or armor, or shield. This ability functions like the alter enhancements greater exploit^{ACG}, except the mentalist must spend 1 PE from her mental magic ability to modify her weapon.

Shadow Shaper (Su): Whenever a mentalist with this ploy casts a shadow subschool spell that has a percentage of its normal effect if the spell is disbelieved (such as *shadow conjuration*), the mentalist increases the percentage of damage that the disbelieving target takes by 1% per mentalist level. Additionally, the mentalist increases the chance that special effects other than damage will occur by 1% per mentalist level. *Master:* The mentalist increases the increases that this ability grants to her shadow subschool spells to 2% per mentalist level instead of 1% per mentalist level.



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PSYCHOKINESIS SPHERE

Immersing themselves in the very foundation of reality itself, mentalists that master the psychokinesis sphere are able to command energy in all of its forms. Using the cosmic energy inherent within all things, such mentalists are able to alter the fundamental components of all forms of energy and shape it however they see fit.

Associated Spell List: kindler*.

Signature Spell: *energy burst I**.

Mentalist Ploys: A mentalist with the psychokinesis sphere can choose from the following mentalist ploys. A mentalist only receives the master benefit of her ploys if she selects that ploy a second time with the master ploy ability (see above).

Energy Focus (Su): Choose one of the following energy types: acid, cold, electricity, fire, force, or sonic. Whenever a mentalist with this ploy deals damage of the chosen type with a spell or spell-like ability, she can spend 1 PE from her mental magic ability to add +1 damage to each of the spell or spell-like ability's damage dice. A mentalist can choose this trick more than once. Its effects do not stack. Each time she chooses the trick, she chooses a different energy type to apply its benefit to. *Master:* Add +2 damage to each of the spell or spell-like ability's damage dice instead of +1.

Piercing Spells (Su): Whenever a mentalist with this mentalist ploy casts a spell that deals acid, cold, electricity, fire, or sonic damage, she can spend 1 PE from her mental magic ability in order to allow her spell to ignore an amount of resistance against those energy types equal to her class level. *Master:* When she uses this mentalist ploy, the mentalist's spells that deal acid, cold, electricity, fire, or sonic damage deal half damage to creatures that possess immunity to those energy types.

Psychokinetic Admixture (Su): Whenever a mentalist with this mentalist ploy casts a spell that deals acid, cold, electricity, or fire damage, she may change the damage to deal one of the other three energy types by spending 1 PE from her mental magic ability as a free action. This changes the descriptor of the spell to match the

new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them (an ice storm that deals fire damage might still provide a penalty on Perception checks due to smoke, but it might not create difficult terrain). Such effects are subject to GM discretion. *Master:* Changing the energy type of a spell never invalidates its non-damaging effects.

Psychokinetic Manipulation (Su): A mentalist with this talent can unleash a rapid burst of psychic power that alters and transforms energy. As an immediate action, she can select one effect with the acid, cold, electricity, or fire descriptor that was created by a spell, spell-like ability, or supernatural ability and change the descriptor to one of the other three types by spending 1 PE from her mental magic ability. This changes any energy damage dealt by the spell to match the new descriptor. This ability can change ongoing effects (such as a *wall of fire*) and instantaneous effects, provided the mentalist can identify the effect as it is being created with a Spellcraft check or an appropriate Knowledge skill check. This ability cannot alter effects from creatures with a caster level (for spells and spell-like abilities) or Hit Dice (for supernatural abilities) that exceeds the mentalist's level. *Master:* The mentalist can spend 1 additional PE in order to use this mentalist ploy to change an ongoing or instantaneous effect as if she succeeded on the appropriate Knowledge or Spellcraft check to do so without actually needing to make such a check.

Telekinetic Specialization (Su): Whenever a mentalist with this ploy casts a spell that requires her to make a combat maneuver check (such as *telekinesis*), she can spend an amount of PE from her mental magic ability to gain an insight bonus on combat maneuver checks made by the spell equal to the amount of PE that she spent. The mentalist can spend up to 1 PE at 1st level, plus an additional 1 PE at 4th level and every 2 levels thereafter, to a maximum of 9 PE at 18th level. *Master:* When the mentalist spends any amount of PE as part of this mentalist ploy, she can roll any combat maneuver checks that her spell requires her to make twice and use the higher result.

PSYCHOMETABOLISM SPHERE

Manipulating the very essence of life and the fabric that intertwines to form all living creatures, mentalists who master the psychometabolism sphere are masters of shaping not only themselves, but other creatures to their whims. The powers of such a mentalist know no difference between a humble ant and a mighty dragon; both are equally susceptible to her life-altering powers.

Associated Spell List: egoist*.

Signature Spell: *corporeal recalibration I**.

Mentalist Ploys: A mentalist with the psychometabolism sphere can choose from the following mentalist ploys. A mentalist only receives the master benefit of her ploys if she selects that ploy a second time with the master ploy ability (see above).

Adjust Transmutation (Su): As a standard action, a mentalist with this ploy can touch any creature that is under the effects a polymorph spell that she prepared as a mentalist spell and cast upon the target and change the creature's form within the spell's limitations. For example, you could transform a creature that you polymorphed into a rabbit with *baleful polymorph* into a house cat. Changing a polymorph effect from a mentalist spell that that she cast upon herself is a swift action. The mentalist must spend 1 PE from her mental magic ability to use this ploy. *Master:* The mentalist can use this ability at a range of up to 25 feet + 5 feet per caster level of the spell.

Enhance Curing (Su): Whenever a mentalist with this ploy casts a spell from the egoist spell list that heals hit point damage, she can spend 1 PE from her mental magic ability to base the maximum amount of hit points healed on her mentalist level rather than the limit imposed by the spell. For example, an 11th-level mentalist with this ploy may cast cure light wounds to heal 1d8+11 hit points instead of the normal 1d8+5 maximum. *Master:* Whenever the mentalist heals a target up to its maximum hit points, any excess points precise for 1 round per level as temporary hit points (up to a maximum number of temporary hit points equal to her oracle level).

Mold Transmutation (Su): Whenever a mentalist with this ploy casts a transmutation spell that she prepared as a mentalist spell, she can spend 1 PE from her mental magic ability to enhance the spell. If the enhanced spell grants a bonus to an ability score, that bonus increases by +2. If the spell grants a bonus to multiple ability scores, the mentalist may choose only one to receive this benefit and she cannot expend multiple PE to improve multiple ability scores in this manner. *Master:* When casting a transmutation spell with a range of personal, the mentalist can spend 1 PE from her mental magic ability to change that spell's range from personal to touch. Such spells automatically fail on unwilling creatures. The mentalist can apply both the standard benefit and the master benefit of this ploy to the same spell.

Rapid Recalibration (Su): As a standard action, a mentalist with this ploy can spend 1 PE from her mental magic ability in order to gain fast healing 1 for 1 minute. At 4th level and every 2 levels thereafter, she can spend 1 additional PE when she uses this ability to increase the fast healing she receives by 1, up to a maximum of fast healing 10 at 20th level. *Master:* As a standard action, the mentalist can grant fast healing to another creature with a touch using this ability. Doing so requires that the mentalist spend twice the amount of PE that she would have spent granting herself the fast healing.

Vampiric Siphoning (Su): Whenever a mentalist with this ploy casts a transmutation spell that deals damage using a spell she prepared as a mentalist spell, she can spend 1 PE from her mental magic ability as a free action in order to heal 2 hit points of damage per level of the spell. She does not gain this benefit if the target takes no damage from the spell. *Master:* The mentalist can spend 2 PE instead of 1 to increase the amount of healing she receives to 4 hit points of damage per level of the spell, or 2 hit points of damage per level of the spell and 1 point of ability damage.

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PSYCHOPORTATION SPHERE

Able to bend space and time to suit her needs, a mentalist who dabbles in psychoportation gains the ability to use her psychic powers to travel vast distances and alter how others (including herself) perceive the passage of time. As a result,

neither space nor time pose much problem or mystery to a mentalist who learns the secrets of the psychoportation sphere.

Associated Spell List: nomad*.

Signature Spell: *sojourn I**.

Mentalist Ploys: A mentalist with the psychoportation sphere can choose from the following mentalist ploys. A mentalist only receives the master benefit of her ploys if she selects that ploy a second time with the master ploy ability (see above).

Called Dissipation (Sp): A mentalist with this ploy can spend 1 PE from her mental magic ability whenever she casts *dissipating touch** to make a called shot against the target of her spell (see the called shot section of Chapter 5 in *Pathfinder Roleplaying Game Ultimate Combat*). When doing so, the mentalist substitutes her caster level for her base attack bonus when making her attack roll. *Master:* When using this ability to make a called shot with *dissipating touch*, the critical threat range for her spell is doubled. This doesn't stack with other abilities that increase her spell's critical threat range, such as Improved Critical.

Improved Illusions (Su): Whenever a mentalist with this ploy casts an illusion spell with a duration of concentration, she can spend 1 PE from her mental magic ability to allow the spell to last an additional number of rounds after she stops concentrating on the spell equal to half her level (minimum 1). *Master:* Whenever the mentalist decides to maintain her concentration on an illusion, she can spend 1 PE from her mental magic ability to maintain her concentration as a swift action rather than a standard action.

Psychoportative Slide (Su): A mentalist with this ploy can spend 1 PE from her mental magic ability to create a dimensional crack that she can step through to reach another location. This ability is used after a move action or withdraw action, allowing her to move up to 10 feet per mentalist level to any location she can see. This counts as 5 feet of movement. She can only use this ability once per round. She does not provoke attacks of opportunity when moving in this way,



but any other movement she attempts as part of her movement provokes as normal. *Master:* The mentalist can use this ability twice per round. She must spend 4 additional PE from her mental magic ability to use this ability a second time.

Psychoportative Shuffle (Su): A mentalist with this ploy can spend 1 PE from her mental magic ability to create a dimensional crack within the space of another creature, causing it to tumble from its current space into another location. As a standard action, the mentalist chooses one creature that she can see within 100 feet. That creature must succeed on a Reflex save or tumble into the dimensional crack that she creates. On a failed save, the mentalist can move that creature to any location that she can see within 10 feet per mentalist level of the target's original space. The new location must be a space that the mentalist can safely occupy, though you can move the target into a space that it must squeeze to fit into. The target does not provoke attacks of opportunity when moving in this way. *Master:* If a creature fails its Reflex save, the mentalist can choose to disorient it as a free action by spending 1 PE from her mental magic ability. If she does so, the target must succeed on a Fortitude save or become stunned for 1 round. If the target drops any items as a result of becoming stunned, the mentalist can choose whether they fall to the ground in the creature's original location or its new location.

Spacious Spell (Su): When a mentalist with this ploy casts a spell that targets multiple creatures and lists a maximum distance that the spell's targets can be from one another (such as *chain lightning*), she can spend 1 PE from her mental magic ability to double the maximum distance that the spell's targets can be from one another. For instance, using this ploy in conjunction with *chain lightning* would allow all secondary targets of the spell to be within 60 feet of the primary target, rather than the 30 feet listed by spell. *Master:* Instead of spending 1 PE to double the maximum distance that can be between the enhanced spell's targets, the mentalist can spend 2 PE to triple the maximum distance between those creatures.

TELEPATHY SPHERE

Able to peer and manipulate the mental energies of others, mentalists that favor deception, trickery, and domination are often able to find exactly what they seek in the telepathy sphere, which focuses on dominating the minds and senses of others. Using the telepathy sphere, mentalists are able to exert absolute command over their friends, peers, and enemies.

Associated Spell List: telepath*.

Signature Spell: *obedience I**.

Mentalist ploys: A mentalist with the telepathy sphere can choose from the following mentalist ploys. A mentalist only receives the master benefit of her ploys if she selects that ploy a second time with the master ploy ability (see above).

Deceptive Spells (Su): Whenever a mentalist with this ploy casts a spell, she can spend 1 PE from her mental magic ability as a free action in order to increase the Spellcraft DC to identify the spell by an amount equal to 1/2 her mentalist level. *Master:* Creatures with four or fewer Hit Dice than the mentalist's level cannot identify a spell that you augment with this ability, although they remain aware that you have cast a spell unless you succeed on the appropriate Bluff or Stealth check to conceal your spellcasting.

Dominatrix (Su): Whenever a mentalist with this ploy casts a charm or compulsion spell, if her target manages to successfully save to negate or end the spell, the spell's duration doesn't expire. Instead, the mentalist can attempt to reassert control over her target by spending an amount of PE from her mental magic ability equal to the spell's level as a full-round action. When she does so, the spell reactivates and the target must attempt a new saving throw or fall under the spell's influences once more for its remaining duration. *Master:* The mentalist can use this ability by spending an amount of PE from her mental magic ability equal to half the spell's level (minimum 1) instead of the spell's level.

Mental Manipulator (Su): Whenever a mentalist with this ploy casts a mind-affecting spell, she can spend 2 PE from her mental magic

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ability to ignore any immunity to mind-affecting effects that her target possesses. *Master:* Whenever a mentalist casts a non-harmless spell whose targets are limited to a specific creature type (such as *reduce person*), she can spend an additional 5 PE to treat all targets as if they were the specified type rather than their actual type.

Psychic Charisma (Su): Choose one Charisma-based skill. A mentalist with this mentalist ploy adds her Intelligence bonus (if any) on skill checks made with the chosen skill in addition to her Charisma modifier. This mentalist ploy can be chosen multiple times. Each time it is chosen, choose a different Charisma-based skill to apply its effects to.

Universal Command (Su): Whenever a mentalist with this ploy casts an abjuration spell, a divination spell, or a charm or compulsion spell, she can spend 1 PE from her mental magic ability to establish a telepathic connection with her target for a number of minutes equal to the spell's level. She can communicate with the target of the spell as if she had telepathy so long as the target is within 60 feet of the mentalist. This can allow the mentalist to send thoughts and instructions to a creature that she has summoned, created, or dominated as if she shared a common language with that creature. *Master:* The mentalist can spend an additional 5 PE when she uses this ability to dominate the target of her spell for a number of rounds equal to the spell's level, functioning like *dominate monster*. This has no effect against a creature with more Hit Dice than the mentalist's level, and the target can attempt a Will save to negate the effect each round as a free action; a successful saving throw ends the domination effect, but leaves the target dazed until the start of its next turn.

UNIVERSALIST SPHERE

Mentalists who dabble in the universalist sphere are diverse spellcasters who possess a broad array of spell knowledge at their finger tips. By tapping into the Cosmic Fire with their minds as true psychics do, these mentalists are able to radically alter the methodology with which they cast their psychic magic.

Associated Spell List: *psychic class*^{OA}.

Signature Spell: *mind thrust*^{IOA}.

Mentalist ploys: A mentalist with the universalist sphere can choose from the following mentalist ploys. A mentalist only receives the master benefit of her ploys if she selects that ploy a second time with the master ploy ability (see above).

Discipline Devotee: The mentalist can select one psychic discipline from any of the disciplines available to a character with the psychic discipline psychic class feature. The mentalist gains the 1st-level ability of that psychic discipline as though she were a 1st-level psychic, using her Charisma modifier in place of her Intelligence modifier for this ability. The mentalist cannot use these abilities to regain phrenic points unless she has the phrenic understanding mentalist ploy, in which case she may add these points to the phrenic pool that she gains from that mentalist ploy. As a swift action, the mentalist can spend 1 PE from her mental magic ability to focus her devotion, allowing her to treat her mentalist level as her psychic level for the purpose of using this ability for a number of rounds equal to her Charisma modifier (minimum 1). She does not gain any other abilities when using this trick in this way, such as those gained at 5th level. If the mentalist already has a psychic discipline (or gains one later), taking this trick instead allows her mentalist levels to stack with the levels of the class that granted the psychic discipline when determining the powers and abilities of her psychic discipline. *Master:* The mentalist adds her chosen discipline's spells to her mentalist spell list, provided she can cast spells of the discipline spell's level.

Mental Recalibration (Su): A mentalist with this ploy can prepare a spell in place of an existing spell by expending 1 PE from her mental magic ability. Using this ability is a full-round action that provokes an attack of opportunity. The spell prepared must be of the same level as the spell being replaced. *Master:* The mentalist can spend 2 PE from her mental magic ability to use mental recalibration as a standard action instead of a full-round action, or 4 PE to use it as a move action instead.

Metamixing (Su): A mentalist with this ploy can spend 1 PE from her mental magic ability to add a metamagic feat that she knows to a spell as she casts it without affecting the casting time (though using a higher-level spell slot as normal). She can use this ability to add a metamagic feat to a spell that she prepared using a metamagic feat, though she cannot add the same metamagic feat to a given spell more than once. *Master:* The mentalist can spend 1 additional PE when using this mentalist ploy to add a second metamagic feat that she knows to a spell as she casts, otherwise following the same restrictions described by this ploy.

Phrenic Understanding (Su): A mentalist with this ploy gains a small pool of phrenic points equal to 1/2 her mentalist level, as well as one phrenic amplification, as the psychic class feature. She uses her mentalist level as her effective psychic level to determine the effects of her phrenic amplifications. This trick does not allow the mentalist to qualify for the Extra Amplification feat. The mentalist can select this trick multiple times. Each time, she gains an additional phrenic amplification.

Potent Mentalism (Su): Whenever a mentalist with this ploy casts a mentalist spell, she can spend 1 PE from her mental magic ability as a free action to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 PE on a given spell in this way. *Master:* Whenever the mentalist spends PE to increase the caster level of a mentalist spell, she increases the spell's caster level by 2 instead of 1. Whenever she spends PE to increase a spell's save DC, she increases the spell's save DC by 2 instead of 1.

PSION

Reality teems with cosmic energy, emanating from both the oldest boulder and a newborn babe alike. Although not inherently apparent to most beings, psions are masters of manipulation, and are innately sensitive to the cosmic energies that form the fundamental particles of reality itself. By manipulating the energies within others with subtle

jeers and gesticulations born from his mind, the psion shapes the world around him to better suit his needs. Psions are defined not by the spells they cast or the methods they use to unlock their powers, but by the very nature of the energies they manipulate.

Role: Psions are diverse characters whose role largely depends upon their psychic vocation, the type of cosmic energy that they are most comfortable with and best suited to manipulating.

Alignment: Any.

Hit Die: d6.

Starting Age: As a wizard.

Starting Wealth: 2d6 x 10 gp (average 70 gp).

CLASS SKILLS

The psion's class skills are Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the psion.

Weapon and Armor Proficiencies: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield.

Spell Casting: A psion casts psychic spells drawn from the psychic class spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a psion must have an Intelligence score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a psion's spell is equal to 10 + the spell's level + the psychic's Intelligence modifier.

A psion can cast only a certain number of spells of each spell level per day. His base allotment is given on **Table 5: Psion Spells per Day**. In addition, he receives bonus spells per day if he has a high Intelligence score.

The psion's selection of spells is limited. A psion begins play knowing four 0-level spells and two 1st-level spells of the psion's choice. At each new psion level, he learns one or more new spells, as indicated on **Table 6: Psion Spells Known**. Unlike a psion's spells per day, the number of spells a psion knows isn't affected by his Intelligence score.

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TABLE 4: PSION

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	knacks, psychic focus, psychic vocation, vocation magic
2nd	+1	+0	+0	+3	bonus vocation spell (0-level)
3rd	+1	+1	+1	+3	psychic release
4th	+2	+1	+1	+4	bonus vocation spell (1st)
5th	+2	+1	+1	+4	vocation power
6th	+3	+2	+2	+5	bonus vocation spell (2nd)
7th	+3	+2	+2	+5	psychic release
8th	+4	+2	+2	+6	bonus vocation spell (3rd)
9th	+4	+3	+3	+6	vocation power
10th	+5	+3	+3	+7	bonus vocation spell (4th)
11th	+5	+3	+3	+7	psychic release, rapid focus
12th	+6	+4	+4	+8	bonus vocation spell (5th)
13th	+6	+4	+4	+8	vocation power
14th	+7	+4	+4	+9	bonus vocation spell (6th)
15th	+7	+5	+5	+9	psychic release
16th	+8	+5	+5	+10	bonus vocation spell (7th)
17th	+8	+5	+5	+10	vocation power
18th	+9	+6	+6	+11	bonus vocation spell (8th)
19th	+9	+6	+6	+11	psychic release
20th	+10	+6	+6	+12	bonus vocation spell (9th), vocation mastery

At 4th level and every even-numbered level thereafter (6th, 8th, and so on), a psion can choose to learn a single new spell in place of one he 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 spell being exchanged, and it must be at least 1 level lower than the highest-level spell from the psion's class list that the psion can cast. A psion can swap only a single spell at a given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A psion need not prepare his spells in advance. He can cast any psion spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Knacks: Psions learn a number of knacks, or 0-level spells. These spells are cast like any other spell, but they do not consume any slots and can be

used again. Knacks cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Psychic Focus (Su): Psions possess the ability to pool psychic energy within their minds in the form of potential energy, allowing them to enter a state of psychic focus. A psion can become psychically focused as a move action. Becoming psychically focused creates an extremely loud, visible display in a 20-foot radius centered on the psion, as sigils dance around his head or his body glows with psychic power. Becoming psychically focused in this way grants the psion a +2 bonus to his caster level for the purpose of making caster level checks to overcome spell resistance and on concentration checks. The psion can instead psychically focus himself for 1 full round in order to increase this bonus to +4. If he does so, he can also refine his psychic focus as a move action during his next

TABLE 5: PSION SPELLS PER DAY

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
2	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—
4	3	—	—	—	—	—	—	—
4	4	2	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—
4	4	4	2	—	—	—	—	—
4	4	4	3	—	—	—	—	—
4	4	4	4	2	—	—	—	—
4	4	4	4	3	—	—	—	—
4	4	4	4	4	2	—	—	—
4	4	4	4	4	3	—	—	—
4	4	4	4	4	4	2	—	—
4	4	4	4	4	4	3	—	—
4	4	4	4	4	4	4	2	—
4	4	4	4	4	4	4	3	—
4	4	4	4	4	4	4	4	2
4	4	4	4	4	4	4	4	3
4	4	4	4	4	4	4	4	4

turn to further increase this bonus to +6. Entering or refining his psychic focus provokes attacks of opportunity, and anything that interrupts a spellcaster's concentration also interrupts a psion's psychic focus.

If the psion's concentration is interrupted while he is psychically focused, he must attempt a concentration check with a +10 bonus to the DC or lose his psychic focus and all bonuses associated with it, as if his psychic focus was a spell with the thought descriptor that he was concentrating on. A psion that has lost his psychic focus as a result of a failed concentration check cannot become psychically focused again for 1 minute.

Psychic Vocation: All that exists, from rocks and birds to intangibles like souls and space is given composition and definition by a mysterious animating force known as cosmic energy. Psions are sensitive to this power, and a psion's abilities are

largely defined by which type of cosmic energy their minds are best suited at sensing and manipulating. This preference is known as the psion's psychic vocation. A psion's vocation adds new spells to his psion spell list and grants him additional class skills and other special abilities. A psion must pick one vocation upon taking his first level of psion. Once made, this choice cannot be changed.

At 1st level, a psion adds his vocation's signature spell to his list of spells known. Whenever he gains a new level of spells, the psion automatically replaces his signature spell with the highest-level version of that spell in his list of spells known. Beginning at 2nd level, and every 2 levels thereafter, a psion learns an additional spell from his vocation's spell list. These spells are in addition to the number of spells given on **Table: Psion Spells Known**. This must be a spell of the highest spell level that the psion can cast when the bonus vocational spell is

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TABLE 6: PSION SPELLS KNOWN

0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4	2	—	—	—	—	—	—	—	—
5	2	—	—	—	—	—	—	—	—
5	3	—	—	—	—	—	—	—	—
6	3	1	—	—	—	—	—	—	—
6	4	2	—	—	—	—	—	—	—
7	4	2	1	—	—	—	—	—	—
7	5	3	2	—	—	—	—	—	—
8	5	3	2	1	—	—	—	—	—
8	5	4	3	2	—	—	—	—	—
9	5	4	3	2	1	—	—	—	—
9	5	5	4	3	2	—	—	—	—
9	5	5	4	3	2	1	—	—	—
9	5	5	4	4	3	2	—	—	—
9	5	5	4	4	3	2	1	—	—
9	5	5	4	4	4	3	2	—	—
9	5	5	4	4	4	3	2	1	—
9	5	5	4	4	4	3	3	2	—
9	5	5	4	4	4	3	3	3	1
9	5	5	4	4	4	3	3	3	2
9	5	5	4	4	4	3	3	3	3

gained, as noted on **Table: Psion**. These spells can be exchanged for different spells at higher levels, but only for spells of the same spell level that are on the vocation spell list of the psion's vocation.

Vocation Magic (Sp): A psion possesses an innate pool of psychic energy that allows him to flexibly cast spells from his vocation at his leisure. This ability functions like the psychic magic ability (see *Pathfinder Roleplaying Game Bestiary* 5) with the following exceptions. Each day when the psion meditates to regain his spell slots, he gains an amount of PE based upon his level, as listed on the table below. Any PE he had from the previous day is lost. In addition, he chooses one spell per spell level that he can cast that is able to cast and that is on his vocation's spell list. The psion can cast any such spell (as well as his vocation's signature spell) by spending an amount of PE equal to the spell's level. If he has chosen a spell that can be undercast, he can cast an

undercast version of the spell by spending an amount of PE equal to the undercast spell's level instead.

In order to cast a spell using PE from this ability, the psion must be psychically focused. Casting a spell in this manner expends his psychic focus immediately after the spell is cast.

Level	Psychic Energy (PE)
1–3	1
4–5	3
6–7	6
8–9	10
10–11	15
12–13	21
14–15	28
16–17	36
18+	45

Psychic Release (Su): As a psion refines his ability to command and control cosmic energy, he learns a number of techniques that allow him to unleash his psychic focus to supercharge his spellcasting and physical abilities with cosmic energy. Starting at 3rd level, a psion gains one psychic release. He gains an additional psychic release for every 4 levels of psion attained after 3rd level. A psion cannot select an individual psychic release more than once unless noted otherwise.

The action required to expend his psychic focus to activate a psychic release is noted within the description of each individual psychic release, if any. When the psion expends his psychic focus to modify the casting of a spell or spell-like ability, he continues to gain the caster level and concentration check bonuses provided by his psychic focus for that specific spell only; otherwise, once a psion has expended his psychic focus, he receives no further benefit from his psychic focus until he takes time to refocus his mind's eye to the cosmic energy surrounding him, as described by the psychic focus ability (see above). Some psychic releases require the psion to expend 1 or more points of PE; the psion may only spend PE from his vocation magic ability to fuel these psychic releases. Unless noted otherwise, the saving throw DC for a psion's psychic release is equal to $10 + 1/2$ the psion's level + the psion's Intelligence modifier.

Body Fuel: A psion with this psychic release gains the burn class feature, as a kineticist of his psion level. Instead of accepting burn to fuel wild talents, a psion can accept 1 point of burn by expending his psionic focus as a move action in order to restore 2 PE to his vocation magic ability. At 6th level and every 3 levels thereafter, the psion increases the amount of burn he can accept when expending his psionic focus to restore 2 PE per point of burn accepted. Like a kineticist, a psion cannot choose to accept burn if it would put his total number of points of burn higher than 3 + his Constitution modifier (though he can be



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forced to accept more burn from a source outside his control). Levels in psion and kineticist stack to determine the effects of this psychic release as well as the kineticist's burn class feature.

Centered Mind: After his concentration is interrupted, a psion with this psychic release can become psychically focused against 1 round after failing a concentration check to remain psychically focused.

Dispelling Static: Whenever a psion with this ability successfully counters or dispels a spell or spell-like ability, he can expend his psionic focus as a swift action in order to take advantage of the disruption by making his foes more vulnerable to his spells and spell-like abilities. If the psion expended his focus after countering a spell, the caster of the countered spell takes a penalty on saving throws against the psion's spells and spell-like abilities for a number of rounds equal to his Intelligence modifier. If the psion expended his focus after dispelling one or more spells, any creature or object that had a spell effect active upon them that was dispelled takes a penalty on saving throws against the psion's spells and spell-like abilities for 1 round. This penalty is equal to half the caster level bonus that the psion gained from his psychic focus.

Ectoplasmic Power: When a psion with this psychic release targets an incorporeal creature with a spell or spell-like ability, he can expend his psionic focus as a free action, even if it isn't his turn, in order to grant his spell its full effect against the incorporeal creature. This doesn't make an incorporeal creature vulnerable to a spell that incorporeal creatures are normally immune to, such as *baleful polymorph*. The psion must spend 1 PE when he expends his psychic focus in order to use this psychic release.

Endowed Release: When a psion with this psychic release casts a non-harmless spell or spell-like ability that allows a saving throw, he can expend his psychic focus as a free action, even if it isn't his turn, in order to increase his spell's save DC by an amount equal to half the caster level bonus that the psion gained from his psychic focus. The psion must spend 1 PE when he expends his psychic focus in order to use this psychic release.

Favored Energy: Select one of the following energy types: fire, cold, electricity, or sonic. Whenever the psion casts a spell with an energy descriptor matching the selected energy type that deals hit point damage, he can expend his psychic focus as a free action, even if it isn't his turn, in order to add bonus damage per die to the amount of damage done by the spell. The amount of bonus damage added to each of the spell's damage dice is equal to half the caster level bonus that the psion gained from his psychic focus. The psion must spend 1 PE when he expends his psychic focus in order to use this psychic release. This psychic release can be selected multiple times. Its effects do not stack. Each time it is selected, select a different energy type.

Focused Accuracy: Whenever a psion with this psychic release casts a spell that requires an attack roll, he can expend his psionic focus as a free action, even if it isn't his turn, in order to gain an insight bonus on the spell's attack roll equal to half the caster level bonus of his psychic focus. The psion must spend 1 PE when he expends his psychic focus in order to use this psychic release.

Focused Resolve: Whenever a psion with this psychic release is confused, dazed, nauseated, shaken, or stunned at the beginning of his turn, he can expend his psionic focus in order to act as though he didn't possess these conditions. He can ignore a number of conditions from the above list equal to half the caster level bonus of his psychic focus. The psion must spend 1 PE when he expends his psychic focus in order to use this psychic release.

Split Ray: Whenever a psion with this psychic release casts a spell that allows him to attack one or more opponents with a ray, he can expend his psychic focus to split one ray that he fires into two distinct rays. The split ray targets any two targets that are both within the spell's range and within 30 feet of each other. Splitting a ray does not reduce its effectiveness; in effect, this psychic release increases the number of rays created by the spell by one. The psion can target one creature twice with a split ray, if he chooses. The psion must expend 2 PE when he expends his psychic focus in order to use this psychic release.

Subconscious Focus: Once per day, whenever a psion with this psychic release would expend his psychic focus in order to use a psion class ability (including casting a spell with vocation magic), he can use that ability without expending his psychic focus. A psion must be at least 5th level before selecting this release.

Swift Shapeshifter: Whenever a psion with this psychic release casts a polymorph spell, he can expend his psionic focus to reduce the spell's casting time by one step. 1 minute becomes 1 round, 1 round becomes 1 standard action, 1 standard action becomes 1 swift action, and 1 swift action becomes 1 immediate action. This spell doesn't stack with other effects that alter a spell's casting time, and spells modified by one or more metamagic feats cannot benefit from this ability. The psion must spend an amount of PE equal to twice the level of the spell being cast when he expends his psychic focus in order to use this psychic release. A psion must be at least 11th level before selecting this psychic release.

Vocation Powers: As he unlocks the secrets of his psychic vocation, the psion develops powerful psychic abilities that exceed the normal bounds of psychic magic. At 5th level and every 4 levels thereafter, the psion learns a new vocation power from the following list, as well as those listed by his psychic vocation. A vocation power cannot be selected more than once. Once a vocation power has been selected, it cannot be changed. Most vocation powers require the psion to spend PE from his vocation magic ability, require him to be psychically focused, or require him to expend his psychic focus. Unless otherwise noted, the saving throw DC for a vocation power is equal to $10 + \frac{1}{2}$ the psion's level + the psion's ability score modifier in the ability score associated with his vocation.

Bonus Feat: You gain an item creation feat, a metamagic feat, or a feat that lists Psychic Sensitivity^{OA} as a prerequisite as a bonus feat. You must meet the feat's prerequisites, if any.

Double Spell: A psion with this talent can modify a spell that she casts with her vocation magic ability so the spell occurs twice with the same casting action by doubling the spell's PE cost. The effects of metamagic feats are likewise duplicated for both

occurrences of the doubled spell, but the psion must pay PE for the metamagic feat's level adjustment twice (once for each occurrence of the spell). A doubled spell's casting action cannot be reduced by any means, and a doubled spell cannot benefit from Quicken Spell. If a doubled spell requires material components, they must be provided for both castings of the spell. A psion must be at least 14th level before selecting this power.

Fast Recentralization (Su): When a psion with this talent loses his psychic focus as a result of failing a concentration check, he cannot become psychically focused again for 1 round instead of 1 minute. A psion must be at least 9th level before selecting this power.

Expanded Mind (Sp): A psion with this talent has expanded his mind with ancient knowledge and cosmic secrets, increasing the breadth of spell lore that he can access with his vocation magic ability. Each day when he regains his spell slots, the psion can choose one spell from the psychic spell list and add it to the list of spells that he can cast with the vocation magic ability. This is in addition to the normal number of spells that he can select with this ability. Alternatively, the psion may instead choose two spells from the psychic spell list to add to the list of spells he can cast with the vocation magic ability, but both of these spells must be at least one level lower than the highest level psion spell he can cast.

Psicrystal: A psion with this vocation power psychically imprints a shard of crystalized ectoplasm with his thoughts, emotions, and memories, causing it to animate into a construct known as a psicrystal. Rules for psicrystals are given at the end of this section.

Rapid Focus (Su): At 11th level, when using psychic focus as a move action, a psion gains a +4 bonus to his caster level for the purpose of making caster level checks to overcome spell resistance and on concentration checks. When using psychic focus for 1 full round, he refines his psychic focus to further increase this bonus to +6.

Vocation Mastery: At 20th level, a psion masters the art of manipulating his preferred kind of cosmic energy, granting him amazing psychic powers and abilities. The nature of these bonuses depends upon the psion's vocation.

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PSYCHIC VOCATIONS

The following vocations represent those most commonly discovered by psions. Vocations represent a thematic combination of spells and powers revolving around the type of cosmic energy that the psion is most suited to manipulating, and individual psions learn to shape and control these abilities in their own way. As a result, psychic vocations represent personal interest and discovery rather than a unified profession or organization. Each vocation is associated with a specific ability score, which is noted next to the vocation's name. Spells marked with an asterisk (*) appear in *Ultimate Occult*.

EGOIST (STR)

Masters of altering living creatures by manipulating their cosmic energy, psions that specialize in the arts of psychometabolism are known as egoists. These spellcasters use their vast psychic powers to alter and adjust the physical shape of objects and other creatures.

Class Skills: An egoist adds Acrobatics (Dex) and Heal (Wis) to his list of class skills.

Signature Spell: *corporeal recalibration I**.

Vocation Powers: An egoist can choose from the following vocation powers in addition to the general list of vocation powers available to all psions.

Adjustable Shape (Su): Whenever an egoist with this power is under the effects of a polymorph spell, he can expend his psychic focus as a standard action in order to adjust his shape to any other shape allowed by the spell. Using this ability reduces the spell's duration by 1 round (if the spell's duration is measured in rounds), 1 minute (if the spell's duration is measured in minutes), or 1 hour (if the spell's duration is measured in hours). He can use this ability to adjust the shape of another creature that is under the effects of a polymorph spell he has cast in the same manner, but he must touch the creature in order to do so. The psion must spend an amount of PE from his vocation magic ability equal to the spell's level (minimum 1) in order to expend his psychic focus in this manner.

Empowered Transmutation (Su): Whenever an egoist with this power casts a polymorph spell, he can expend his psychic focus in order to empower the spell's benefits. Any numeric bonuses granted to the egoist by the spell (such as size bonuses to ability scores or natural armor) are increased by 50%, but the spell's duration is reduced to 1 round per caster level. If the spell's duration was already 1 round per caster level, reduce the spell's duration by half instead. The psion must spend an amount of PE from his vocation magic ability equal to the spell's level (minimum 1) in order to expend his psychic focus in this manner.

Enhanced Metamorphosis (Su): An egoist with this power adds *metamorphosis I* to the list of spells that he can cast with his vocation magic ability each day. Whenever he gains a new level of spells, the egoist automatically adds the highest-level version of *metamorphosis* that he can cast to this list. In addition, he can expend his psychic focus when he casts metamorphosis in order to choose one additional ability from the list of minor abilities available to that spell. The psion must spend an amount of PE from his vocation magic ability equal to the spell's level (minimum 1) in order to expend his psychic focus in this manner.

Metabolic Healing (Su): As long as an egoist with this power maintains his psychic focus, whenever he casts a transmutation spell or a spell on the egoist spell list, he gains fast healing 1. Alternatively, he can expend his psychic focus when he casts such a spell in order to grant all creatures targeted by the spell fast healing 1. This fast healing lasts for a number of rounds equal to the spell's level. The fast healing granted by this power increases by 1 at 9th level and every 4 levels thereafter, to a maximum of fast healing 4.

Resilient Body (Su): Whenever an egoist with this power is critically hit or sneak attacked, he can attempt to negate the additional damage from the critical hit or sneak attack as an immediate action. After using this ability, there is a 5% chance per 2 psion levels he possesses that the critical hit or sneak attack is negated and damage is instead rolled normally. This doesn't

stack with similar chances, such as from the *fortification* special armor ability. The egoist can use this ability a number of times per day equal to 3 + his Strength modifier.

Versatile Strength (Ex): An egoist with this power adds his Strength modifier instead of his Dexterity modifier on Acrobatics checks, Escape Artist checks, Ride checks, and Reflex saving throws. If he has a Dexterity penalty, he must apply both his Dexterity penalty and his Strength bonus to these rolls and checks.

Shared Transmutation (Su): Whenever an egoist with this power casts a transmutation spell or a spell on the egoist spell list with a range of personal, he may expend his psychic focus as a free action, even if it isn't his turn, to instead cast that spell as though it had a range of touch and a target of touched creature. Such spells are considered harmless and are affected by spell resistance. The psion must spend an amount of PE from his vocation magic ability equal to the spell's level (minimum 1) in order to expend his psychic focus in this manner.

Vocation Mastery (Su): At 20th level, an egoist mends and adjusts his body whenever he gains the

benefits of a transmutation or egoist spell. He gains DR 5/– whenever he is psychically focused, and each time he casts a transmutation spell or a spell from the egoist spell list, he heals a number of hit points of damage equal to twice the spell's level.

EGOIST SPELL LIST

The egoist spell list consists of all transmutation spells from the sorcerer/wizard spell list, all *cure* and *inflict* spells from the cleric spell list†, and the following spells:

0-Level Egoist Spells: *bleed, stabilize, touch of fatigue, virtue.*

1st-Level Egoist Spells: *diagnose disease^{UM}, ray of enfeeblement, ray of sickening^{UM}.*

2nd-Level Egoist Spells: *hold person, lesser restoration, life pact^{ACG†}, path of glory^{ACG†}, remove paralysis, resist energy, skinsend^{UM}, steal voice^{UM}.*

3rd-Level Egoist Spells: *bestow curse, blindness/deafness, communal resist energy, contagion, ki leech^{UM}, false life, lesser simulacrum^{UM}, protection from energy, remove blindness/deafness, remove curse, remove disease.*

4th-Level Egoist Spells: *death ward, enervation, greater path of glory^{ACG†}, neutralize poison, persistent vigor^{ACG}, ray of exhaustion, restoration.*



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5th-Level Egoist Spells: *breath of life*[†], *cleanse*^{APG}, *gentle repose*, *greater contagion*^{UM}, *greater false life*^{UM}, *hold monster*, *major curse*, *raise dead*, *sands of time*, *slay living*, *suffocation*^{APG}, *waves of fatigue*.

6th-Level Egoist Spells: *epidemic*^{UM}, *heal*[†], *harm*[†], *unwilling shield*^{APG}.

7th-Level Egoist Spells: *greater restoration*, *mass hold person*, *regenerate*, *resurrection*.

8th-Level Egoist Spells: *clone*, *finger of death*, *horrid wilting*, *temporary resurrection*^{UM}, *simulacrum*, *waves of exhaustion*.

9th-Level Egoist Spells: *energy drain*, *mass heal*[†], *mass hold monster*.

† The spell is considered a necromancy spell instead of a conjuration spell and it does not use positive energy or negative energy. If the spell normally has the healing subschool, the spell heals any living creature (even those with the negative energy affinity ability). If the spell does not normally have the healing subschool, the spell harms any living creature (even those with the negative energy affinity ability). Nonliving creatures such as constructs and undead are immune to all such spells.

KINDLER (DEX)

Able to create and manipulate energy in all its myriad of forms, psions that focus in the explosive art of psychokinesis are known as kindlers. Kindlers channel the primal energies that bind all of reality together and manipulate them to create entirely new effects from raw, destructive power.

Class Skills: A kindler adds Climb (Str), Disable Device (Dex), and Swim (Str) to his list of class skills.

Signature Spell: *energy burst I**.

Vocation Powers: A kindler can choose from the following vocation powers in addition to the general list of vocation powers available to all psions.

Admixing (Su): Whenever a kindler with this power casts a spell or spell-like ability with the acid, cold, electricity, fire, force, or sonic descriptor that deals hit point damage, he can expend his psychic focus in order to alter the spell to deal half its damage as acid, cold, electricity, fire, or sonic damage.

Kinetic Conversion (Su): Whenever a kindler with this power takes acid, cold, electricity, fire, force, or sonic damage, he can expend his psionic focus as an immediate action to regain 1 PE per 5 points of damage taken, up to a maximum amount of PE equal to half his psion level. He also reduces the amount of acid, cold, electricity, fire, or sonic damage taken by the effect by 5 points per PE regained, stacking with any energy resistance or immunity he possesses. The kindler can use this power once per day.

Kinetic Deflection (Su): A kindler with this power gains a +1 deflection bonus to AC while he is psychically focused. This bonus increases by +1 at 5th level and every 5 levels thereafter, up to a maximum of +5 at 20th level.

Kinetic Explosion: When a kindler with this power casts a spell or spell-like ability that deals hit point damage and targets one or more creature, he can expend his psychic focus as a free action, even if it isn't his turn, in order to cause the spell to explode. Any creature within 10 feet of one of the spell's targets takes one-fifth of the amount of hit point damage taken by the target; a successful Reflex save negates this damage. A creature can only be dealt damage by this power once per round; if a creature is within 10 feet of multiple targets of the spell, it takes the highest amount of damage from among those targets.

Telekinetic Burst (Su): A kindler with this power can expend his psychic focus as a standard action to unleash a psychic burst that pushes nearby foes away. Creatures within 25 feet of the kindler must succeed on a Reflex save or be pushed directly away from him in a straight line until they are exactly 30 feet away from him. Creatures can add any bonuses against bull rush attempts that they possess (such as a dwarf's stability racial trait) to the result of their Reflex save to negate this effect. Creatures that fail by 5 or more are knocked prone in their square. The kindler can use this ability once per day at 5th level, plus one additional time per day at 9th level and every 4 levels thereafter. A kindler must be at least 5th level before selecting this power.

Telekinetic Vocation (Sp): A kindler with this power adds the following spells to his vocation magic ability when he is able to cast spells of the indicated level *telekinetic assembly*^{UC} (2nd), *telekinetic maneuver*^{OA} (3rd), *resilient sphere* (4th), *telekinesis* (4th), *telekinetic charge*^{UC} (4th), *enemy hammer*^{APG} (6th), *telekinetic sphere* (7th), and *telekinetic storm*^{OA} (9th). A kindler must be at least 5th level before selecting this power.

Telekinetic Might (Su): A kindler with this power adds *telekinetic projectile*^{OA} to his list of spells known; if he has already selected telekinetic projectile as a spell known, he may select any knack on the kindler spell list that he doesn't know as a new spell known instead. While he is psychically focused, a kindler with this power adds his Dexterity modifier to the damage that he deals with *telekinetic projectile*. In addition, the kindler can expend his psychic focus whenever he successfully hits an opponent with *telekinetic projectile* increase the amount of damage done by the spell to 1d6 per psion level he possesses (maximum 20d6). The psion must spend 1 PE from his vocation magic ability for every 2d6 of damage the spell deals in order to expend his psionic focus in this manner (maximum 9 PE).

Vocation Mastery (Su): At 20th level, a kindler is able to effortlessly convert material energy into psychic power. Whenever he gains psionic focus, he chooses one of the following types of energy: acid, cold, electricity, fire, force, or sonic. He gains immunity to the chosen energy type for as long as he maintains his psychic focus, and gains resistance 20 to the other energy types.

KINDLER SPELL LIST

The kindler spell list consists of all evocation and conjuration spells from the sorcerer/wizard spell list with the acid, air, cold, earth, electricity, fire, force, water, or sonic descriptor, and the following spells:

0-Level Kindler Spells: *mage hand*, *open/close*.

1st-Level Kindler Spells: *alter winds*^{APG}, *hold portal*, *shock shield*^{UC}, *chill touch*, *touch of the sea*^{APG}.

2nd-Level Kindler Spells: *kinetic reverberation*^{UC}, *levitate*, *molten orb*^{ACG}, *pyrotechnics*, *resist energy*.

3rd-Level Kindler Spells: *cloak of winds*, *communal resist energy*^{UC}, *explosive runes*, *flame arrow*, *flash fire*^{UC}, *hostile levitation*^{UC}, *protection from energy*.

4th-Level Kindler Spells: *elemental body I*, *firefall*^{APG}, *shocking mage*^{UC}, *stone shape*, *telekinetic charge*^{UC}.

5th-Level Kindler Spells: *elemental body II*, *hungry earth*^{MC}, *suffocation*^{APG}, *telekinesis*, *transmute mud to rock*, *transmute rock to mud*.

6th-Level Kindler Spells: *control water*, *elemental body III*, *enemy hammer*^{APG}, *fluid form*^{APG}, *move earth*, *sonic form*^{ACG}, *tar pool*^{UC}.

7th-Level Kindler Spells: *elemental body IV*, *firebrand*^{APG}, *ice body*^{UM}.

8th-Level Kindler Spells: *iron body*, *telekinetic sphere*.

9th-Level Kindler Spells: *fiery body*^{APG}, *mass suffocation*^{APG}, *world wave*^{APG}.

NOMAD (WIS)

Cosmic energy exists even within empty space, and psions who focus on the enigmatic art of psychoportation to twist and bend space are known as nomads. Although best known for their ability to transport themselves across vast distances, nomads are capable of magically transporting virtually anything by distorting space, and can even use these abilities to dismantle and dismember foes.

Class Skills: A nomad adds Climb (Str), Survival (Wis), and Swim (Str) to his list of class skills.

Signature Spell: *sojourn I**.

Vocation Powers: A nomad can choose from the following vocation powers in addition to the general list of vocation powers available to all psions.

Accelerated Activity (Su): While a nomad with this power is psychically focused, he gains a +10-foot enhancement bonus to his base speed. This bonus increases by +10-feet at 5th level and every 4 levels thereafter, to a maximum bonus of +50 feet.

Anystride (Su): While a nomad with this power is psychically focused, he gains a 10 foot climb speed and swim speed. At 5th level and every 4 levels thereafter, he increases this climb speed and swim speed by 5 feet. At 9th level, the

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nomad no longer needs to make Climb checks to traverse a vertical or horizontal surface with his climb speed (even upside down). He also retains his Dexterity bonus to Armor Class (if any) while climbing in this manner, and opponents gain no special bonus to their attacks against him. At 13th level, a nomad can use the run action in conjunction with his climb speed.

Nomad's Step (Su): While a nomad with this power is psychically focused, he can move up to half his speed without provoking attacks of opportunity. The nomad cannot use this ability while carrying a medium or heavy load, or while wearing medium or heavy armor.

Nomadic Acclimation (Ex): A nomad with this power can effortlessly adapt his physical body to whatever plane he finds himself upon. He

adds *planar adaptation*^{APG} to the list of spells he can cast with his vocation magic ability. At 12th level, he also adds *mass planar adaptation*^{APG} to the list of spells he can cast with his vocation magic ability. The nomad can cast *planar adaptation* and *mass planar adaptation* upon his native plane (as well as the native planes of any other creature he targets), and the targets of these spells are treated as though they were native to the plane chosen by the spell. They do not gain the extraplanar subtype while on such planes. A nomad must be at least 8th level before selecting this power.

Rend Space (Su): When a nomad with this power is psychically focused, he can expend his psychic focus when he casts a spell with a range of touch to tear open a rift in reality,



allowing him to deliver the touch spell from a range of up to 20 feet + 5 feet per 5 psion levels the nomad possesses. If the spell requires a touch attack, he must still touch the opponent to deliver the spell.

Safe Stride (Su): While a nomad with this power is psychically focused, he gains a +4 bonus on Reflex saves. In addition, the nomad ignores the adverse movement effects of nonmagical difficult terrain, and can even take 5-foot steps in such terrain. Difficult terrain created as a result of a magical effect still impedes his movement, however.

Spatial Distortion (Su): While a nomad with this power is psychically focused, he can expend his psychic focus as an immediate action when he is attacked to cause that attack to suffer a 50% miss chance. *True seeing* doesn't allow a creature to ignore this miss chance, but *true strike* does. The nomad can use this ability a number of times per day equal to 3 + his Wisdom modifier.

Vocation Mastery (Su): At 20th level, a nomad becomes able to move effortlessly without any serious expenditure of bodily energy. Each turn, he gains one additional move action. He may only use this move action to perform the move, stand up, or mount/dismount actions.

NOMAD SPELL LIST

The nomad spell list consists of all conjuration (teleportation) and illusion spells from the sorcerer/wizard spell list, and the following spells:

0-Level Nomad Spells: *mage hand*, *open close*.

1st-Level Nomad Spells: *adjuring step*^{UC}, *ant haul*^{UC}, *floating disk*, *enlarge person*, *expeditious retreat*, *feather step*, *gravity bow*^{APG}, *jump*, *liberating command*^{UC}, *long arm*^{ACG}, *mirror strike*^{UC}, *reduce person*, *stumble gap*^{APG}, *thunderstomp*^{ACG}, *touch of the sea*^{APG}.

2nd-Level Nomad Spells: *air step*^{ACG}, *blur*, *communal ant haul*^{UC}, *create pit*^{APG}, *levitate*, *mirror hideaway*^{ACG}, *ricochet shot*^{UC}, *rope trick*, *slipstream*^{APG}, *spider climb*, *time shudder*^{ACG}, *twisted space*^{UC}.

3rd-Level Nomad Spells: *anchored step*^{ACG}, *burrow*^{UM}, *displacement*, *fly*, *greater thunderstomp*^{ACG}, *haste*, *hostile levitation*^{UC}, *mass feather step*^{APG}, *shrink item*, *spiked pit*^{APG}, *slow*.

4th-Level Nomad Spells: *black tentacles*, *dimensional anchor*, *freedom of movement*, *lesser astral projection*^{UM}, *lesser globe of invulnerability*, *mirror transport*^{ACG}, *resilient sphere*^{APG}, *ride the waves*^{UM}.

5th-Level Nomad Spells: *dismissal*, *mage's private sanctum*, *hungry pit*^{APG}, *overland flight*, *passwall*, *plane shift*, *planar adaptation*^{APG}.

6th-Level Nomad Spells: *antimagic field*, *globe of invulnerability*.

7th-Level Nomad Spells: *banishment*, *ethereal jaunt*, *lesser create demiplane*^{UM}, *mage's magnificent mansion*, *mass fly*, *phase door*.

8th-Level Nomad Spells: *create demiplane*^{UM}, *dimensional lock*, *maze*, *telekinetic sphere*, *temporal stasis*.

9th-Level Nomad Spells: *etherealness*, *imprisonment*, *freedom*, *gate*, *greater create demiplane*^{UM}, *time stop*, *world wave*^{APG}.

SEER (WIS)

Able to pierce the twin veils of time and space with his psychically augmented senses, psions that focus in the obscure arts of clairsentience are known as seers. These psychic spellcasters use their abilities to gather information and psychically tweak countless variables to dramatically affect future outcomes.

Class Skills: A seer adds Diplomacy (Cha) and Perception (Wis) to his list of class skills.

Signature Spell: *future sight I**.

Vocation Powers: A seer can choose from the following vocation powers in addition to the general list of vocation powers available to all psions.

Alter Probability (Su): A seer with this power can expend his psychic focus as a standard action to grant false insight to one enemy that he can see. The next time that target rolls a d20, you can force that target to roll its d20 roll or check twice and use the lower result. If either of the results is a natural 1, this effect extends to another d20 roll or check that the target makes,

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up to a total number of extensions equal to the seer's Wisdom bonus (minimum 1). A seer can use this power a number of times per day equal to 3 + his Wisdom modifier.

Alter the Waves (Su): A seer with this power gleans a bit of useful information whenever he regains spell energy. Each day when he meditates to regain his spell slots, a seer gains one point of clairsentience. Before making a d20 roll or check, the seer can spend a point of clairsentience to gain an insight bonus equal to half his psion level on the roll or check. In addition, he can roll that d20 roll or check twice and use the better result. At 9th level and every 4 levels thereafter, the seer gains an additional point of clairsentience when he regains his psion spell slots, up to a maximum of 4 points per day at 17th level.

Augur Information (Ex): A seer with this power can use his psychic abilities to assist him in gathering unknown information. He can substitute his psion level for his ranks in Diplomacy when attempting to gather information, and he adds his Wisdom modifier in addition to his Charisma modifier on Diplomacy checks made to gather information.

Augur Lore (Ex): A seer with this power can use his psychic abilities to assist him in learning and recalling bits of useful lore or knowledge. He gains a bonus on all Knowledge checks equal to half his psion level, and he can attempt all Knowledge checks untrained. In addition, he adds his Wisdom modifier in addition to his Intelligence modifier on Knowledge checks that he is trained in while he is psychically focused.

Clairsentient Analysis (Sp): A seer with this power is able to garner psychic information about opponents even when they manage to thwart her psychic abilities. Whenever he targets a creature or object with a spell on the seer spell list, can expend his psychic focus as a swift action in order to gain information about the target. If the target is a creature, he immediately gains information about the target as if he had concentrated on it for 4 rounds with *analyze aura*^{OA}. If the target is an object, he immediately

learns the target's weight, value, any special materials it is made from, the strength of its aura, and any properties and command words it possesses. This power provides no information about artifacts, and *nondetection* wards against this power unless you succeed on a caster level check, as described by the spell.

Hijack Divination (Su): Once per day, a seer with this power can expend his psychic focus as an immediate action whenever he is targeted by a divination spell that allows him to negate the spell's effects. This power must be used before the seer makes his saving throw. If the seer succeeds on his Will save, the spell is negated as normal, but the seer reflects the spell back upon its caster, allowing him to use same spell that he successfully saved against on the spell's original caster. He uses his psion level as the spell's caster level, and calculates any save DCs using his Intelligence modifier instead of the original caster's ability modifier. The seer can use this ability twice per day at 17th level. The seer must be at least 9th level before selecting this power.

Insightful Steps (Sp and Su): A seer with this power knows exactly where to step in order to avoid harm. He gains a bonus on Perception checks to locate traps equal to half his psion level. In addition, as long as he maintains psionic focus, the seer gains the trap spotter rogue talent and adds *feather step* to the list of spells that he can cast using his vocation magic ability as a 1st-level spell. When he gains the ability to cast 3rd-level spells with his vocation magic ability, he also adds *mass feather step* to this list as a 3rd-level spell.

Vocation Mastery (Su): At 20th level, a seer becomes suffused with perpetual foresight, allowing him to effortlessly see the different possibilities that linger beyond the present moment. Once per round, a seer that is psychically focused can roll any one d20 roll twice and use the better result. In addition, the seer is immune to non-harmless spells and abilities that force him to reroll d20 rolls or checks or roll d20 rolls or checks twice and use the lower or worse result.

SEER SPELL LIST

The seer spell list consists of all divination spells from the cleric and sorcerer/wizard spell lists, all necromancy spells with the curse descriptor from the sorcerer/wizard and witch spell lists, all *symbol* spells from the sorcerer/wizard spell list, and the following spells:

0-Level Seer Spells: *guidance*, *know direction*, *message*.

1st-Level Seer Spells: *adjuring step*^{UC}, *detect animals or plants*, *detect snares and pits*, *diagnose disease*, *keen senses*^{APG}, *invisibility alarm*, *share language*^{APG}.

2nd-Level Seer Spells: *crimson confession*, *eagle eye*^{APG}, *investigate mind*^{ACG}, *obscure object*.

3rd-Level Seer Spells: *communal share language*^{UC}, *contingent action*^{ACG}, *heroism*, *nondetection*, *speak with plants*, *vision of Hell*^{UM}.

4th-Level Seer Spells: *confusion*, *contingent scroll*^{ACG}, *curse of magic negation*^{UM}, *enervation*.

5th-Level Seer Spells: *break enchantment*, *commune with nature*, *dream*, *false vision*, *nightmare*, *permanency*, *sending*.

6th-Level Seer Spells: *contingency*, *find the path*, *limited wish*, *resonating word*^{UM}, *stone tell*, *unwilling shield*^{APG}.

7th-Level Seer Spells: *circle of clarity*^{UM}, *mind blank*, *power word blind*, *protection from spells*.

8th-Level Seer Spells: *mind blank*, *power word stun*.

9th-Level Seer Spells: *communal mind blank*, *energy drain*, *heroic invocation*^{UC}, *power word kill*, *wish*.

SHAPER (CHA)

Specializing in the conjuring and shaping of raw ectoplasm, psions that focus in the astounding arts of metacreativity are known as shapers. Able to conjure and create virtually anything they can imagine from raw cosmic energy, the power of a shaper is limited only by his ability to give physical form to his wants and desires.

Class Skills: A shaper adds Bluff (Cha) and Disguise (Cha) to his list of class skills.

Signature Spell: *ectoplasmic shard I**.

Vocation Powers: A shaper can choose from the following vocation powers in addition to the general list of vocation powers available to all psions.

Conjurer's Call (Ex): A shaper with this power can expend his psychic focus whenever he casts a summoning spell or *manifest tulpa* in order to increase that spell's duration from 1 round/level to 1 minute/level. He can only increase the duration of one such spell at a time; using this power again before the previously affected spell's duration has ended causes that spell to immediately end, regardless of the amount of time left in its duration.

Conjurer's Crafting (Ex): A shaper with this power is able to effortlessly mold raw materials into virtually any desired form. He can substitute his ranks in Spellcraft for his ranks in all Craft skills. In addition, he adds his Intelligence bonus (if any) to damage rolls made with any splash weapons that he throws, and to the save DCs of any alchemical items he uses. These benefits only apply to alchemical items that he crafted himself. Finally, he is considered proficient with any weapons or armor he personally crafted.

Ectoplasmic Restoration (Su): When a psion with this power casts a spell that heals any amount of hit point damage from a construct, object, or summoned creature, he can expend his psychic focus as a free action, even if it isn't his turn, to empower the amount of healing done by the spell, increasing the amount it heals by 50%. This ability cannot empower healing done by 0-level spells (such as the *mending* spell).

Ectoplasmic Protection (Su): A psion with this power can coat himself in ectoplasm as an immediate action, granting him concealment (20% miss chance) against all attacks made against him for a number of rounds equal to his psion level. These rounds do not need to be used consecutively.

Maestro of Ectoplasm (Su): Once per day, when a psion with this power casts a creation spell with his vocation magic ability, he can

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expend his psychic focus in order to cast the spell without expending any PE. He can only use this ability to cast a creation spell of a level that is at least 2 spell levels lower than the highest level of psion spell that he can cast.

Perfect Tulpa (Ex): Whenever a shaper with this power casts a *manifest tulpa* spell, he grants his tulpa one additional ability from the list of minor tulpa abilities.

Selective Spell: A shaper with this power gains Selective Spell as a bonus feat, ignoring its prerequisites.

Vocation Mastery (Su): At 20th level, a shaper can expend his psychic focus when he casts a summoning spell or a *manifest tulpa** spell in order to increase the spell's duration to permanent. A shaper can have no more than one spell made permanent in this way at one time. If he designates another summoning spell or *manifest tulpa* spell as permanent, the previous spell immediately ends.

SHAPER SPELL LIST

The shaper spell list consists of all conjuration spells from the sorcerer/wizard spell list†, all illusion (figment) and illusion (shadow) spells from the sorcerer/wizard spell list, and the following spells:

0-Level Shaper Spells: *acid splash*, *mage hand*, *mending*, *sift*^{APG}.

1st-Level Shaper Spells: *crafter's curse*^{APG}, *crafter's fortune*^{APG}, *fabricate bullets*^{UC}, *floating disk*, *magic weapon*, *protection against chaos/evil/good/law*, *shield*.

2nd-Level Shaper Spells: *continual flame*, *make whole*, *masterwork transformation*^{UM}, *molten orb*^{ACG}, *silk to steel*^{UM}, *sculpt simulacrum*.

3rd-Level Shaper Spells: *heart of the metal*^{ACG}, *greater magic weapon*, *hold person*, *magic circle against chaos/evil/good/law*, *raging rubble*^{UC}, *wall of nausea*^{ACG}, *wind wall*.

4th-Level Shaper Spells: *dragon's breath*^{APG}, *lesser globe of invulnerability*, *resilient sphere*, *volcanic storm*^{UM}, *wall of fire*, *wall of ice*.

5th-Level Shaper Spells: *fabricate*, *icy prison*^{UM}, *mage's private sanctum*, *rapid repair*^{UM}, *wall of force*, *wall of sound*^{UM}.

6th-Level Shaper Spells: *antimagic field*, *forceful hand*, *globe of invulnerability*, *transformation*.

7th-Level Shaper Spells: *ethereal jaunt*, *forcecage*, *mage's sword*.

8th-Level Shaper Spells: *clenched fist*, *incendiary cloud*, *prismatic wall*, *telekinetic sphere*, *simulacrum*, *wall of lava*^{APG}.

9th-Level Shaper Spells: *crushing hand*, *etherealness*, *mass icy prison*^{UM}.

TELEPATH (CHA)

Masters of manipulation, psions that use the art of telepathy to twist and distort the weak-willed to their desires are known as telepaths. Able to manipulate via magical and mundane means, are able to mold mortal minds as easily as clay, and use their magic to deceive and distort the perceptions of others.

Class Skills: A shaper adds Bluff (Cha) and Diplomacy (Cha) to his list of class skills.

Signature Spell: *obedience I**.

Vocation Powers: A telepath can choose from the following vocation powers in addition to the general list of vocation powers available to all psions.

Emergency Mind Swap (Sp): Whenever a telepath with this power is reduced to 0 or fewer hit points, he can spend 10 PE in order to cast *mind swap* as an immediate action, allowing him attempt to swap bodies with one target within range. At 17th level, he can spend 20 PE to cast *greater mind swap* instead. A telepath must be at least 9th level before selecting this power.

Ease of Enthralment (Su): Spells cast by a telepath with this power slide easily into their targets' consciousness, making them difficult to fight off. Whenever a creature succeeds on a saving throw against an enchantment or illusion spell cast by the telepath, the telepath can expend his psychic focus at the start of the creature's next turn as a free action in order to attempt to lull the target back into his thralls. The target must immediately succeed on another saving throw to negate or disbelieve the spell or become affected

as if it had not passed its previous saving throw. The telepath must spend an amount of PE equal to the spell's level when he expends his psychic focus in order to use this power.

Enthrall (Su): At each spell level, a telepath with this power chooses one charm or compulsion spell on the psychic class spell list and adds it to the list of spells that he can cast with his vocation magic ability.

Mental Intrusion (Su): A telepath with this power can spend PE from his vocation magic ability whenever he casts a psion spell in order to enhance the spell's power. Whenever he casts a spell with the mind-affecting descriptor, the telepath can expend his psychic focus in order to increase the spell's save DC or caster level by 1. The telepath must spend 1 PE when he expends his psychic focus in order to use this power.

Mindbender (Su): A telepath with this power can expend his psychic focus in order to affect creatures with mind-affecting effects that are normally immune to them. The telepath can expend his psychic focus when he casts a mind-affecting spell in order to reduce any bonuses on saves against charm, compulsion, or mind-affecting effects that his targets possess by half. If a target is immune to charm, compulsion, or mind-affecting effects, it instead gains a +4 bonus on its save against the spell, but is otherwise vulnerable to the spell. The telepath must spend an amount of PE equal to the spell's level when he expends his psychic focus in order to use this power.

Telepathic Manipulator (Ex): A telepath with this power can subtly read the emotions and expressions of others, allowing him to manipulate them without resorting to magic. He gains a bonus on all Charisma checks and Charisma-based skill checks equal to half his psion level, and he adds his Intelligence modifier in addition to his Charisma modifier on all Charisma-based skill checks that he is trained in while he is psychically focused.

Telepathy (Su): A telepath with this power gains telepathy 20 ft. He cannot communicate

with a creature that he does not share a language with using this power. At 9th level and every 4 levels thereafter, the range of the telepath's telepathy improves by 20 feet, to a maximum of telepathy 80 ft. at 17th level.

Vocation Mastery (Su): At 20th level, a telepath gains a +6 enhancement bonus on saving throws against mind-affecting effects. In addition, whenever he succeeds at a saving throw against a charm or compulsion effect, he can expend his psychic focus in order to reflect the spell back at its caster, as per *spell turning*. The telepath must spend an amount of PE equal to the spell's level when he expends his psychic focus in order to reflect the spell.

TELEPATH SPELL LIST

The telepath spell list consists of all enchantment spells from the sorcerer/wizard spell list, all illusion (figment) and illusion (phantasm) spells from the sorcerer/wizard spell list and the following spells:

0-Level Telepath Spells: *ghost sound, message.*

1st-Level Telepath Spells: *alarm, cause fear, comprehend languages, forced quiet^{UM}, interrogation^{UM}, invisibility alarm^{ACG}.*

2nd-Level Telepath Spells: *adoration^{UC}, blindness/deafness, hold person, hypnotic pattern, miserable pity^{UM}, scare, share language^{APG}, share memory^{UM},*

3rd-Level Telepath Spells: *clairaudience/clairvoyance, communal share language^{UC}, locate weakness, seek thoughts, tongues.*

4th-Level Telepath Spells: *fear, locate creature, share senses^{APG}, wall of blindness/deafness^{ACG}.*

5th-Level Telepath Spells: *awaken, contact other plane, feast on fear^{ACG}, hold monster, possess object^{UM}, telepathic bond.*

6th-Level Telepath Spells: *battlemind link^{UM}, legend lore, repulsion, symbol of fear.*

7th-Level Telepath Spells: *expend^{APG}, joyful rapture^{UM}, mass hold person, resonating word, vision.*

8th-Level Telepath Spells: *discern location, frightful aspect^{UC}, mind blank.*

9th-Level Telepath Spells: *communal mind blank^{UC}.*

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PSYCHIC WARRIOR

Masters of the cosmic energy that flows through themselves, psychic warriors embrace a martial tradition that enables them to augment traditionally martial fighting styles with psychic might. Though esoteric in nature, the martial schools of the psychic warrior are many and varied, and it is possible for two psychic warriors with vastly different martial and psychic preferences to face one another upon the field of battle, all but entirely unaware of the innate similarities of their techniques. This occurs because all psychic warriors, regardless of which path or discipline they follow, access their incredible abilities by entering a mystic trance that heightens their combat abilities by augmenting their conscious mind with psychic awareness.

Role: Psychic warriors are as varied on the battlefield as any other warrior, their role in combat is all but completely determined by the martial path that they follow. Whether using their psychic powers to ravage opponents with savage attacks, cloak their movements until the perfect moment to strike, or augmenting their powerful strikes with devastating magic, the psychic warrior seeks to command the battlefield with a daunting display of magic ability and martial mastery.

Alignment: Any.

Hit Die: d8.

Starting Age: As a monk.

Starting Wealth: 5d6 x 10 gp (average 175 gp).

CLASS SKILLS

The psychic warrior's class skills are Climb (Str), Craft (Int), Knowledge (arcana) (Int), Knowledge (history) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the psychic warrior.

Weapon and Armor Proficiencies: Psychic warriors are proficient with all simple and martial weapons, with all types of armor, and with shields (except tower shields).

Spells: A psychic warrior casts psychic spells from the psychic class and psychic warrior spell lists. Only psychic class spells of 6th level and lower and psychic warrior spells are considered to be part of the psychic warrior spell list. If a spell appears on both the psychic class and psychic warrior spell lists, the psychic warrior uses the lower of the two spell levels listed for the spell. The psychic warrior can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a psychic warrior must have a Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a psychic warrior's spell is 10 + the spell's level + the psychic warrior's Intelligence modifier.



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TABLE 7: PSYCHIC WARRIOR

Level	BAB	Fort	Ref	Will	Special
1st	+0	+2	+0	+0	Battle trance, knack, warrior path
2nd	+1	+3	+0	+0	Path magic, path technique
3rd	+2	+3	+1	+1	Rapt concentration +1, trance casting
4th	+3	+4	+1	+1	Path technique
5th	+3	+4	+1	+1	Enhance weapon +1
6th	+4	+5	+2	+2	Path technique, rapt concentration +2
7th	+5	+5	+2	+2	Expanded path
8th	+6	+6	+2	+2	Path technique
9th	+6	+6	+3	+3	Enhance weapon +2, rapt concentration +3
10th	+7	+7	+3	+3	Path technique
11th	+8	+7	+3	+3	Conscious recollection
12th	+9	+8	+4	+4	Path technique, rapt concentration +4
13th	+9	+8	+4	+4	Enhance weapon +3
14th	+10	+9	+4	+4	Path technique
15th	+11	+9	+5	+5	Expanded path, rapt concentration +5
16th	+12	+10	+5	+5	Path technique
17th	+12	+10	+5	+5	Enhance weapon +4
18th	+13	+11	+6	+6	Path technique, rapt concentration +6
19th	+14	+11	+6	+6	Unconscious recollection
20th	+15	+12	+6	+6	Eternal warrior, path technique

Like other spellcasters, a psychic warrior can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given in the **Table 8: Psychic Warrior Spells per Day** above. In addition, she receives bonus spells per day if she has a high Intelligence score.

The psychic warrior's selection of spells is limited. A psychic warrior begins play knowing four 0-level spells and two 1st-level spells of the psychic warrior's choice. At each new psychic warrior level, she learns one or more new spells, as indicated on the **Table 9: Psychic Warrior Spells Known**. Unlike a psychic warrior's spells per day, the number of spells a psychic warrior knows isn't affected by her Intelligence score; the numbers on the **Table 9: Psychic Warrior Spells Known** are fixed.

At 5th level and every 3 levels thereafter, a psychic warrior can choose to learn a new spell in place of one she already knows. In effect, the

psychic warrior 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, and it must be at least 1 level lower than the highest-level psychic warrior spell the psychic warrior can cast. A psychic warrior can 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.

A psychic warrior need not prepare her spells in advance. She can cast any psychic warrior spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Battle Trance (Su): Psychic warriors are able to pool psychic energy within their minds in the form of potential energy, allowing them to enter a battle trance. A psychic warrior can enter a battle trance as a move action. While in a battle trance, the psychic warrior gains a benefit based upon her warrior path (see below).

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TABLE 8: PSYCHIC WARRIOR SPELLS PER DAY

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

If the psychic warrior's concentration is interrupted while she is in a battle trance, she must attempt a concentration check with a +10 bonus to the DC or lose his battle trance and all bonuses associated with it, as if her battle trance was a spell with the thought descriptor that she was concentrating on. A psychic warrior that has lost her battle trance as a result of a failed concentration check cannot enter a battle trance again for 1 minute.

Knacks: Psychic warriors learn a number of knacks, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and can be used again. Knacks cast using other spell slots, due to metamagic feats, for example, consume spell slots as normal.

Warrior Path: Each psychic warrior explores and refines her psychic powers through the mastery of a martial style known that focuses her mind and

hones her body. This style is known as the psychic warrior's path. A psychic warrior's path grants her additional class skills and other special abilities. A psychic warrior must pick one warrior path upon taking her first level of psychic warrior. Once made, this choice cannot be changed.

At 1st level, a psychic warrior gains the battle trance benefit of her warrior path whenever she is in a battle trance. She unlocks additional powers and abilities from her warrior path as she gains additional psychic warrior levels and class features.

Path Magic (Sp): At 2nd level, a psychic warrior gains a pool of innate psychic energy that allows her to flexibly cast spells at her leisure. This ability functions like the psychic magic ability (see *Pathfinder Roleplaying Game Bestiary 5*), with the following exceptions. Each day when the psychic warrior regains her spell slots, she

TABLE 9: PSYCHIC WARRIOR SPELLS KNOWN

Level	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	4	—	—
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

gains an amount of PE based upon her level, as listed on the table below. Any PE she had from the previous day is lost. The psychic warrior can cast any psychic warrior spell she knows by spending an amount of PE equal to the spell's level. If she knows any spells that can be undercast, she can cast an undercast version of the spell by spending an amount of PE equal to the undercast spell's level instead.

Level	Psychic Energy (PE)
1–3	1
4–6	3
7–9	6
10–12	10
13–11	15
16+	21

Path Techniques: Psychic warriors are able to utilize a number of powerful abilities as a result of their training within their various warrior paths. At 2nd level and every 2 levels thereafter, the psychic warrior learns a new path technique from the following list, as well as those listed by his warrior path. A path technique cannot be selected more than once unless noted otherwise. Once a path technique has been selected, it cannot be changed. Some path techniques require the psychic warrior to expend PE from his path magic ability or require him to be in a battle trance. Unless noted otherwise, the saving throw DC for a path technique is equal to $10 + 1/2$ the psychic warrior's level + the psychic warrior's Intelligence modifier.

Bonus Feat: A psychic warrior that selects this path technique gains a bonus feat in addition to those gained from normal advancement. This bonus feat must be selected from those listed

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as combat feats. The psychic warrior must meet the prerequisites for these feats, but she treats her psychic warrior level as her base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for these feats. A psychic warrior can select this technique once at 2nd level, plus one additional time at 6th level and every 4 levels thereafter, up to a maximum of five times at 18th level.

Rapid Trance (Su): After a psychic warrior with this path technique loses her battle trance as a result of a failed concentration check, she can reenter her battle trance after 1 round. A psychic warrior must be at least 8th level before selecting this path technique.

Spell Access: When a psychic warrior selects this path technique, he must select one spell from the bloodrager or magus spell list that is of a psychic warrior spell level he can cast. He adds this spell to the psychic warrior spell list and to his list of psychic warrior spells known as a psychic warrior spell of its bloodrager or magus spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level psychic warrior spell he can cast. The psychic warrior cannot select a spell that is already on the psychic warrior spell list with this technique, and if a spell appears on both the bloodrager and magus spell list, he uses the higher of the two spell levels listed for the spell. This path technique can be selected multiple times.

Spell Trance (Su): A psychic warrior with this path technique adds half her battle trance's bonus on attack rolls to the save DC of spells she casts while in a battle trance (minimum 1). A psychic warrior must be at least 6th level before selecting this path technique.

Telekinetic Strike (Su): A psychic warrior with this path technique can channel the kinetic force of her martial strikes into combat maneuver attempts. She selects one of the following combat maneuvers when she selects this technique: bull rush, disarm, sunder, or trip. Whenever she successfully hits an opponent with a natural or manufactured weapon attack,

she can spend 1 PE from her path magic ability as a free action, even if it isn't her turn, to hit the target with a free attack with the chosen combat maneuver, substituting her attack roll for the combat maneuver check. This combat maneuver doesn't provoke an attack of opportunity. The psychic warrior cannot use this path technique in conjunction with a feat or ability with a similar effect, such as the Shield Slam feat. This technique can be selected multiple times. Each time, the psychic warrior selects a different combat maneuver. A psychic warrior must be at least 6th level before selecting this path technique.

Rapt Concentration (Ex): At 3rd level, a psychic warrior gains a +1 bonus on concentration checks made to avoid losing spells and spell-like abilities for every 3 levels she possesses, up to a maximum of +6 at 18th level. She also receives a bonus on concentration checks to avoid losing her battle trance equal to double the bonus on concentration checks to avoid losing spells and spell-like abilities.

Trance Casting (Su): At 3rd level, a psychic warrior can utilize a variety of meditative techniques in conjunction with her battle trance in order to effortlessly manifest psychic magic. While she is in a battle trance, the psychic warrior can cast any psychic warrior spell she knows with a casting time of 1 round or less as a swift action. In order to cast a spell in this way, she must expend an amount of PE from her path magic ability equal to the spell's level when she casts the spell. Alternatively, the psychic warrior can cast the spell without expending a spell slot by spending an amount of PE equal to twice the spell's level.

When casting a spell in this way, the psychic warrior can only target herself or a weapon she wields, even if it could normally affect other or multiple targets. Spells cast in this way ignore their thought components (if any) and do not provoke attacks of opportunity.

Enhance Weapon (Su): At 5th level, a psychic warrior learns how to enhance her weapons with cosmic energy, granting them additional powers. While in a battle trance, the psychic warrior spend PE from her path magic ability in order to choose one weapon special ability as a swift action

and grant it to any weapon that she wields in her primary hand (including unarmed strikes) for 1 minute. Alternatively, she can add this ability to one natural weapon of her choice. She must spend an amount of PE equal to twice the enhancement bonus that she wishes to grant to her weapons. At 9th level and every 4 levels thereafter, this limit increases by +1, to a maximum of +4 at 17th level. The amount of PE that she must spend in order to use this ability is equal to the granted weapon ability's enhancement bonus.

The psychic warrior can only grant one special weapon ability to her primary hand weapon at a time using this ability. This ability automatically ends when the psychic warrior's battle trance ends, regardless of its remaining duration.

Expanded Path (Ex): At 7th level, a psychic warrior learns the secrets of another path or expands her mastery of her own path. She can choose any warrior path, including the path she chose at 1st level. When she enters a battle trance, she gains the benefits of both her primary path and her chosen expanded path. In addition, she adds her expanded path's list of path techniques to the list of techniques that she selects whenever she gains a new path technique. If the psychic warrior chooses to expand her mastery of her primary path, she gains the greater path ability of that psychic path.

At 15th level, the psychic warrior can select a second expanded path or increase her understanding of her primary path. If she chooses a second expanded path, she gains the benefits of her second expanded path whenever she enters a battle trance in addition to the benefits of her primary path and secondary path, and she adds her second expanded path's list of path techniques to the list of techniques that she selects from whenever she gains a new path technique. If she chooses to expand her primary path or her expanded path, she gains the greater path ability of that psychic path, or the true path ability if she already possesses its greater path ability.

Conscious Recollection (Su): At 11th level, when a psychic warrior regains her spell slots, she can decide to spend 1 or more PE from her path magic ability, up to her Intelligence bonus. For each point

she expends, she can treat any one spell from the psychic spell list as if it were a spell known for her and she can cast that spell as normal for 24 hours or until the next time she regains her spell slots. She can only cast spells selected in this manner while she is in a battle trance.

Unconscious Recollection (Su): At 19th level, a psychic warrior can use her conscious recollection ability to add spells from the psychic warrior spell list whenever she wishes. Doing so requires 1 minute of meditation, after which the psychic warrior spends 1 or more PE from her path magic ability. The amount of PE that the psychic warrior spends adding spells to her spell list with the conscious recollection and unconscious recollection abilities cannot exceed her Intelligence bonus.

Eternal Warrior (Su): At 20th level, a psychic warrior can enhance her trance with pure psychic power. While in her battle trance, the psychic warrior substitutes her class level for her base attack bonus and gains a +5 competence bonus on all ability checks, attack rolls, damage rolls, initiative checks, saving throws, and skill checks. She also gains a +5 dodge bonus to her Armor Class and increases her base speed by 25 ft. This trance lasts 1 minute, and she can use this ability once per day.

WARRIOR PATHS

The following are the most common warrior paths chosen by psychic warriors. Members of these paths are not necessarily bound together by a single martial tradition, but some organizations do exist that are comprised of psychic warriors that all belong to one specific warrior path.

Spells marked with an asterisk (*) are new spells described in *Ultimate Occult*.

ASCETIC

Masters of psychic perception and coordination as well as unarmed combat, psychic ascetics manipulate their psychometabolic energies in order to strike fast and true using nothing more than their natural weapons.

Class Skills: A psychic ascetic adds Escape Artist (Dex) and Survival (Wis) to her list of class skills.

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Battle Trance: The psychic ascetic gains a +1 bonus on attack rolls made with natural attacks and unarmed strikes. This bonus increases by +1 at 5th level and every 4 levels thereafter.

Greater Trance: The psychic ascetic gains a bonus on damage rolls made with natural attacks and unarmed strikes equal to the bonus on attack rolls that she gains from her battle trance.

True Trance: When the psychic ascetic makes a full attack, she can make one additional unarmed strike or attack twice with one natural weapon. This attack is made at her full base attack bonus.

Path Techniques: A psychic ascetic can choose from the following path techniques in addition to the general list of path techniques available to all psychic warriors.

Ascetic Ki (Su): Whenever a psychic ascetic makes a full attack, she can spend 1 PE from her path magic ability in order to make an additional attack at her highest base attack bonus. This technique counts as the ki pool class feature for the purpose of meeting the prerequisites of combat feats, and the psychic ascetic can spend PE from her path magic ability to gain the benefit of her combat feats as if she were spending an equal number of ki points.

Ascetic Maneuvers (Su): Whenever a psychic ascetic with this technique hits an opponent with an unarmed strike or natural attack, she can choose to spend 1 PE from her path magic ability to also hit the opponent with a free bull rush, disarm, or trip attack, substituting her attack roll for the combat maneuver check. Using this technique does not require an action, but she must declare its use before her attack roll is made. Combat maneuvers made in this manner do not provoke an attack of opportunity. If bull rushing an opponent in this manner, opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance, and the psychic ascetic may choose to move with her target if she is able to take a 5-foot step or to spend an action to move this turn.

Ascetic Strike (Su): A psychic ascetic with this talent treats her unarmed strikes and natural

attacks as magic weapons for the purpose of overcoming damage reduction. At 7th level, her unarmed strikes and natural attacks also count as cold iron and silver weapons for the purpose of overcoming damage reduction. At 11th level, the psychic ascetic chooses one component of her alignment (chaotic, evil, good, or lawful) and treats his weapon as though it were a weapon of the chosen alignment for the purpose of overcoming damage reduction. Neutral psychic ascetics may choose any one alignment for this purpose; once chosen, it cannot be changed. At 17th level, her unarmed strikes and natural attacks also count as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness. The psychic ascetic only gains these benefits while in a battle trance.

Enhanced Metamorphosis (Su): Whenever a psychic ascetic with this technique casts any version of *metamorphosis**, she can spend an amount of PE from her path magic ability equal to the spell's level in order to gain one additional ability from the list of minor abilities available to that spell. This doesn't stack with similar abilities, such as an egoist's enhanced metamorphosis vocation power.

Master of Metamorphosis (Su): Whenever a psychic ascetic with this technique casts any version of *metamorphosis**, she can spend an amount of PE from her path magic ability equal to the spell's level in order to empower the spell's benefits. She increases all numeric bonuses granted by the spell (such as size bonuses to ability scores or natural armor) by 50%, but the spell's duration is reduced to 1 round per caster level. If the spell's duration was already 1 round per caster level, reduce the spell's duration by half instead. This doesn't stack with similar abilities, such as an egoist's empowered transmutation vocation power. The psychic ascetic must be in a battle trance to use this technique, and when she leaves his battle trance any metamorphosis spells that he is benefiting from that have been modified by this technique immediately end, regardless of their remaining durations.

Practiced Blows (Ex): As a swift action, a psychic ascetic with this technique can enter a



special stance that enhances the kinetic force of her attacks at the cost of her other natural abilities. While using this technique, the psychic warrior can use her psychic warrior levels as monk levels for determining the amount of damage dealt with an unarmed strike, but she cannot make attacks with any natural weapon while doing so. She can end the benefit of this technique at the start of each of her turns as a swift action. A psychic ascetic cannot start and end the benefit of this technique in the same round, regardless of the number of swift actions she can make.

ASSASSIN

Using illusory and telepathic powers, psychic assassins are able to skulk unnoticed past even the most scrutinizing of eyes before setting up the perfect strike against their mark.

Class Skills: A psychic assassin adds Disable Device (Dex) and Stealth (Dex), to her list of class skills.

Battle Trance: The psychic assassin can make a sneak attack, as per the rogue class feature of the

same name. At 1st level, her sneak attack damage is +1d6. This extra damage increases by +1d6 at 5th level and every 4 levels thereafter.

Greater Trance: The psychic assassin adds +1 damage per sneak attack damage die to the damage dealt by her sneak attack. This benefit only applies to sneak attack damage dice gained from the psychic assassin's battle trance.

True Trance: The psychic assassin can deal sneak attack damage to creatures with concealment (but not total concealment). If she also has the Shadow Strike feat, this allows her to deal sneak attack damage to creatures with total concealment instead. In addition, the psychic assassin can take a swift action, a move action, and a standard action during any surprise round in which she acts.

Path Techniques: A psychic assassin can choose from the following path techniques in addition to the general list of path techniques available to all psychic warriors.

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Assassinate (Ex): A psychic assassin with this path technique can kill foes that are unable to defend themselves. To attempt to assassinate a target, the psychic assassin must first study her target for 3 full rounds; she can reduce this to 1 round by spending 4 PE from her path magic ability when she does so. After she finishes studying her target, if the psychic assassin makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the psychic assassin as an enemy. If the sneak attack is successful, the target must attempt a Fortitude saving throw. If the target fails this save, it dies; otherwise, the target takes the sneak attack damage as normal and is then immune to that psychic assassin's assassinate ability for 24 hours. A psychic assassin must be at least 10th level before selecting this technique.

Assassin's Study (Su): A psychic assassin can focus her mind while in a battle trance, allowing her to make her spells and abilities more dangerous. Whenever she uses a path technique (including a class ability from another class she selected in place of a path technique), the psychic assassin can spend PE from her path magic ability as a swift action to gain an insight bonus on the spell or ability's save DC equal to the amount of PE spent in this manner. The psychic assassin must be in a battle trance in order to use this ability, and the amount of PE spent cannot exceed the number of sneak attack damage dice she gains from her battle trance (maximum +5).

Assassin's Venom (Su): A psychic assassin with this path technique adds the competence bonus on attack rolls from her battle trance to the save DC of any poisons he applies to his weapons, as well as to the save DC of any spells with the poison descriptor that he casts. The psychic assassin must have the poison use technique before selecting this technique.

Cloak Dance (Su): A psychic assassin with this path technique can obscure her position as a move action, granting her concealment until

the end of her next round. The psychic assassin cannot use this ability to make Stealth checks.

Slayer Talent: A psychic assassin can select a slayer talent^[superscript]ACG in place of a path technique. She cannot select the ranger combat style slayer talent in this manner. Any talent effects based on slayer level use the psychic assassin's class level. If the slayer talent has a prerequisite, the psychic assassin must fulfill the prerequisite before taking that slayer talent. This technique can be selected multiple times; each time, it grants the psychic warrior a new slayer talent.

Spontaneous Sneak Attack (Su): A psychic assassin with this path technique can deal her sneak attack damage to a creature that she isn't flanking or that isn't denied its Dexterity bonus to AC against her attack. She can use this ability as a free action, even if it isn't her turn, by spending 2 PE from her path magic ability. Each use of this technique applies only to a single attack that the psychic assassin makes.

DERVISH

Unmatched in mobility and grace, psychic dervishes use their psychoportative powers to teleport deftly across the battlefield, unleashing a barrage of rapid weapon attacks with two weapons as they travel.

Class Skills: A psychic dervish adds Acrobatics (Dex) and Escape Artist (Dex) to her list of class skills.

Battle Trance: The psychic dervish gains a +1 bonus on attack rolls whenever she is fighting with two weapons or moves 10 or more feet before attacking. This bonus increases by +1 at 5th level and every 4 levels thereafter.

Greater Trance: The psychic dervish can fight with two weapons as a standard action, allowing her to make two attacks at her highest attack bonus while applying the normal penalties for fighting with two weapons to each attack.

True Trance: When fighting with two weapons, the psychic dervish adds her battle trance bonus on attack rolls to damage rolls made with both her primary and off-hand weapons. If she wields multiple off-hand weapons, this benefit applies only to one off-hand weapon.

Path Techniques: A psychic dervish can choose from the following path techniques in addition to the general list of path techniques available to all psychic warriors.

Acrobatic Assault (Ex): When a psychic dervish with this path technique is adjacent to a wall or objective that is capable of bearing her weight, she can attempt to use that object to gain leverage over an opponent. As a swift action, she attempts an Acrobatics check against the CMD of one creature that she is threatening. This provokes an attack of opportunity from all opponents except the target. If her check succeeds, she treats all melee attacks that she makes against the target as if she were flanking it until the end of her turn.

Dervish's Charge (Su): When a psychic dervish with this path's techniques charges or uses the run action, she can make one turn of up to 90 degrees during her movement. All other restrictions on charges or running still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature, and you must still have line of sight on an opponent in order to charge it.

Dervish's Jaunt (Sp): A psychic dervish with this path technique can spend 1 PE from her path magic ability whenever she uses a move action or withdraw action to move up to 10 feet per psychic dervish level to any location she can see. This counts as 5 feet of movement. She can only use this ability once per round. She does not provoke attacks of opportunity when moving in this way, but any other movement she attempts as part of her move action provokes as normal.

Enhanced Speed (Su): A psychic dervish with this path technique gains an enhancement bonus to her base speed equal to 5 feet per point of attack bonus from her battle trance. The psychic dervish only gains this benefit while in a battle trance.

Guerilla Attack (Ex): A psychic dervish with this path technique gains Spring Attack as a bonus feat, ignoring its prerequisites. When she uses Spring Attack, she can spend 1 PE from

her path magic ability as a swift action in order to make two attacks at any point during her movement; one with her primary hand weapon and one with her off-hand weapon. If she targets two different creatures in this manner, neither opponent can make attacks of opportunity against her as a result of her movement. A psychic warrior must be at least 6th level before selecting this technique.

Wall Runner (Su): When a psychic dervish with this path technique moves, she can travel across vertical surfaces as if they were floors. Moving across a vertical surface in this manner costs double movement. Spells and effects like *feather step* and *freedom of movement* cannot reduce this cost. If her movement doesn't end on a horizontal surface, the psychic dervish falls at the end of her move unless she is able to remain in place using another ability (such as using the Climb skill to cling to a handhold). The vertical surface must be capable of supporting the psychic dervish's weight—for example, she couldn't move across a windowpane or curtain. A psychic warrior must be at least 10th level before selecting this technique.

DUELIST

Unrivaled in their graceful poise and cunning defenses, psychic duelists use their psychic powers to plan perfect parries before striking unaware foes for devastating amounts of damage.

Class Skills: A psychic duelist adds Acrobatics (Dex) and Bluff (Cha) to her list of class skills.

Battle Trance: The psychic duelist gains a +1 bonus on attack rolls whenever she is wielding a light or one-handed weapon. She doesn't gain this benefit when attacking with a weapon in her other hand or using a shield other than a buckler.

Greater Trance: The psychic duelist gains the benefits of the Improved Critical feat with any light or one-handed weapon she is wielding. Whenever she scores a successful critical hit, she adds her battle trance's attack roll bonus to the damage done; this additional damage is added to the final total, and is not multiplied by the critical hit's damage multiplier. She doesn't gain either of these benefits when attacking with a weapon in her other hand or using a shield other than a buckler.

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True Trance: The psychic duelist doubles her battle trance's bonus on attack rolls made to confirm a critical hit.

Path Techniques: A psychic duelist can choose from the following path techniques in addition to the general list of path techniques available to all psychic warriors.

Evasion (Ex): A psychic duelist with this path technique gains evasion, as the rogue class ability. A psychic duelist must be at least 8th level before selecting this path technique.

Evasive Trance (Su): A psychic duelist with this path technique adds her battle trance's bonus on attack rolls to all Reflex saves that she makes.

Mighty Thrust (Su): A psychic duelist with this path technique can spend 1 PE from her path magic ability as a swift action to deal damage with one light or one-handed weapon that she wields based on the damage of the warpriest's sacred weapon class feature (see *Pathfinder Roleplaying Game Advanced Class Guide*), treating her psychic warrior level as her warpriest level. This ability only functions while the psychic duelist wields the weapon. If dropped or taken, the weapon resumes possessing this ability if it is returned to the psychic duelist before the duration expires. This effect lasts for 10 minutes per psychic warrior level she possesses, and she doesn't gain this benefit when attacking with a weapon in her other hand or using a shield other than a buckler.

Psychic Deed (Ex): A psychic duelist can select a swashbuckler deed from the following list in place of a path technique, provided a swashbuckler of her psychic warrior level can use the selected deed. The psychic duelist treats her path magic ability as her panache pool and her psychic warrior level as her swashbuckler level for the purpose of this deed. The deeds available to the psychic duelist are: derring-do, dizzying defense, dodging panache, menacing swordplay, precise strike, subtle blade, superior feint, swashbuckler initiative, and targeted strike.

Telekinetic Combat (Su): A psychic duelist with this path technique can cast telekinetic

spells and wield her weapons at the same time. This functions like a magus's spell combat ability, except a psychic duelist can only cast *telekinesis*, spells with the force descriptor, and spells with "telekinetic" in their name when using this ability. Using this ability to cast a spell in her off-hand doesn't count as attacking with a weapon in her other hand for the purpose of determining if she receives a benefit from her battle trance or her path techniques. (This spell doesn't gain any of the benefits of such abilities, however.)

Uncanny Dodge (Ex): A psychic duelist with this path technique gains uncanny dodge, as per the rogue class feature of the same name. This technique can be selected once at 2nd level and a second time at 8th level. If selected a second time, the psychic duelist gains improved uncanny dodge, as per the rogue class feature of the same name. The psychic duelist is treated as a rogue of her swashbuckler level for the purpose of these abilities.

GUARDIAN

Veritable bastions of defense and protection, psychic guardians use their mighty psychic abilities to protect themselves and their allies from harm.

Class Skills: A psychic guardian adds Intimidate (Cha) and Sense Motive (Wis) to her list of class skills.

Battle Trance: The psychic guardian gains a +1 bonus on attack rolls made against an opponent that threatens one or more of his allies. This bonus increases by +1 at 5th level and every 4 levels thereafter.

Greater Trance: Creatures that are threatened by the psychic guardian take a penalty on all attack rolls made against creatures other than her. This penalty is equal to the psychic guardian's battle trance bonus on attack rolls.

True Trance: The psychic guardian gains DR 5/—.

Path Techniques: A psychic guardian can choose from the following path techniques in addition to the general list of path techniques available to all psychic warriors.

Combat Healer (Su): A psychic guardian with this path technique can cast any spell that she knows that heals hit point damage as a swift action by spending an amount of PE from her path magic ability equal to the spell's level. She can cast a healing spell with her path magic ability in this manner by spending twice as much PE to cast the spell.

Cushion the Blow (Su): A psychic guardian with this path technique can attempt to minimize the damage of a single attack or spell as an immediate action. She must use this ability before the result of the attack's damage roll is revealed. All variable damage dealt by the cushioned attack is minimized (treat all dice rolled as if the result were a 1). If the attack targeted multiple creatures, the damage dealt is only minimized for the psychic guardian. A psychic guardian must spend 1 PE from her path magic ability in order to use this technique.

Emergency Movement (Su): Whenever an ally that the psychic guardian can see becomes the target of a melee or ranged attack, she can move up to her speed towards that ally as an immediate action by spending 1 PE from her path magic ability for every 10 feet of movement (minimum 1 PE). If this movement puts the psychic guardian adjacent to the ally, she can automatically redirect the attack to target her instead, or if the attack targets an area she can grant her ally cover against the attack by taking a -4 penalty on her Reflex saving throw. The guardian cannot benefit from evasion or improved evasion when granting an ally cover in this manner.

Guardian's Intercept (Ex): A psychic guardian with this path technique gains Bodyguard^{APG} as a bonus feat, even if she doesn't meet its prerequisites. While in a battle trance, the psychic guardian increases the bonus on attack rolls, AC, skill checks, or saving throws that she grants to an ally who she aids with the aid another action by an amount equal to her battle trance's bonus on attack rolls. This bonus doesn't stack with similar bonuses from other class abilities, such as an order of the dragon cavalier's aid allies ability.



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Guardian's Precognition (Su): A psychic guardian with this path technique gains a dodge bonus to her AC equal to half the bonus on attack rolls that she gains from her battle trance.

Psychic Vitality (Su): A psychic guardian with this path technique gains 2 temporary hit points per Hit Die whenever she enters a battle trance. These temporary hit points are lost first when a character takes damage, disappear when the battle trance ends, and are not replenished if the psychic warrior enters a battle trance again within 1 minute of her previous battle trance.

MARKSMAN

With impeccable aim accuracy augmented by their psychic powers, psychic marksmen use their psychic powers to strike true with any ranged weapon from impossible distances.

Class Skills: A psychic marksman adds Knowledge (engineering) (Int) and Sleight of Hand (Dex) to her list of class skills.

Battle Trance: The psychic marksman gains a +1 bonus on all ranged attacks. This bonus increases by +1 at 5th level and every 4 levels thereafter.

Greater Trance: The psychic marksman reduces the penalty for attacking with a ranged weapon beyond one range increment by an amount equal to her battle trance's ranged attack bonus (minimum 0). This stacks with the benefits of the Far Shot and Distance Thrower^{UC} feats.

True Trance: The psychic marksman doesn't provoke attacks of opportunity when loading or attacking with ranged weapons. In addition, he gains the benefits of the Pinpoint Targeting feat.

Path Techniques: A psychic marksman can choose from the following path techniques in addition to the general list of path techniques available to all psychic warriors.

Automatic Reload (Su): A psychic marksman with this path technique can telekinetically reload her ranged weapons. As a standard action, the psychic marksman can designate one ranged weapon to be reloaded automatically. While wielding a designated weapon, the psychic marksman can reload the weapon without using an action, even if it isn't her turn or both her

hands are full. Reloading her weapon in this manner doesn't provoke an attack of opportunity. Ammunition fired in this manner still consumes a projectile. Once a weapon is designated, this effect lasts for a number of rounds equal to the psychic marksman's level. A psychic marksman must spend 1 PE from her path magic ability in order to designate a weapon with this technique.

Crippling Assault (Su): A psychic marksman with this path technique can attempt to stun one creature within 30 feet that she successfully hits with a ranged attack (including a thrown melee weapon). She must declare that she is using this technique before she makes her attack roll (thus, a failed attack roll ruins the attempt). If the target is damaged by the attack, it must succeed on a Fortitude save or become stunned for 1 round in addition to the weapon's usual damage. A psychic marksman must spend 1 PE from her path magic ability in order to use this technique.

Distance Shot (Su): A psychic marksman with this path technique increases the number of ranged increments that she can attack at with ranged weapons by an amount equal to her trance's competence bonus on ranged attacks.

Psychic Rebound (Su): A psychic marksman with this technique can imbue her ranged attacks with a bit of her consciousness, allowing her attacks to rebound and strike its target even after the psychic marksman misses with an attack. When the psychic marksman makes a ranged attack and misses, she can spend 1 PE from her path magic ability as a free action, even if it isn't her turn, in order to reroll the attack. She may only reroll an attack if her original result was equal to or exceeded the target's touch AC.

Seeking Shot (Su): A psychic marksman with this technique with psychic power, making her attacks more likely to strike concealed foes. When the psychic marksman makes a ranged attack against a foe with concealment or total concealment, she may spend 1 PE from her path magic ability as a free action, even if it isn't her turn, to roll her miss chance twice and use the more favorable result. She must declare that she is using this ability before she rolls for concealment.

Trick Shot (Ex): Choose one of the following combat maneuvers or actions: dirty trick, disarm, feint, sunder, or trip. A psychic marksman with this path technique can perform this action with a ranged attack against any target within 30 feet. He doesn't gain his trance's competence bonus on attack rolls on this combat maneuver check. This technique can be selected multiple times. Each time, it applies to a different action.

REAYER

Mighty and terrible warriors, psychic reayers combine awesome strength with deadly psychic powers to bring ruin and devastation to their enemies.

Class Skills: A psychic reayer adds Intimidate (Cha) and Ride (Dex) to her list of class skills.

Battle Trance: The psychic reayer gains a +1 bonus on attack rolls made with two-handed weapons. This bonus increases by +1 at 5th level and every 4 levels thereafter.

Greater Trance: The psychic reayer gains a bonus on damage rolls made with two-handed weapons equal to the attack roll bonus granted by her battle trance.

True Trance: When the psychic reayer hits an opponent with damage reduction with a melee attack, she ignores an amount of DR with her attack equal to her battle trance's bonus on attack rolls. The psychic reayer can ignore DR/- with this ability, but not DR/epic.

Path Techniques: A psychic reayer can choose from the following path techniques in addition to the general list of path techniques available to all psychic warriors.

Brace for Impact (Ex): A psychic reayer with this path technique can steel herself against harm by protecting her vitals with her weapon and armor as a move action, granting her DR/- equal to her battle trance's bonus on attack rolls until the start of her next turn. This stacks with the DR granted by her true trance ability, but not with other sources of DR.

Deep Impact (Su): A psychic reayer with this path technique can attempt to pierce her opponent's armor (including natural armor) when she attacks. Whenever the psychic reayer attacks with a two-handed melee weapon as part

of an attack action, she can resolve her attack against the target's touch AC rather than its AC. She must declare that she is using this technique before she makes her attack roll. A psychic reayer may use this technique a number of times per day equal to her level.

Mounted Reayer (Su): Whenever a psychic reayer with this talent is mounted, her mount gains a bonus on attack rolls made with its natural attacks equal to her battle trance bonus on attack rolls. This benefit only applies to trained animals that the psychic reayer rides. This ability only applies to an animal companion if the psychic reayer possesses an empathic link with it (as the animal companion special ability).

Rage Powers (Ex): A psychic reayer can select a barbarian rage power (except bloodrage powers and totem rage powers) in place of a path technique. She gains the benefit of this rage power while in a battle trance. Any rage power effects based on barbarian level use the psychic reayer's class level. If the rage power has a prerequisite, the psychic receiver must fulfill the prerequisite before taking that rage power, treating her psychic warrior levels as barbarian levels for this purpose. This technique can be selected multiple times; each time, it grants the psychic reayer a new rage power.

Reayer Maneuvers (Su): Whenever a psychic reayer with this technique hits an opponent with a melee attack, she can choose to spend 1 PE from her path magic ability to also hit the opponent with a free bull rush, reposition, sunder, or trip attack, substituting her attack roll for the combat maneuver check. Using this technique does not require an action, but the psychic reayer must declare its use before her attack roll is made. Combat maneuvers made in this manner do not provoke an attack of opportunity. If bull rushing an opponent in this manner, opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance, and the psychic reayer may choose to move with her target if she is able to take a 5-foot step or to spend an action to move this turn.

Reayer Tactics (Ex): A psychic reayer with this talent doesn't take a -2 penalty to AC when she uses the Cleave feat, Lunge feat, or when she charges.

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ARCHETYPES

The following archetypes are available to the mentalist hybrid class and the occultist, psion and psychic warrior base classes. For more information on the occultist class, see *Pathfinder Roleplaying Game Occult Adventures*. For more information regarding selecting and combining archetypes, see the archetype rules in Chapter 2 of *Pathfinder Roleplaying Game Advanced Class Guide*.

MENTALIST

Masters of the mind and absolute manipulators of the cosmic energies that form all of reality, the mentalist is capable of bending both reality and the way mortals perceive it through subtle ploys and masterful spellcasting.

HYPNOTIST (ARCHETYPE)

Specializing in affecting the minds of others with cunning illusions and powerful compulsions, hypnotists are able to subtly direct their subjects like puppets on strings.



Hypnotist's Stare (Su): At 1st level, a hypnotist gains the hypnotic stare and painful stare abilities, using her mentalist level as her effective mesmerist level. This ability counts as the painful stare class ability for the purpose of meeting the prerequisites of stare feats, and the hypnotist's mentalist levels count as mesmerist levels for this same purpose. In exchange, a hypnotist gains only one psychic sphere at 1st level, and she cannot select the metacreativity or psychokinetic spheres. She continues to gain additional spheres at the levels indicated on **Table 1: Mentalist**. This ability alters spheres and replaces the mentalist ploy gained at 1st level.

Bold Stare (Su): Beginning at 4th level, a hypnotist can select a bold stare, as the mesmerist class ability, in place of a mentalist ploy. She can choose up to one bold stare at 3rd level, plus one additional bold stare at 4th level and every 4 levels thereafter. This ability alters mentalist ploys.

MENTAL SCION (ARCHETYPE)

Although most mentalists manipulate their personal psychic energy with as easily as the energies that exist around them, the mental scion eschews such practices in order to focus herself on the exterior world.

Psychic Focus (Su): At 1st level, a mental scion gains the psychic focus ability, using her mentalist level as her effective psion level. In exchange, a mental scion gains only one psychic sphere at 1st level, though she continues to gain additional spheres at the levels indicated on **Table 1: Mentalist**. In effect, she reduces the total number of spheres she can choose by 1. This ability alters spheres.

Psychic Release: Beginning at 3rd level, a mental scion can select a psychic release, as the psion class ability, in place of a mentalist ploy. She can choose up to one psychic release at 3rd level, plus one additional psychic release at 4th level and every 4 levels thereafter. This ability alters mentalist ploys.

OCCULTIST

Possessors of a thousand unique items and more, the occultist is a scholar and historian who utilizes the weird properties of his collection of relics to cast powerful, psychic spells.

BIZARRIST (ARCHETYPE)

Sometimes called “bizarre magicians,” a bizarrist is a performing reliquarian who possesses a trove of weird relics and strives to learn and share the story of each and every occult object in his care.

Bizarrist Magic: A bizarrist adds one of the following spells of each level he can cast to his list of spells known. Whenever the bizarrist gains a new implement school, he can choose to add one of the following spells to his list of spells known instead of a spell from that implement school’s spell list. This ability alters spells.

1st-Level: *chord of shards*^{UM}, *saving finale*^{APG}, *toilsome chant*^{ARG} (a bizarrist of any race can cast this spell, provided one of his implements is associated with dwarves)

2nd-Level: *allegro*^{UM}

3rd-Level: *exquisite accompaniment*^{UM} (can use any implement instead of an instrument), *reviving finale*^{APG}

4th-Level: *heroic finale*^{APG}, *song of healing*^{ISM}, *virtuoso performance*^{UM}

5th-Level: *shadowbard*^{UM}, *stunning finale*^{APG}

6th-Level: *deadly finale*^{APG}

Reliquarian Performance (Su): A bizarrist gains the ability to deliver a select number of supernatural and spell-like performances by psychically enamoring friend and foe alike with the mysteries and histories of his occult objects. This ability is similar in all respects to bardic performance as used by a bard of the same level (including interactions with feats, spells, and prestige classes), using Perform (oratory) as the bizarrist’s performance skill. However, a bizarrist gains only the following type of bardic performance: countersong, fascinate, and inspire courage at 1st level; inspire competence at 8th level; suggestion at 12th level; and mass suggestion at 16th level.

A bizarrist only gains access to one implement school at 1st level; he gains additional implement schools at the normal pace at subsequent levels, however. In effect, the bizarrist always has one implement fewer than the standard occultist. This ability alters implements and replaces magic circles, binding circles, and fast circles.

Bardic Masterpiece: At 8th level and every 4 levels thereafter, a bizarrist gains a bardic masterpiece (see the bard section of Chapter 1 in *Pathfinder Roleplaying*

Game Ultimate Magic). He must possess the required number of perform skill ranks and be able to cast occultist spells of a level equal to half the required number of perform skill ranks in order to select a bardic masterpiece in this manner, but he does not need to spend a spell known or a feat in order to learn the masterpiece. This ability replaces outside contact.

Psion

Masters of the mind and shapers of cosmic energy, psions are the most versatile of psychic spellcasters, capable of dabbling in a wide variety of useful magical spells and empowering those same spells with rigorous focus and resolve.

VITALIST (ARCHETYPE)

Although all egoists are able to repair the body, vitalists are masters of applying psychometabolic magic to mend wounds. Perhaps even more astounding, a vitalist is able to psychically transfer cosmic energy between creatures that he has personally attuned to, optimizing the application of his healing powers by assuring that each of his allies receives precisely the amount of healing they need in order to survive even the most traumatizing wounds.

Narrow Vocation: A vitalist must choose the egoist method. Transmutation (polymorph) spells aren’t considered to be on the egoist spell list for a vitalist. This ability alters vocation.

Collective (Su): Vitalists are able to psychically link willing minds together into a singularity known as a collective. As a standard action, a vitalist can unite a number of willing targets into his collective equal half his psion level + his vocation ability score modifier, one of which must be the vitalist himself. The vitalist cannot bring a creature that he cannot see into his collective, and he can remove a creature from his collective as a free action, even if it isn’t his turn. If any member of the collective is ever more than 30 feet from the vitalist, that creature is automatically expelled from his collection and cannot rejoin until the vitalist spends another standard action to rejoin the creature to the collective.

Whenever a member of his collective heals any amount of ability damage or hit point damage from a spell or spell-like ability that the vitalist cast, he may choose to redirect some or all of that healing to one or

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more other willing members of the collective as a free action. This ability can transfer instantaneous healing (such as a *cure light wounds* spell) as well as healing from ongoing effects (such as fast healing). The vitalist cannot redistribute healing in this manner if the original recipient of the healing is unwilling. Healing redistributed to another creature does not benefit the original recipient. This ability does not change the source of the healing, and the vitalist cannot redistribute healing to a creature that wouldn't normally be healed by the original source. For example, a vitalist cannot redistribute healing from a *cure light wounds* spell to an undead creature. Furthermore, the vitalist cannot redistribute an effect that doesn't heal its original recipient, even if that effect would heal a different creature if redistributed. For example, a vitalist cannot redistribute the healing from a cleric's channel positive energy ability from an undead creature to himself because the undead creature wouldn't have healed any ability damage or hit point from the effect. This ability replaces psychic focus.

Vocation Magic (Su): This ability functions like the standard psion ability of the same name, except the vitalist doesn't need to be psychically focused in order to cast spells using vocation magic. This ability alters vocation magic.

Transfer Wounds (Su): At 3rd level, a vitalist learns how to transfer wounds with a touch. Each day he can use this ability a number of times per day equal to 1/2 his psion level plus his Wisdom modifier. With one use of this ability, a vitalist can heal up to 1d6 points of damage for every 2 psion levels he possesses from one creature other than himself. The vitalist chooses the number of d6s he rolls each time he uses this ability. The vitalist takes an amount of nonlethal damage equal to the amount of healing that his target healed each time he uses this ability. This ability has no effect on nonliving creatures. This ability replaces the psychic release gained at 3rd level.

Vitalist Methods (Su): At 7th level and every 4 levels thereafter, a vitalist masters an esoteric technique that allow him to more efficiently manipulate the cosmic energy of his collective. Methods marked with an asterisk (*) add effects to the vitalist's transfer wounds. Only one of these methods can be applied to an individual use of transfer wounds, and the decision must be made

before the vitalist touches his target. This ability replaces the psychic releases gained at 7th level, 11th level, 15th level, and 19th level.

Commune: A vitalist with this method can create a commune of potential healing that members of his collective can access at their leisure. Whenever he redistributes an effect that heals hit point damage among his collective, the vitalist can store some or all of this healing into his collective's commune. As a standard action, any member of the collective can reduce the total amount of healing within the commune to heal an equal amount of hit point damage. The commune can contain up to 5 hit points of healing per vitalist level, and a collective member accessing this healing can withdraw any amount that she wishes when doing so, provided that all members of the collective are willing. Healing stored within the commune lasts 24 hours, or until the vitalist meditates to regain his spell slots; whichever occurs first.

Enhanced Healing: Whenever a vitalist with this method casts a cure spell, the maximum number of hit points healed is based on his psion level, not the limit based on the spell. For example, an 11th-level vitalist with this method may cast *cure light wounds* to healing 1d8+11 hit points instead of the normal 1d8+5 amount.

Expanded Collective: A vitalist with this method learns to expand the radius of his collective, allowing him to maintain contact with members that are further away. He no longer needs line of sight to add a creature to his collective, and a creature is not expelled from his collective until it is more than 100 feet from the vitalist.

Guardian's Sacrifice*: When a vitalist with this method uses transfer wounds, his target gains a number of temporary hit points equal to 1/2 his psion level in addition to the ability's normal effects. These temporary hit points last 1 minute and do not stack with other temporary hit points.

Health Sense: A vitalist with this method can gauge the health and vitality of one member of his collective as a swift action, providing him information as if he had used *analyze aura*^{OA} to learn information about the target's health aura. After analyzing a creature's health aura in this manner, the vitalist gains a bonus on the next Heal

check that he makes to help the target equal to half his psion level. In addition, he gains a +4 bonus on caster level checks to dispel curses, diseases, poisons, and similar harmful effects from the target.

Life Link: A vitalist with this method can instantly take on another creature's wounds instinctually. Each round at the start of his turn, if any member of the vitalist's collective is wounded for 5 or more hit points below its maximum hit points, he may allow that member to heal 5 hit points of damage by taking 5 hit points of damage himself as a free action. The vitalist can use this ability a number of times per round equal to the number of members in his collective, but no more than once per member.

Mender's Touch:* When a vitalist with this method uses transfer wounds, his target heals an additional number of hit points equal to the vitalist's level. The vitalist does not take this additional healing as from his transfer wounds ability.

Regenerative Pulse: A vitalist with this method can unleash a pulse of psychometabolic energy that revitalizes the members of his collective. This functions like a cleric's ability to channel positive energy, except only members of the vitalist's collective are affected and the vitalist can only use this ability to heal. Using this method consumes two uses of his transfer wounds ability. A vitalist uses his level as his effective cleric level when using regenerative pulse.

This ability uses psychometabolic energy to heal rather than positive or negative energy, allowing him to heal any living creature in his collective when he uses this ability, even creatures with negative energy affinity.

Soulthief:* When a vitalist with this method uses transfer wounds, he can choose to instead deal up to 1d6 points of damage per 2 psion levels he possesses to the target. The vitalist must succeed on a touch attack in order to touch an unwilling creature. If he is successful, he gains a number of temporary hit points equal to the damage dealt. These temporary hit points last for 1 minute and do not stack with other temporary hit points. The target can attempt a Fortitude save to reduce the damage by half.

Supernatural Collective: A vitalist with this method can redistribute healing from extraordinary and supernatural abilities, provided those abilities have limited uses per day, such as rounds per day or uses per day. For example, the vitalist could redistribute healing from a cleric's channel energy or a paladin's lay on hands, but not a troll's regeneration.

Vocation Powers (Su): A vitalist gains vocation powers, just as a standard psion does. If he possesses a vocation power that requires him to expend his psychic focus, he can instead use that power by expending two uses of his transfer wounds. Expending uses of transfer wounds in this manner requires the same action that a psion expending his psychic focus would need to use to activate the vocation power. For the purpose of any vocation power that relies on the caster level bonus of the psion's psychic focus, the vitalist has a bonus equal to 1/4 his psion level (to a maximum of +5 at 20th level).

In addition to the list of vocation powers available to an egoist psion, a vitalist has access to the following vitalist vocation power. This ability alters vocation powers.

Vitalist Method: A vitalist can select a vitalist method in place of a vocation power.

WILDER (ARCHETYPE)

Rather than rely on calculated discipline and intense psychic focus, the wilder allows his passions and emotions to rise to the surface, unlocking vast psychic secrets while engulfed in her own dangerously unstable emotions.

Wild Surge (Su): A wilder is able to channel phenomenal psychic strength while risking psychic enervation as a result of this reckless use of psychic power. Whenever he casts a psychic spell or spell-like ability, the wilder can invoke a wild surge in order to cast the spell without emotion components (if any) and gain a +1 bonus to the spell's caster level. Evoking a wild surge is a free action, but the wilder cannot evoke a wild surge more often than once per turn. Each time he invokes a wild surge, however, there is a 25% chance that the wilder will enter a state of psychic enervation instead, causing the spell to fail and dazing him for 1 round. A wilder incapable of becoming dazed cannot invoke

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a wilder surge, and he cannot benefit from abilities that allow him to ignore or alter the effects he receives from the dazed condition. If the wilder was casting a spell or a limited-use ability when he entered a state of psychic enervation (such as the vocation magic ability), he loses the spell and the ability's use, if any, is wasted.

At 3rd level, the wilder can modify his wild surge each time he invokes it, allowing him to either increase the caster level bonus he gains from wild surge by +1 or reduce the chance that he will enter a state of psychic enervation by 5%. He makes this choice each time he invokes a wild surge. At 7th level and every 4 levels thereafter, he can further increase his caster level bonus by an additional +1 (maximum +6) or reduce the chance that he will enter a state of psychic enervation by 5% (minimum 0%). This ability replaces psychic focus.

Wild Release (Su): At 3rd level and every 4 levels thereafter, a wilder gains a psychic release, just as a standard psion does. If a psychic release requires the wilder to expend his psychic focus as part of its use,

the wilder invokes a wild surge instead. Invoking a wild surge in this manner requires the same action that a standard psion would take to expend his psychic focus, but there is a 25% chance that the wilder instead enters a state of psychic enervation, as noted above. When invoking a wild surge as part of a psychic release, the wilder counts as having a +1 caster level bonus from psychic focus for the purpose of determining the effects of the psychic release. Each time he invokes a wild surge, he can choose to increase his caster level bonus for this purpose by +1 or reduce the chance that he will enter a state of psychic enervation by 5%. At 7th level and every 4 levels thereafter, he can further increase his caster level bonus by an additional +1 (maximum +6) or reduce the chance that he will enter a state of psychic enervation by 5% (minimum 0%).

In addition to the standard psion's list of psychic releases, a wilder can also choose from the following wilder psychic releases. These psychic releases modify the wilder's wild surge, and a wilder can use these psychic releases to modify his wild surge when he invokes it to cast a spell or activate a psychic release or vocation power. The wilder can only apply one such release to his wild surge at a time. This ability alters psychic release.

Adapting Surge: The wilder becomes suffused by an overwhelming emerald green aura as he invokes his wild surge, allowing him to adapt and overcome challenges. The wilder can use his vocation magic ability to cast any spell on his vocation spell list without choosing it ahead of time. He must invoke a wild surge in order to cast a vocation spell in this manner, and its PE cost is increased by 1.

If the wilder enters a state of psychic enervation when he uses this psychic release, he loses the spell as well as an amount of additional PE from his vocation magic ability equal to the spell's level.

Cunning Surge: A brilliant golden aura surrounds the wilder, enhancing and refining his intellect. When the wilder invoke a wild surge, he gains an insight bonus on the next Knowledge check or Will save that he makes within 1 minute equal to his wild surge's caster level bonus. If he invokes his wild surge to cast a spell, this bonus lasts for the spell's duration instead (up to 1 hour per caster level).

If the wilder enters a state of psychic enervation when he uses this psychic release, he takes a penalty to his Intelligence equal to his wild surge's caster level bonus for 24 hours, functioning like *touch of idiocy*.

Deceitful Surge: An oily green aura leaks out from the wilder, pooling around him like a greasy haze. When the wilder invokes a wild surge, creatures within 30 feet of the wilder must succeed on a Will save or be denied their Dexterity bonus to AC against the wilder's next attack (including touch attacks and ranged touch attacks).

If the wilder enters a state of psychic enervation when he uses this psychic release, he cannot treat any creature as an ally for 1 minute, and he must attempt to save against any spell or ability that targets him, even harmless ones.

Devoted Surge: A beautiful scarlet aura blossoms around the wilder, rhythmically dancing and swaying around him. The wilder can only use this psychic release when he invokes his wild surge to cast a harmless spell or spell-like ability or a spell or spell-like ability that heals any amount of hit point damage. Creatures targeted by such a spell or that are included in its area of effect gain an amount of temporary hit points equal to 5 x the wild surge's caster level bonus. These temporary hit points last for 1 minute and do not stack with other sources of temporary hit points.

If the wilder enters a state of psychic enervation when he uses this psychic release, all creatures targeted by the spell become sickened for 1 minute and the wilder becomes nauseated for 1 minute. A wilder incapable of becoming nauseated cannot invoke a devoted surge, and he cannot benefit from abilities that allow him to ignore or alter the effects he receives from the nauseated condition.

Fearful Surge: A chilling, livid gray aura pulses around the wilder; quickly expanding and retracting like a beating heart. The wilder can only use this psychic release when he invokes his wild surge to cast a non-harmless spell or spell-like ability. Creatures targeted by such a spell or that are included in its area of effect become shaken for a number of rounds equal to

his wild surge's caster level bonus if they fail their save to reduce or negate the spell's effects. If the spell doesn't allow a save to reduce or negate its effects, affected creatures can attempt a Will save to negate this effect.

If the wilder enters a state of psychic enervation when he uses this psychic release, he becomes shaken for 1 minute. A wilder incapable of becoming shaken cannot invoke a deceptive surge, and he cannot benefit from abilities that allow him to ignore or alter the effects he receives from the shaken condition.

Gloomy Surge: A gray aura manifests around the wilder as a series of gray lines that encage him like a captive beast. When the wilder invokes a wild surge, creatures within 30 feet of the wilder must succeed on a Will save or become unable to benefit from morale bonuses for a number of rounds equal to his wild surge's caster level bonus.

If the wilder enters a state of psychic enervation when he uses this psychic release, he becomes unable to benefit from morale bonuses for 1 minute.

Greedy Surge: When you invoke your wild surge, an aura the color of rust sloughs off of the wilder's body and coalesces around him like a haze. When the wilder invokes a wild surge, he can attempt to steal one harmless spell effect active on one creature within 30 feet. The wilder attempts a caster level check against a DC of 11 + the caster level of the highest-leveled harmless spell active on the target. If the wilder's check succeeds, the target loses that spell effect as if it were dispelled while the wilder gains its effects for a number of rounds equal to his wild surge's caster level bonus.

If the wilder enters a state of psychic enervation when he uses this psychic release, all harmless spell effects that are active on the wilder immediately end. The wilder must expend 4 PE when he invokes his wild surge in order to use this psychic release.

Hateful Surge: Thick, black plumes erupt from the wilder's mind as an aura, twisting and writhing around him like smoke in the wind. When the wilder invokes a wild surge, he

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chooses one creature type from the ranger's list of favored enemies (and subtype, if he chooses humanoid or outsider). Whenever he casts a spell or spell-like ability that targets a creature of the chosen type (and subtype, if applicable), he adds +1 point of damage to each of the spell's damage dice. This benefit lasts for a number of rounds equal to the wilder's caster level bonus from his wild surge. A wilder can only maintain this benefit against one creature type (and subtype) at a time; using this psychic release again causes the previous use to immediately end.

If the wilder enters a state of psychic enervation when he uses this psychic release, attacks made against him (including spells and spell-like abilities) deal additional damage equal to his wild surge's caster level bonus.

Passionate Surge: A blood red aura erupts from the wilder's mind, charging and writhing forth from his body like a primal beast. The wilder can only use this psychic release when he invokes his wild surge to cast a spell or spell-like ability. The wilder can apply one or more metamagic feats he possesses to the spell, so long as the spell's total level adjustment does not exceed his wild surge's caster level bonus and the spell's effective level (spell level + all level adjustments from metamagic feats) does not exceed the highest level of spell that the wilder can cast. If he uses wild surge in this manner, his wild surge doesn't increase the spell's caster level.

If the wilder enters a state of psychic enervation when he uses this psychic release, all harmless spell effects that are active on the wilder immediately end. The wilder must expend 4 PE when he invokes his wild surge in order to use this psychic release.

Prideful Surge: A fiery orange aura swells out from the wilder, leaving him barely visible amidst his surging emotions. The wilder can invoke this wild surge whenever he rolls a saving throw or whenever an opponent within 30 feet rolls a saving throw against one of his spells or spell-like abilities. If he is rolling the save, he gains a bonus on the save equal to his wild surge's caster level bonus. If an opponent is rolling the save, his opponent takes a penalty on the save equal to 1 + half his wild surge's caster level bonus (minimum -1).

If the wilder enters a state of psychic enervation when he uses this psychic release, the saving throw is an automatic failure if he is attempting the save, while it is an automatic success if his opponent is attempting the save.

Raging Surge: Bright red flashes pulsate out from the wilder, growing in intensity as the wilder focuses harder on invoking his wild surge. The wilder can invoke this wild surge whenever he casts a spell or spell-like ability. Creatures targeted by this spell or that are within the spell's affected area become affected as *rage* or *moonstruck*^{APG} (his choice) for a number of rounds equal to 2 + the wild surge's caster level bonus.

If the wilder enters a state of psychic enervation when he uses this psychic release, he immediately becomes affected as *moonstruck* for a number of rounds equal to 2 + twice the wild surge's caster level bonus. A wilder incapable of being affected by *moonstruck* cannot invoke a raging surge, and he cannot benefit from abilities that allow him to ignore or alter the effects he receives from *moonstruck*. The wilder must expend 4 PE when he invokes his wild surge in order to use this psychic release.

PSYCHIC WARRIOR

Armed with their minds and devastating martial abilities, psychic warriors are most at home on the battlefield, where they can weave powerful psychic spells with their devastating attacks in a barrage of psychic might.

DREAD (ARCHETYPE)

Masters of manipulation and fear, dreads use their psychic powers to unnerve and ultimately panic their enemies into submission.

Dread Path (Su): At 1st level, a dread gains a bonus check on Intimidate checks equal to half her psychic warrior level, and the Intimidate DC to demoralize her increases by the same amount. In addition, while she is in a battle trance she can attempt to demoralize an opponent as a move action instead of a standard action. This ability replaces warrior path.

Dread Techniques: A dread can select from the following path techniques, in addition to general path techniques. This alters path techniques.

Cow the Meek (Su): Whenever a dread with this talent uses a spell or action that causes an opponent to become frightened or panicked, she can cause them to begin cowering instead. Additionally, whenever the dread inflicts a fear condition (shaken, frightened, panicked, or cowering) onto an opponent that she has demoralized with the Intimidate skill, she can spend 2 PE from her path magic ability as a swift or immediate action to stack the fear condition created by her demoralize attempt with the new fear condition, creating a more severe fear condition.

Embodiment of Fear (Su): A dread with this path technique radiates a palpable aura of fear that causes all enemies within 10 feet to take a -4 penalty on

saving throws against fear effects. Creatures that are normally immune to fear while within 10 feet of her lose this ability. This ability functions only while the dread remains conscious, not if she is unconscious or dead. A dread must be at least 4th level before selecting this path technique.

Gnawing Paranoia (Su): A dread that selects this path technique radiates an aura of paranoia that causes fearful creatures to react violently. Any creature that is shaken, frightened, panicked, or cowering that begins its turn within 30 feet of the dread treats all allies as enemies until the start of its next turn. They must also attempt to save against all harmless spells that target them and cannot benefit from the aid another action. A successful Will save negates this effect, and a creature that succeeds on its saving throw is immune to this ability for 1 minute.



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Invigorating Fear (Su): Whenever a dread with this path technique is within 30 feet of a creature that is shaken, frightened, panicked, or cowering, she gains fast healing 1. This fast healing increases by 1 at 5th level and every 4 levels thereafter, up to a maximum of fast healing 5 at 17th level.

Master of Fear (Su): A dread that selects this path technique adds a +1 bonus to the save DC of all psychic warrior spells that she casts with the fear descriptor. At 9th level and 17th level, she increases the bonus on save DCs that she gains from this technique by +1. A dread only benefits from this path technique while in a battle trance.

Overwhelming Fear (Su): Whenever a dread with this technique inflicts a fear condition onto an opponent with a spell or action, she can choose to spend 1 PE from her path magic ability to cause that fear condition to also cause the opponent to become fatigued or sickened for a number of rounds equal to the dread's class level, or confused or stunned for 1 round. The opponent can attempt a Will save to negate this condition; the save DC is equal to the spell's DC if a spell caused the fear condition, or the dread's Intimidate check result if the demoralize action caused the fear effect. Using this technique does not require an action, but the dread must declare its use before the foe reveals the result of its saving throw against the initial fear effect or before the results of the dread's Intimidate check are revealed.

Expanded Path (Ex): This functions like the standard psychic warrior ability, except if the dread chooses to expand her primary path (the dread path) she gains the following greater trance and true trance abilities. This ability alters expanded path.

Greater Trance: Whenever the dread inflicts a fear condition onto an opponent (shaken, frightened, panicked, or cowering), that opponent takes 1d6 points of damage for every 2 psychic warrior levels she possesses. A successful Will save (DC 10 + 1/2 the dread's level + the dread's Charisma modifier) reduces the damage by half.

True Trance: Any creature that fails its saving throw against the dread's greater trance ability increases the duration of the fear effect that triggered the dread's greater trance ability by 1 round for every 2 psychic warrior levels she possesses.

TELEKINETIC WARRIOR (ARCHETYPE)

Rather than rely on physical weapons, the telekinetic warrior completely eschews physical implements of war in favor of a far more deadly weapon—her mind.

Weapon and Armor Proficiency: A telekinetic warrior is proficient all simple weapons and light armor, but not shields. This replaces the psychic warrior's weapon and armor proficiencies.

Aether Focus: At 1st level, a telekinetic warrior gains elemental focus and kinetic blast, as the kineticist class abilities. The telekinetic warrior must choose aether as her element with elemental focus, and she must choose telekinetic blast as her blast wild talent. She uses her psychic warrior level as her effective kinetic level to determine the effects of her kinetic blast. This ability replaces warrior path.

Telekinetic Trance (Su): At 1st level, a telekinetic warrior can enter a telekinetic trance as a move action. While in a telekinetic trance, a telekinetic warrior gains a +1 bonus on attack rolls with her telekinetic blast. This bonus increases by +1 at 5th level and every 4 levels thereafter. This ability alters battle trance.

If the telekinetic warrior's concentration is interrupted while he is in a battle trance, she must attempt a concentration check with a +10 bonus to the DC or lose his battle trance and all bonuses associated with it, as if his battle trance was a spell with the thought descriptor that she was concentrating on. A telekinetic warrior that has lost her battle trance as a result of a failed concentration check cannot enter a battle trance again for 1 minute. This ability alters battle trance.

Telekinetic Techniques: A telekinetic warrior can select from the following path techniques, in addition to general path techniques. This alters path techniques.

Infusions (Su): A telekinetic warrior can select an infusion wild talent^{OA} in place of a path technique. Instead of accepting burn to apply this infusion to her kinetic blast, she spends PE from her path magic ability equal to the infusion's level. Alternatively, she can instead "lose" a psychic warrior spell slot of the infusion's spell level or higher to apply that infusion to

her kinetic blast. She can choose any infusion available to a kineticist of her psychic warrior level, and any infusion effect based on kineticist level uses the telekinetic warrior's class level. If an infusion has a prerequisite, the telekinetic warrior must fulfill the prerequisite before taking that infusion. This path technique can be selected multiple times; each time, it grants the telekinetic warrior a new infusion.

Telekinetic Barrier (Sp): A telekinetic warrior with this talent can spend 2 PE from her path magic ability in order to surround herself with a telekinetic force field. This functions like *false life*, except the spell has no duration; it lasts until all temporary hit points are spent or the telekinetic warrior regains her spell slots. You always lose these temporary hit points first, even before other temporary hit points. If an attack deals less damage than you still have as temporary hit points from telekinetic barrier, it still reduces those temporary hit points but otherwise counts as a miss for the purpose of abilities that trigger on a hit or a miss. At 10th level, the telekinetic warrior can instead spend 4 PE to have this spell-like ability function like *greater false life* instead of *false life*.

Telekinetic Mastery (Su): At 7th level, a telekinetic warrior adds double her telekinetic trance's attack roll bonus on damage rolls made with her kinetic blast while in a telekinetic trance. At 15th level, she gains the force blast composite blast wild talent^{OA}, ignoring its prerequisites, and the infusion path technique (see above). Instead of accepting burn to use her composite blast talent, the telekinetic warrior spends 2 PE from her path magic ability. Alternatively, she can "lose" a 2nd-level psychic warrior spell slot or higher to apply that infusion to her kinetic blast. This replaces expanded path.

VARIANT MULTICLASS ABILITIES

Introduced in *Pathfinder Roleplaying Game Pathfinder Unchained*, the variant multiclass system allows a character to trade out half her feats in order to gain the benefits of a secondary class. These rules enable characters to gain many of the benefits of multiclassing without sacrificing advancement in their primary class.

MENTALIST

A character who chooses mentalist as her secondary class gains the following secondary class features.

Psychic Spheres: At 1st level, she must select a psychic sphere, chosen from among those available to a mentalist. She never qualifies for feats that list the psychic spheres class feature as a prerequisite.

Psychic Energy: At 3rd level, she gains the psychic magic ability (see *Pathfinder Roleplaying Game Bestiary 5*). She has an amount of psychic energy (PE) equal to half her character level. She can use this psychic energy to cast the 1st-level version of her psychic sphere's signature spell, and she can cast her signature spell's 0-level version at will. (If she chooses universalist, she can instead cast *daze* using her psychic magic ability at will.)

Mentalist Ploy: At 7th level, she gains one mentalist ploy, chosen from the list of mentalist ploys available to her psychic sphere and using her character level -3 as her effective mentalist level. She doesn't qualify for the Extra Mentalist Ploy feat.

Improved Signature Spell: At 11th level, she gains the ability to cast the 2nd-level version of her psychic sphere's signature spell using her psychic energy ability.

Unlock Magic Device: At 15th level, she gains the unlock magic device class feature. She can use this ability to activate any spell trigger or spell completion magic item on her chosen psychic sphere's associated spell list, and she does so by spending PE from her psychic magic ability.

Greater Signature Spell: At 19th level, she gains the ability to cast the 3rd-level version of her psychic sphere's signature spell using her psychic energy ability.

PSION

A character who chooses psion as her secondary class gains the following secondary class features.

Psychic Vocation: At 1st level, she must select a psychic vocation, chosen from among those available to a psion. She never qualifies for feats that list the psychic vocation class feature as a prerequisite.

Vocation Magic: At 3rd level, she gains the vocation magic ability. She has an amount of psychic energy (PE) equal to half her character

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level. She can use this psychic energy to cast the 1st-level version of her psychic sphere's signature spell, and she can cast her signature spell's 0-level version at will.

Psychic Focus: At 7th level, she gains the psychic focus class feature.

Improved Signature Spell: At 11th level, she gains the ability to cast the 2nd-level version of her psychic vocation's signature spell using her vocation magic ability.

Psychic Release: At 15th level, she gains one psychic release, chosen from the list available to a psion and using her character level -3 as her effective mentalist level. She doesn't qualify for the Extra Psychic Release feat.

Greater Signature Spell: At 19th level, she gains the ability to cast the 3rd-level version of her psychic vocation's signature spell using her psychic energy ability.

PSYCHIC WARRIOR

A character who chooses psychic warrior as her secondary class gains the following secondary class features.

Warrior Path: At 1st level, she must select a warrior path, chosen from among those available to a psychic warrior. She never qualifies for feats that list the warrior path class feature as a prerequisite.

Battle Trance: At 3rd level, she gains the battle trance feature, which grants her the battle trance benefits of her chosen warrior path. She uses her character level -2 as her effective psychic warrior level.

Rapt Concentration: At 7th level, she gains the rapt concentration class feature, treating her character level as her effective psychic warrior level.

Enhance Weapon: At 11th level, once per day, she can use the enhance weapon class feature as a psychic warrior of her character level -3. Unlike a psychic warrior, she doesn't spend PE when using this ability.

Greater Trance: At 15th level, she gains the greater trance ability of her chosen warrior path, using her character level -2 as her effective psychic warrior level.

Greater Enhance Weapon: At 19th level, she can use her enhance weapon ability three times per day instead of once per day.

FAVORED CLASS BONUSES

The rules below allow members of races from throughout the *Pathfinder Roleplaying Game* to take alternate rewards when they gain a level in a favored class chosen from among the classes in this book.

Each of these rewards replaces the normal reward for having a level in a favored class (gaining 1 extra hit point or 1 extra skill rank). Unlike those general rewards, the alternate favored class options speak directly to the features of specific classes and the general tendencies of various races.

Whenever you gain a level in a favored class, you can choose which favored class option you take. Unless otherwise noted, these benefits always stack with themselves.

Many of these alternate class rewards add only 1/2, 1/3, 1/4, or 1/6 to a roll (rather than 1) each time the reward is selected, or add 1/2, 1/3, 1/4, or 1/6 to a class ability (such as adding to a psion's number of uses of a vocation power per day or the total amount of PE in a mentalist's mental magic ability). When applying such a benefit to a die roll or class ability, always round down (to a minimum of 0). You may thus need to select such an option several times before the benefit takes effect. If an alternate favored class option modifies a class feature or ability, it cannot be taken before the character has that class feature or ability. For example, if a class gains a class feature at 6th level, a character couldn't take a racial favored class option that applies to that class feature until 6th level, even if the benefit from that option wouldn't be high enough to add a bonus until a later level.

Some options may have a fixed numerical limit, after which selecting that favored class reward again has no effect. In these cases, you can always select from among the standard rewards when taking a level in a favored class (gaining 1 extra hit point or 1 extra skill rank).

Abilities from favored class options that increase a character's caster level for the purpose of determining the duration of certain spells apply this increase after other effects that adjust a spell's duration, such as Extend Spell.

MENTALIST FAVORED CLASS OPTIONS

CORE RACES

Dwarf: Select one mentalist sphere. Add +1/4 to the mentalist's caster level against attempts to counterspell or dispel spells from the selected sphere.

Elf: Select one mentalist sphere. Add +1/4 to the mentalist's caster level on caster level checks made to overcome spell resistance with spells from the selected sphere.

Gnome: Gain 1/6 of a new mentalist ploy.

Half-Elf: Add +1/4 PE to the mentalist's mental magic ability.

Half-Orc: Add +1/6 damage per die to all mentalist spells.

Halflings: Add a +1/4 luck bonus on saving throws made against spells on the mentalist's spell list.

Humans: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast.

FEATURED RACES

Aasimar: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have either the good descriptor or the light descriptor.

Catfolk: Add +1/4 to the save DCs of mentalist spells that allow Reflex saving throws.

Dhampir: Add +1/4 to the save DCs of mentalist spells from the necromancy school.

Drow: Select one mentalist sphere. Add +1/4 to the mentalist's caster level on caster level checks made to overcome spell resistance with spells from the selected sphere.

Fetchling: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have either the darkness descriptor or the shadow descriptor.

Goblin: Add 1/2 spell to the mentalist spell list. This spell need not be from one of the mentalist's spheres, but it must be at least 1 spell level lower



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than the highest spell level that the mentalist can cast, be from either the sorcerer/wizard spell list or the psychic spell list, and have the fire descriptor.

Hobgoblin: Gain +1/6 on attack rolls made with mentalist spells.

Ifrit: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have the fire descriptor or the light descriptor.

Kobold: Add +1/4 to the save DCs of mentalist spells that allow Reflex saving throws.

Orc: Add +1/6 damage per die to all mentalist spells.

Oread: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have either the acid descriptor or the earth descriptor.

Ratfolk: Gain 1/6 of a new mentalist ploy.

Sylph: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have either the air descriptor or the electricity descriptor.

Tengu: Add +1/4 to the mentalist's caster level when she targets a bladed weapon with a mentalist spell.

Tiefling: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have either the evil descriptor or the darkness descriptor.

Undine: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have either the cold descriptor or the water descriptor.

UNCOMMON RACES

Changeling: Add +1/4 PE to the mentalist's mental magic ability.

Duergar: Select one mentalist sphere. Add +1/4 to the mentalist's caster level against attempts to counterspell or dispel spells from the selected sphere.

Gillman: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast.

Gripli: Add +1/6 to the mentalist's caster level with mentalist spells with a range of touch.

Kitsune: Add +1/4 to the save DCs of mentalist spells from the enchantment school.

Merfolk: Select one mentalist sphere. Add +1/4 to the mentalist's caster level on caster level checks made to overcome spell resistance with spells from the selected sphere.

Nagaji: Select one mentalist sphere. Add +1/4 to the mentalist's caster level against attempts to counterspell or dispel spells from the selected sphere.

Samsaran: Add +1/6 to the caster level of mentalist spells from the divination school.

Strix: Add +1/6 damage per die to all mentalist spells.

Suli: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have the air descriptor, the earth descriptor, the fire descriptor, or the water descriptor.

Svirfneblin: Gain 1/6 of a new mentalist ploy.

Vanara: Add +1/4 PE to the mentalist's mental magic ability.

Vishkanya: Add +1/4 to the save DCs of mentalist spells with the poison descriptor or curse descriptor.

Wayang: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast and have either the shadow descriptor or belong to the shadow subschool.

ESOTERIC RACES

Astomoi: Add 1/2 of a new spell from one of the mentalist's spheres to the mentalist's spell list. This spell must be at least 1 spell level lower than the highest spell level that the mentalist can cast.

Deep One Hybrid: Add +1/4 to the save DCs of mentalist spells with the water descriptor.

Orang-pendak: Add +1/4 PE to the mentalist's mental magic ability.

Ghoran: Add 1/2 spell to the mentalist spell list. This spell need not be from one of the mentalist's spheres, but it must be at least 1 spell level lower than the highest spell level that the mentalist can cast and be from the druid spell list or shaman spell list.

Reptoid: Add +1/4 to the save DCs of mentalist spells from the transmutation school.

Shabti: Add +1/6 to the caster level of mentalist spells from the necromancy school.

Skinwalker: Add +1/6 to the caster level of mentalist spells from the transmutation school.

Wyvaran: Add +1/6 damage per die to all mentalist spells.

Wyrwood: Gain 1/6 of a new mentalist ploy.

PSION FAVORED CLASS OPTIONS

CORE RACES

Dwarf: Add +1/6 to the bonus that the psion gains on concentration checks while psychically focused. This doesn't increase the benefits that the psion gains from vocation powers or psychic releases whose benefits are based on the psion's psychic focus bonus.

Elf: Add +1/4 to the psion's caster level on caster level checks made to overcome spell resistance with psion spells.

Gnome: Add +1/4 to the save DCs of psion spells from the illusion school.

Half-Elf: Add 1/2 of a new spell from the psychic spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast.

Half-Orc: Add +1/4 to the damage dealt by psion spells.

Halflings: Whenever a psion spell grants the psion a bonus to a skill check or on initiative checks, increase the bonus that he gains from the spell by +1/6.

Humans: Add 1/2 of a new spell from the psion's vocation spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast.

FEATURED RACES

Aasimar: Add 1/2 of a new spell from the cleric spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast and must have the good descriptor or light descriptor.

Catfolk: Whenever a psion spell grants the psion a bonus to a skill check or on initiative checks, increase the bonus that he gains from the spell by +1/6.

Dhampir: Gain 1/6 of a new psychic release.

Drow: Add +1/4 to the psion's caster level on caster level checks made to overcome spell resistance with psion spells.

Fetchling: Add +1/4 to the save DCs of psion spells from the shadow subschool.

Goblin: Add +1/3 to the damage dealt by psion spells with the fire descriptor.

Hobgoblin: Gain 1/6 of a new vocation power.

Ifrit: Add +1/4 to the save DCs of psion spells with the fire or light descriptor.

Kobold: Add +1/4 to the save DCs of *glyph* or *symbol* psion spells, as well as *create pit*^{APG} and spells that function like *create pit* (such as *spiked pit*^{APG}).

Orc: Add +1/4 to the damage dealt by psion spells.

Oread: Add +1/4 to the save DCs of psion spells with the acid or earth descriptor.

Ratfolk: Gain 1/6 of a new vocation power.

Sylph: Add +1/4 to the save DCs of psion spells with the air or electricity descriptor.

Tengu: Add +1/4 on attack rolls that the psion makes with psion spells and with bladed weapons that are the target of psion spells that she has cast.

Tiefling: Add 1/2 of a new spell from the cleric spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast and must have the darkness descriptor or evil descriptor.

Undine: Add +1/4 to the save DCs of psion spells with the cold or water descriptor.

ULTIMATE OCCULT

UNCOMMON RACES

Changeling: Add +1/4 PE to the psion's vocation magic ability.

Duergar: Add +1/6 to the bonus that the psion gains on concentration checks while psychically focused. This doesn't increase the benefits that the psion gains from vocation powers or psychic releases whose benefits are based on the psion's psychic focus bonus.

Gillman: Gain 1/6 of a new vocation power.

Grippli: Gain 1/6 of a new psychic release.

Kitsune: Add +1/6 to the psion's caster level with psion spells from the enchantment school.

Merfolk: Add 1/2 of a new spell from the sorcerer/wizard spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast and must have the curse descriptor or the water descriptor.

Nagaji: Add +1/6 to the bonus that the psion gains on concentration checks while psychically focused. This doesn't increase the benefits that the psion gains from vocation powers or psychic releases whose benefits are based on the psion's psychic focus bonus.

Samsaran: Add +1/4 PE to the psion's vocation magic ability.

Strix: Gain 1/6 of a new vocation power.

Suli: Select acid, cold, electricity, or fire. The psion gains resistance 1 against the chosen energy type (maximum resistance 10).

Svirfneblin: Add +1/4 to the save DCs of psion spells from the illusion school.

Vanara: Gain 1/6 of a new psychic release.

Vishkanya: Gain 1/6 of a new vocation power.

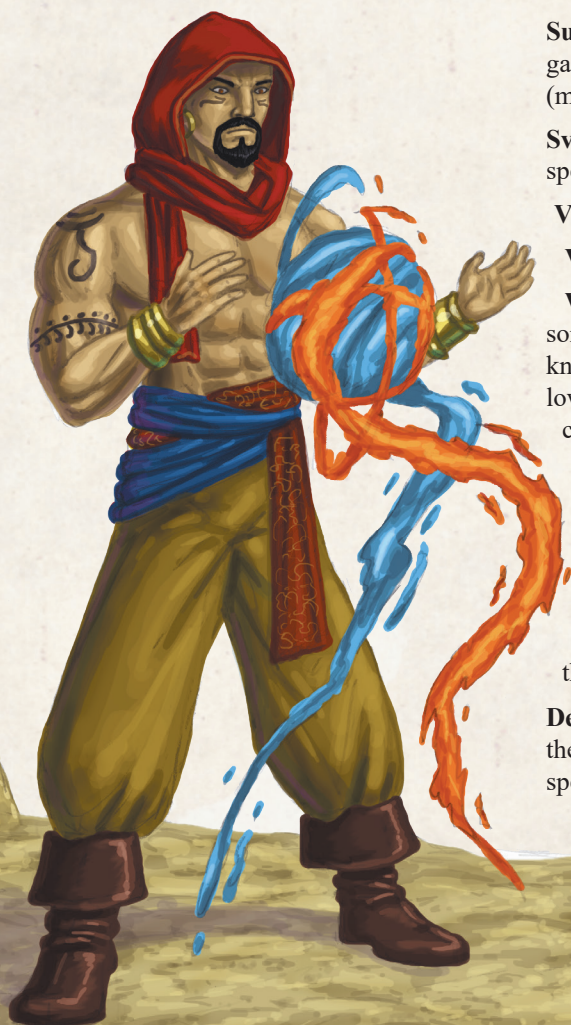
Wayang: Add 1/2 of a new spell from the sorcerer/wizard spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast and must have the darkness descriptor or the shadow descriptor.

ESOTERIC RACES

Astomoi: Add 1/2 of a new spell from the psion's vocation spell list or the psychic spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast.

Deep One Hybrid: Add 1/2 of a new spell from the sorcerer/wizard spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast and must have the curse descriptor or the water descriptor.

Orang-pendak: Gain 1/6 of a new vocation power.



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Ghoran: Add 1/2 of a new spell from the druid spell list or the shaman spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast.

Reptoid: Whenever a psion spell grants the psion a bonus to a skill check or on initiative checks, increase the bonus that he gains from the spell by +1/6.

Shabti: Add +1/4 PE to the psion's vocation magic ability.

Skinwalker: Add 1/2 of a new spell from the psion's vocation spell list to the psion's list of spells known. This spell must be at least 1 spell level lower than the highest spell level that the psion can cast.

Wyvaran: Add +1/4 PE to the psion's vocation magic ability.

Wyrwood: Gain 1/6 of a new vocation power.

PSYCHIC WARRIOR FAVORED CLASS OPTIONS

CORE RACES

Dwarf: Increase the duration of the psychic warrior's enhance weapon ability by 1/4 minute.

Elf: When the psychic warrior's concentration is interrupted while she is in a battle trance, reduce the bonus to her concentration check DC by 1/4.

Gnome: Add +1/6 to the psychic warrior's rapt concentration bonus.

Half-Elf: Add +1/4 PE to the psychic warrior's path magic ability.

Half-Orc: Add +1/4 on damage rolls made with weapons that the psychic warrior has enhanced with her enhance weapon ability.

Halflings: Add +1/3 on skill checks made with the skills associated with the psychic warrior's path.

Humans: Gain 1/6 of a new path technique.

FEATURED RACES

Aasimar: When the psychic warrior uses her enhance weapon ability to add *holy* to a weapon, add +1/4 damage on damage rolls made with the weapon.

Catfolk: Add +1/3 on Acrobatics, Escape Artist, and Stealth checks while in a battle trance.

Dhampir: Add +1/4 PE to the psychic warrior's path magic ability.

Drow: When the psychic warrior's concentration is interrupted while she is in a battle trance, reduce the bonus to her concentration check DC by 1/4.

Fetchling: Add +1/4 PE to the psychic warrior's path magic ability.

Goblin: When the psychic warrior uses her enhance weapon ability to add *flaming* or *flaming burst* to a weapon, add +1/4 fire damage on damage rolls made with the weapon.

Hobgoblin: Gain 1/6 of a new path technique.

Ifrit: When the psychic warrior uses her enhance weapon ability to add *flaming* or *flaming burst* to a weapon, add +1/4 fire damage on damage rolls made with the weapon.

Kobold: Gain 1/6 of a new path technique.

Orc: Add +1/4 on damage rolls made with weapons that the psychic warrior has enhanced with her enhance weapon ability.

Oread: When the psychic warrior uses her enhance weapon ability to add *corrosive* or *corrosive burst* to a weapon, add +1/4 acid damage on damage rolls made with the weapon.

Ratfolk: Add +1/3 on Bluff, Sleight of Hand, and Stealth checks while in a battle trance.

Sylph: When the psychic warrior uses her enhance weapon ability to add *shock* or *shocking burst* to a weapon, add +1/4 cold damage on damage rolls made with the weapon.

Tengu: Add +1/6 to the bonus that the psychic warrior gains on attack rolls from her vocation's battle trance ability while wielding a bladed weapon. This doesn't increase the benefits that the psychic warrior gains from path techniques, greater path abilities, or true path abilities whose benefits are based on the psychic warrior's battle trance bonus.

Tiefling: When the psychic warrior uses her enhance weapon ability to add *unholy* to a weapon, add +1/4 damage on damage rolls made with the weapon.

ULTIMATE OCCULT

Undine: When the psychic warrior uses her enhance weapon ability to add *frost* or *icy burst* to a weapon, add +1/4 cold damage on damage rolls made with the weapon.

UNCOMMON RACES

Changeling: Add +1/4 to the save DC of psychic warrior spells with the curse descriptor.

Duergar: Increase the duration of the psychic warrior's enhance weapon ability by 1/4 minute.

Gillman: Gain 1/6 of a new path technique.

Grippli: Add +1/3 on Acrobatics, Climb, and Swim checks while in a battle trance.

Kitsune: Add +1/6 on dirty trick attempts while in a battle trance.

Merfolk: Add 1 to the psychic warrior's swim speed while in a battle trance. In combat this has no effect unless the psychic warrior has selected this reward 5 times (or another increment of 5); a speed of 34 is effectively the same as a speed of 30 feet, for example.

Nagaji: Add +1/4 to the psychic warrior's natural armor racial trait while in a battle trance. If the psychic warrior doesn't have this racial trait, he counts as having a natural armor bonus of 0 for the purpose of this option.

Samsaran: Gain 1/6 of a new path technique.

Strix: Add 1 to the psychic warrior's fly speed while in a battle trance. In combat this has no effect unless the psychic warrior has selected this reward 5 times (or another increment of 5); a speed of 34 is effectively the same as a speed of 30 feet, for example.

Suli: Gain 1/6 of a new path technique.

Svirfneblin: Add +1/6 to the psychic warrior's rapt concentration bonus.

Vanara: Gain 1/6 of a new path technique.

Vishkanya: Add +1/4 to the save DC of any psychic warrior spells or racial abilities that are also poison effects or that have the poison descriptor while she is in a battle trance.

Wayang: Add +1/3 on Acrobatics, Bluff, and Stealth checks while in a battle trance.

ESOTERIC RACES

Astomoi: When the psychic warrior's concentration is interrupted while she is in a battle trance, reduce the bonus to her concentration check DC by 1/4.

Deep One Hybrid: Add 1 to the psychic warrior's swim speed while in a battle trance. In combat this has no effect unless the psychic warrior has selected this reward 5 times (or another increment of 5); a speed of 34 is effectively the same as a speed of 30 feet, for example.

Orang-pendak: Add +1/6 to the psychic warrior's rapt concentration bonus.

Ghoran: Add +1/6 to the psychic warrior's rapt concentration bonus.

Reptoid: Gain 1/6 of a new path technique.

Shabti: Gain 1/6 of a new path technique.

Skinwalker: Add 1 to the psychic warrior's speed while in a battle trance. In combat this has no effect unless the psychic warrior has selected this reward 5 times (or another increment of 5); a speed of 34 is effectively the same as a speed of 30 feet, for example.

Wyvaran: Add 1 to the psychic warrior's fly speed while in a battle trance. In combat this has no effect unless the psychic warrior has selected this reward 5 times (or another increment of 5); a speed of 34 is effectively the same as a speed of 30 feet, for example.

Wyrwood: Gain 1/6 of a new path technique.

FEATS

The following feats represent special tricks and edges that characters of the new classes detailed within *Ultimate Occult* have acquired through training, luck, or quirk of birth.

BATTLE SANCTITY

You find an eerie sanctity in the midst of battle, allowing you to rage and trance simultaneously.

Prerequisite: Battle trance class feature, rage class feature or raging song class feature.

Benefit: You can enter a battle trance while raging (including with the rage spell or a skald's inspired rage raging song) and your battle trance doesn't end when you begin raging.

Normal: You can take this feat multiple times. Each time you do, you gain another path technique.

EXPANDED MENTALISM

Your repertoire of path techniques expands.

Prerequisite: Psychic spheres class feature.

Benefit: Add two spells of the highest mentalist spell level that you can cast from any spell list that is associated with one of your chosen psychic spheres to your mentalist spell list. This is in addition to the number of spells normally gained at each new mentalist level. Instead of adding one spell of the highest mentalist spell level that you can cast, you may instead add two spells that are at least one spell level lower than the highest spell level that you can cast. You may replace one, both, or neither of these spells with lower level spells in this manner.

Special: You can gain Expanded Mentalism multiple times.

EXTRA MENTALIST PLOY

Your repertoire of mentalist ploys expands.

Prerequisite: Mentalist ploy class feature, psychic spheres class feature.

Benefit: You gain one additional mentalist ploy. You must meet the prerequisites for this mentalist ploy.

Special: You can take this feat multiple times. Each time you do, you gain another mentalist ploy.

EXTRA PATH TECHNIQUE

Your repertoire of path techniques expands.

Prerequisite: Path technique class feature, warrior path class feature.

Benefit: You gain one additional path technique. You must meet the prerequisites for this path technique.

Special: You can take this feat multiple times. Each time you do, you gain another path technique.

EXTRA PSYCHIC RELEASE

You can unleash your psychic focus in new ways.

Prerequisite: Psychic focus class feature, psychic release class feature.

Benefit: You gain one additional psychic release. You must meet the prerequisites for this psychic release.

Special: You can take this feat multiple times. Each time you do, you gain another vocation power.

EXTRA VOCATION POWER

Your repertoire of vocation powers expands.

Prerequisite: Psychic vocation class feature, vocation power class feature.

Benefit: You gain one additional vocation power. You must meet the prerequisites for this vocation power.

Special: You can take this feat multiple times. Each time you do, you gain another vocation power.

PSYCHIC TALENT

Your innate wellspring of psychic power deepens.

Prerequisite: Ability to gain psychic energy.

Benefit: Add 4 to the total amount of psychic energy (PE) that you possess.

Special: If you possess multiple abilities that grant you psychic energy, you gain only 4 additional psychic energy from this feat, but you may spend this psychic energy casting spells or using abilities associated with any of your abilities that use psychic energy.

NEW OCCULT SKILL UNLOCK

Characters capable of casting psychic spells or who have the Psychic Sensitivity feat gain access to occult skill unlocks—a host of esoteric skill uses not available to other PCs. The following occult skill unlock describes a new, esoteric use for the Intimidate skill; for other occult skill unlocks, refer to Chapter 5 in *Pathfinder Roleplaying Game Occult Adventures*.

AUTOHYPNOSIS (INTIMIDATE)

You have trained your mind to coerce your body into performing beyond its normal, physical limitations via self-hypnosis.

Check: You can use autohypnosis once per day. Each use of this occult skill unlock has its own Intimidate DC to successfully hypnotize yourself, as noted in its description.

Force of Will: You can hypnotize yourself to act normally in the face of death. For a number of rounds equal to your Intimidate bonus, you can attempt a DC 20 Intimidate check to prevent yourself from falling unconscious. During this time, you can attempt a DC 20 Intimidate check to perform a strenuous action while disabled without taking 1 point of damage. You must make this check each time you perform a strenuous action, and if you fail you lose 1 hit point as normal and fall unconscious. Alternatively, you can use this ability to automatically stabilize when reduced to a negative amount of hit points that is less than your Constitution score, but remain unconscious. Performing autohypnosis in this manner requires no action.

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Ignore Wounds from Caltrops, Spike Growth, or Spike Stones: You can hypnotize yourself into ignoring a wound caused by caltrops or a spell such as spike growth or *spike stones* as a full-round action by succeeding on a DC 30 Intimidate check. If you succeed, you ignore the movement penalty associated with the injury for 10 minutes per point of Intimidate bonus you possess.

Memorize: You can hypnotize yourself into remembering long strings of information quickly by making a successful DC 15 Intimidate check as a full-round action. This use of autohypnosis can allow you to memorize up to 800 words, numbers, diagrams, or sigils, even if you cannot read them or understand their meaning. This information is retained indefinitely, but you can only recall it with another successful use of autohypnosis. You can attempt to memorize or recall information without counting it as your daily use of Autohypnosis, but doing so increases the DC by +10, and if you fail, you cannot attempt to memorize or recall that information again for 24 hours.

Resist Fear: During any round that you are affected by a fear effect, you can attempt an Intimidate check at the start of your turn as a free action. If the result of your check equals or exceeds the fear effect's original save DC, that effect is suppressed until the start of your next turn, at which point you can attempt another Intimidate check to

resist the effect again. If your fear effect is the result of a successful demoralize attempt, the fear effect is suppressed until the start of your next turn if the result of your Intimidate check equals or exceeds the result of the demoralizer's Intimidate check.

Treat Disease or Poison: You can hypnotize yourself into fighting back against harmful agents such as disease or poison as a standard action by succeeding on an Intimidate check with a DC equal to the disease or poison's save DC. If you succeed, you gain a +4 on all saving throws that you make against diseases or poison effects for 10 minutes per point of Intimidate bonus you possess.

Action: The amount of time needed to perform autohypnosis and its duration after it is performed varies with the use, as noted in each use's description.

Try Again: Yes. You can try to hypnotize yourself more than once, but still only once per day.

SPELLS

Many of the spells listed below can be used by occult characters and non-occult characters alike. These spells are cast as arcane or divine spells when cast by arcane or divine classes, respectively.

The following lists summarize the new spells presented in this book, arranged by class and level.

Order of Presentation: These lists present the spells in alphabetical order by name, except when a spell's name begins with "lesser," "greater," or "mass," or is otherwise closely linked with a spell that has a similar name, in which case it is alphabetized under the second word of the spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. The word "level" in the short spell descriptions always refers to caster level.

Creatures and Characters: "Creature" and "character" are used synonymously in the short descriptions.



ALCHEMIST FORMULAE

1ST-LEVEL ALCHEMIST SPELLS

Heightened Judgment: Grants a +2 bonus on Appraise and Sense Motive checks, and can be dismissed for a +4 bonus on one saving throw.

5TH-LEVEL ALCHEMIST SPELLS

Spontaneous Adaptation: Adapts your body to hostile environments by rendering you immune to various hazards.

BARD SPELLS

1ST-LEVEL BARD SPELLS

Heightened Judgment: Grants a +2 bonus on Appraise and Sense Motive checks, and can be dismissed for a +4 bonus on one saving throw.

2ND-LEVEL BARD SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

Distracting Mein: Target takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks and cannot make attacks of opportunity because of your distracting presence.

Prowess: Allows you to make an attack of opportunity when a creature provokes from you.

BLOODRAGER SPELLS

2ND-LEVEL BLOODRAGER SPELLS

Prowess: Allows you to make an attack of opportunity when a creature provokes from you.

3RD-LEVEL BLOODRAGER SPELLS

Touch of the Seasons: You imbue your weapon with raw elemental energy, allowing you to deal half of the weapon's damage as a specific type of energy and granting you a seasonal benefit.

4TH-LEVEL BLOODRAGER SPELLS

Bonding Mirror Strike: As *mirror strike*^{UC}, except the targets become empathically bonded together if both are struck by your attack.

CLERIC SPELLS

4TH-LEVEL CLERIC SPELLS

Restore Extremity: Reattaches a severed body part by to its owner's body.

5TH-LEVEL CLERIC SPELLS

Control Flames: Expands, extinguishes, or animals fire at your whim.

Spontaneous Adaptation: Adapts your body to hostile environments by rendering you immune to various hazards.

DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Heightened Judgment: Grants a +2 bonus on Appraise and Sense Motive checks, and can be dismissed for a +4 bonus on one saving throw.

4TH-LEVEL DRUID SPELLS

Restore Extremity: Reattaches a severed body part by to its owner's body.

5TH-LEVEL DRUID SPELLS

Control Flames: Expands, extinguishes, or animals fire at your whim.

Spontaneous Adaptation: Adapts your body to hostile environments by rendering you immune to various hazards.

EGOIST SPELLS

0-LEVEL EGOIST SPELLS

Corporeal Recalibration I: Sickens target, or grant it a +1 alchemical bonus on attack bonus on an attack roll, saving throw, or skill check.

Thicken Cuticle I: You gain a +1 natural armor bonus, or increase your natural armor bonus by +1.

1ST-LEVEL EGOIST SPELLS

Biofeedback I: Gain DR 2/-, and can discharge the spell to gain 1d8 temporary hit points + 1 point per caster level.

Biorestorative Catalyst I: You heal 1d6 points of damage and gain fast healing 1 for as long as you concentrate on the spell.

Corporeal Recalibration II: As *corporeal recalibration I*, but fatigues target for 1 round, or grants a +2 bonus on saves against disease, nausea, and sickened effects.

Thicken Cuticle II: As *thicken cuticle I*, except the spell lasts longer and the natural armor bonus is +2.

ULTIMATE OCCULT

2ND-LEVEL EGOIST SPELLS

Awaken Chakra I: You assist the target in awakening its root chakra.

Biofeedback II: As *biofeedback I*, except you gain DR 3/– and can discharge the spell for 1d8 temporary hit points + 1 per caster level (maximum +10).

Biorestorative Catalyst II: As *biorestorative catalyst I*, except you immediately heal 1d12 points of damage and gain fast healing 2 while concentrating.

Corporeal Recalibration III: As *corporeal recalibration I*, but sickens and fatigues target for multiple rounds, or grants a +1 alchemical bonus per 3 caster level on all attack rolls, saving throws, and skill checks and suppresses fatigue and sickness.

Empathic Transfer: Accept burn as a kineticist to heal 1d8 points of hit point damage from the target or to remove 1 point of burn.

Thicken Cuticle III: As *thicken cuticle I*, except the natural armor bonus is +2 and you gain resistance 5 against one type of energy of your choice.

3RD-LEVEL EGOIST SPELLS

Awaken Chakra II: As *awaken chakra I*, but you can also awaken the target's sacral chakra.

Biofeedback III: As *biofeedback I*, except you gain DR 4/– and can discharge the spell for 3d8 temporary hit points + 1 per caster level (maximum +15).

Biorestorative Catalyst III: As *biorestorative catalyst I*, except you heal 2d12 points of damage and gain fast healing 3 while concentrating.

Corporeal Recalibration IV: As *corporeal recalibration III*, but the target becomes sickened even if it succeeds on its save, or gains fast healing 1 for the spell's duration and suppresses fatigue and sickness, and reduces exhausted and nauseated.

Metamorphosis I: Twists your body into a new shape, gaining a +4 bonus on Disguise checks and Intimidate checks, as well as one major ability and one minor ability.

Psychic Bodyguard: You link your mind to the target's, allowing you to discharge the spell when the target attempts a Will save to allow the target to use your Will save result in place of its own.

Thicken Cuticle IV: As *thicken cuticle III*, except you can target other creatures and choose two types of energy to gain resistance against.

4TH-LEVEL EGOIST SPELLS

Awaken Chakra III: As *awaken chakra II*, but you can also awaken the target's navel chakra.

Biofeedback IV: As *biofeedback I*, except you gain DR 5/– and can discharge the spell for 4d8 temporary hit points + 1 per caster level (maximum +20).

Biorestorative Catalyst IV: As *biorestorative catalyst I*, except you heal 3d12 points of damage and gain fast healing 4 while concentrating.

Corporeal Recalibration V: As *corporeal recalibration III*, but the target becomes sickened even if it succeeds on its save, or gains fast healing 1 for the spells duration and removes fatigue and sickness.

Hustle: Gain a psychically-fueled burst of speed, allowing you to take an additional move action this turn but causes you to become staggered afterwards.

Metamorphosis II: As *metamorphosis I*, but you gain two minor abilities and the list of abilities you can choose from expands.

Psychofeedback I: Gain a +4 alchemical bonus to one ability score and a –4 penalty to a second.

Restore Extremity: Reattaches a severed body part by to its owner's body.

Thicken Cuticle V: As *thicken cuticle IV*, except you choose three types of energy and gain a 25% chance to ignore the extra damage from critical hits and sneak attacks..

Wither I: Target takes 2d4 points of Strength damage as its muscle mass visibly shrinks.

5TH-LEVEL EGOIST SPELLS

Awaken Chakra IV: As *awaken chakra III*, but you can also awaken the target's heart chakra.

Biorestorative Catalyst V: As *biorestorative catalyst I*, except you heal 4d12 points of damage and gain fast healing 4 while concentrating. Every 2 rounds that the spell is concentrated on, you also heal 1 point of ability damage.

Corporeal Recalibration VI: As *corporeal recalibration III*, but the target becomes nauseated and fatigued if it fails its save or sickened and fatigued if it succeeds, or gains fast healing 2, removes the fatigued or sickened conditions, or reduces exhausted to fatigued or sickened to nauseated.

Metamorphosis III: As *metamorphosis I*, but you gain two major abilities and three minor abilities, and the list of abilities you can choose from expands.

Psychofeedback II: Gain a +6 alchemical bonus to one ability score, a +2 bonus to a second ability score, a -6 penalty to a third ability score, and a -2 penalty to a fourth ability score.

Psychometabolic Revivify: Target heals 1 hit point of damage per caster level (maximum 25) and gains fast healing while you concentrate; this healing can revive a creature that has been dead for no more than 5 minutes.

Thicken Cuticle VI: As *thicken cuticle V*, except you can reselect the three types of energy as a swift action by reducing the spells duration.

Wither II: As *wither I*, except the target takes 4d4 points of Strength damage, moves at half speed, and cannot run or charge.

6TH-LEVEL EGOIST SPELLS

Awaken Chakra V: As *awaken chakra IV*, but you can also awaken the target's throat chakra.

Biorestorative Catalyst VI: As *biorestorative catalyst I*, except you heal 5d12 points of hit point damage and 1d4 points of ability damage, and gain fast healing 5 while concentrating. Every 2 rounds that the spell is concentrated on, you also heal 1 point of ability damage.

Corporeal Recalibration VII: As *corporeal recalibration III*, but the target becomes nauseated and exhausted if it fails its save or sickened and fatigued if it succeeds, or gains fast healing 4 and removes the exhausted, fatigued, nauseated, and sickened conditions.

Fuse Flesh: Rewrites the target's physical structure, causing their flesh to fuse into a nearly seamless whole that is prone and cannot see, fear, use special abilities, or cast spells.

Metamorphosis IV: As *metamorphosis I*, but you gain three major abilities and four minor abilities, and the list of abilities you can choose expands.

Psychofeedback III: Gain a +6 alchemical bonus to one ability score, a +4 alchemical bonus to a second ability score, a +2 alchemical bonus to a third ability score, a -6 penalty to a fourth ability score, a -4 penalty to a fifth ability score, and a -2 penalty to a sixth ability score.

Thicken Cuticle VII: As *thicken cuticle VI*, but the natural armor bonus is +6 and the chance to ignore extra damage from critical hits and sneak attacks is 50%.

Wither III: As *wither II*, except the target takes half damage even on a successful save.

7TH-LEVEL EGOIST SPELLS

Awaken Chakra VI: As *awaken chakra V*, but you can also awaken the target's brow chakra.

Fission: Divides your body and mind in twain, creating an exact replica of yourself that thinks and acts exactly as you do.

Metamorphosis V: As *metamorphosis I*, but you gain four major abilities and five minor abilities, and the list of abilities you can choose expands.

Oak Body: Transforms your body into solid oak, granting you DR 10/slashing, a +5 natural armor bonus to AC, a +4 enhancement bonus to Strength, and a number of resistances and immunities.

8TH-LEVEL EGOIST SPELLS

Awaken Chakra VII: As *awaken chakra VI*, but you can also awaken the target's crown chakra.

Fusion: You and another target combine your material forms into a single being with your combined hit points and special abilities, as well as the better of your ability scores, base attack bonus, and saving throws.

Psychometabolic Regeneration: Touched creature gains fast healing 10 for the spell's duration and can reattach severed limbs with a successful Heal check.

9TH-LEVEL EGOIST SPELLS

Assimilate: Deal 40d6 damage to a target and partially assimilate its body into yours, granting you temporary hit points and granting bonuses to ability scores if your attack slays it.

Psychometabolic Surgery: Repairs all damage to the target's consciousness.

INQUISITOR SPELLS

1ST-LEVEL INQUISITOR SPELLS

Heightened Judgment: Grants a +2 bonus on Appraise and Sense Motive checks, and can be dismissed for a +4 bonus on one saving throw.

2ND-LEVEL INQUISITOR SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

ULTIMATE OCCULT

KINDLER SPELLS

0-LEVEL KINDLER SPELLS

Energy Burst I: Creates an explosion shaped into a ray or a touch attack that deals 1d4 points of acid, cold, fire, or sonic damage (your choice).

1ST-LEVEL KINDLER SPELLS

Energy Burst II: As *energy burst I*, but deals 1d4 points of damage per caster level (maximum 5d4) when targeting an area or 1d6 points of damage per caster level (maximum 5d6) when targeting one or more creature. Can also be shaped into a cone.

2ND-LEVEL KINDLER SPELLS

Energy Burst III: As *energy burst II*, but deals 1d6 points of damage per caster level (maximum 5d6) when targeting an area or 1d8 points of damage per caster level (maximum 5d8) when targeting one or more creature. Can also be shaped into a sphere.

3RD-LEVEL KINDLER SPELLS

Concussive Echo: You direct a wave of echoing kinetic energy at an area that deals 3d6 force damage to all creatures, objects, and structures in the area for 1 round/level.

Energy Burst IV: As *energy burst II*, but deals 1d6 points of damage per caster level (maximum 10d6) when targeting an area or 1d8 points of damage per caster level (maximum 10d8) when targeting one or more creature. Can also be shaped into a burst, line, or sphere.

Touch of the Seasons: You imbue your weapon with raw elemental energy, allowing you to deal half of the weapon's damage as a specific type of energy and granting you a seasonal benefit.

Touchsense: Generates a telekinetic field that grants you blindsense out 20 feet.

4TH-LEVEL KINDLER SPELLS

Energy Burst V: As *energy burst II*, but deals 1d6 points of damage per caster level (maximum 15d6) when targeting an area or 1d8 points of damage per caster level (maximum 15d8) when targeting one or more creature. Can also be shaped into a burst, line, or sphere and has an additional effect based upon the type of energy chosen.

5TH-LEVEL KINDLER SPELLS

Energy Burst VI: As *energy burst V*, but you can deal half of the spell's damage as one energy type and half as another type instead of applying an additional effect.

Fiery Rebirth: You can convert your body into raw, fiery energy when close to death in order to transform into heat energy, recovering hit points over several days.

6TH-LEVEL KINDLER SPELLS

Breath of the Black Dragon: Unleashes a cone of sickening acid that deals 1d6 acid damage per caster level (maximum 15d6).

Energy Burst VII: As *energy burst V*, but it deals 1d6 points of damage per caster level (maximum 20d6) when targeting an area or 1d8 points of damage per caster level (maximum 20d8) when targeting one or more creatures, and when dealing two types of energy damage with the spell you can apply the additional effects of both energy types.

MAGUS SPELLS

2ND-LEVEL MAGUS SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

Prowess: Allows you to make an attack of opportunity when a creature provokes from you.

3RD-LEVEL MAGUS SPELLS

Touch of the Seasons: You imbue your weapon with raw elemental energy, allowing you to deal half of the weapon's damage as a specific type of energy and granting you a seasonal benefit.

4TH-LEVEL MAGUS SPELLS

Spellwarding Fortress: Projects a telekinetic field that reduces all variable, numeric effects of spells, spell-like abilities, and supernatural abilities that affect creatures within the field by half.

5TH-LEVEL MAGUS SPELLS

Bonding Mirror Strike: As *mirror strike*^{UC}, except the targets become empathically bonded together if both are struck by your attack.

Breath of the Black Dragon: Unleashes a cone of sickening acid that deals 1d6 acid damage per caster level (maximum 15d6).

MEDIUM SPELLS

1ST-LEVEL MEDIUM SPELLS

Track Psychic Impressions: You can use Spellcraft instead of Survival to track any creature with an Intelligence of 3 or greater.

2ND-LEVEL MEDIUM SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

MESMERIST SPELLS

1ST-LEVEL MESMERIST SPELLS

Attraction: Target is forced to meet, get close to, attend to, or find the object of its implanted attraction.

Track Psychic Impressions: You can use Spellcraft instead of Survival to track any creature with an Intelligence of 3 or greater.

2ND-LEVEL MESMERIST SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

Distracting Mein: Target takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks and cannot make attacks of opportunity because of your distracting presence.

3RD-LEVEL MESMERIST SPELLS

Erratic Exposure: Muddles the target's sensibilities, causing all enemies to treat the target as if it were flanked and grants them a +4 circumstance bonus on attack rolls made to confirm critical hits against the target.

Mind Trap: Sets a psychic trap within your mind, causing a mental intruder to become nauseated when it targets you with a mind-affecting spell or spell-like ability.

Power Leech: Drains psychic power from the target, causing it to lose 1d6 levels of spell slots or 1d6 PE and causing you to replenish psychic spell levels and PE when the spell's duration expires.

Psychic Blast I: Causes creatures within a 30-ft. radius burst to become stunned for 1 round.

4TH-LEVEL MESMERIST SPELLS

All-Consuming Terror: Force the target's mind into a nightmarish mindscape, causing it to be trapped until saved and rendering it prone and helpless while imprisoned.

Disable: Convince the target that it is on the brink of death, sending its body into shock and reducing it to -1 hit points.

Psychic Blast II: As *psychic blast I*, except affected creatures become stunned for 1 round per caster level or dazzled for 1 round on a successful save.

Sensory Cascade: Scrambles the senses of creatures within a 15-ft. radius burst, causing their actions to have varying degrees of success.

5TH-LEVEL MESMERIST SPELLS

Leech Field: Emit a crackling aura of psychic power that leeches psychic energy from spells and spell-like abilities that target you.

Mind Crush: Crushes the target's psyche, dealing 1d4 points of Wisdom damage per 2 caster levels (maximum 10d4) and potentially kills it.

Psychic Blast II: As *psychic blast I*, except affected creatures become stunned for 1 round per caster level and fall prone.

6TH-LEVEL MESMERIST SPELLS

Disable, Mass: As *disable*, but multiple targets.

Scry Trap: Creatures that scry on you take 1d6 points of damage per caster level (maximum 25d6) and automatically alert you to the attempt.

NOMAD SPELLS

0-LEVEL NOMAD SPELLS

Dissipating Touch I: You disperse the target's surface structure, dealing 1d6 points of damage with a successful touch attack.

Sojourn I: You teleport to any location within 10 feet.

1ST-LEVEL NOMAD SPELLS

Discern Location: Determine your current location by divining nearby psychic impressions.

Dissipating Touch II: As *dissipating touch I*, except your touch deals 1d8 points of damage per caster level (maximum 5d8).

Hidden Pocket I: Transfers one touched object weighing up to 1 lb./level into an extradimensional space within the palm of your hand.

Sojourn II: As *sojourn I*, except it can be cast as a swift action.

ULTIMATE OCCULT

2ND-LEVEL NOMAD SPELLS

Dissipating Touch III: As *dissipating touch I*, but target takes 1d10 points of damage per caster level (maximum 5d10).

Gravitational Anchor: Warps gravity within the targeted area, making all creatures and objects heavier and increasing falling damage taken within the area.

Hidden Pocket II: As *hidden pocket I*, except up to two objects weighing 2 lbs./level combined.

Sojourn III: As *sojourn II*, except you can teleport to any spot within a distance equal to your base speed (up to 30 feet + 10 feet per 6 caster levels).

3RD-LEVEL NOMAD SPELLS

Dimensional Slide: Instantly teleport to another location within range that you can see.

Dissipating Touch IV: As *dissipating touch I*, but target takes 1d10 points of damage per caster level (maximum 10d10).

Gravity Well: Creates an artificial well of gravity that hampers nearby movement and attacks and makes creatures and objects within the well 10 times heavier.

Hidden Pocket III: As *hidden pocket I*, except up to three objects weighing 4 lbs./level combined.

Sojourn IV: As *sojourn II*, except you teleport to a space within a distance equal to your base speed (up to 30 feet + 10 feet per 6 caster levels), and can still take a 5-foot step during your turn.

Time Hop: You remove one target from the timeline for 1 round + 1 round per 4 caster levels.

4TH-LEVEL NOMAD SPELLS

Anchored Navigation I: You anchor yourself to a precise location and know your distance from the anchored location.

Dissipating Touch V: As *dissipating touch I*, but the target takes 1d10 points of damage per caster level (maximum 15d10) and is sickened.

Hidden Pocket IV: As *hidden pocket I*, except up to four objects weighing up to 5 lbs./level combined.

Immovability: Target's weight is multiplied by 1000 lbs per caster level and has an effective Strength and Dexterity of 0 for the spell's duration, and cannot be moved without great difficulty.

Sojourn V: As *sojourn II*, except you teleport to a space within a distance equal to your base speed (up to 60 feet + 10 feet per 6 caster levels), and can still take 5-foot steps during your turn.

5TH-LEVEL NOMAD SPELLS

Baleful Teleport I: Disperse portions of the target's body, dealing 1d8 points of damage per caster level (maximum 15d8) and 1d3 points of Strength, Dexterity, or Constitution damage.

Dissipating Touch VI: As *dissipating touch V*, but the target is nauseated if it fails its save or sickened if it succeeds.

Hidden Pocket V: As *hidden pocket I*, except up to 1 object/level weighing up to 10 lbs./level combined.

Sojourn VI: As *sojourn II*, except you teleport to a space within a distance equal to twice your base speed (up to 60 feet + 10 feet per 6 caster levels), and can still take 5-foot steps during your turn.

6TH-LEVEL NOMAD SPELLS

Baleful Teleport II: As *baleful teleport I*, except 1d8 points of damage per caster level (maximum 20d8) and 1d8 points of Strength, Dexterity, or Constitution damage.

Dissipating Touch VII: As *dissipating touch V*, but the target takes 1d10 points of damage per caster level (maximum 20d10) and is blinded and nauseated if it fails its save or sickened if it succeeds.

Psychoportative Lobotomy: Selectively remove portions of the target's brain, dealing 4d6 points of Intelligence drain.

Psychoportative Reposition: As *dimension door*, except you can teleport multiple creatures.

Sojourn VII: As *sojourn II*, except you teleport to space within a distance equal to three times your base speed (up to 90 feet + 10 feet per 6 caster levels), and can still take 5-foot steps during your turn.

Temporal Acceleration: You speed up your body's perception of time to superhuman levels, allowing you to make multiple actions in a blink of an eye.

7TH-LEVEL NOMAD SPELLS

Anchored Navigation II: As *anchored navigation I*, except it functions regardless of which plane you are in relation to your starting point.

Baleful Teleport III: As *baleful teleport I*, except 1d8 points of damage per caster level (maximum 20d8) and 1d8 points of Strength, Dexterity, or Constitution damage and 1d4 points of ability drain to a different ability score.

8TH-LEVEL NOMAD SPELLS

Baleful Teleport IV: As *baleful teleport I*, except 1d8 points of damage per caster level (maximum 25d8) and either 1d8 points of Strength, Dexterity, or Constitution damage to two ability scores.

Time Hop, Mass: As *time hop*, except you target multiple creatures.

9TH-LEVEL NOMAD SPELLS

Baleful Teleport V: As *baleful teleport I*, except 1d8 points of damage per caster level (maximum 25d8) and 2d4 points of Strength, Dexterity, or Constitution drain to two ability scores.

Temporal Regression: You regress apparent time 1 round, allowing you to “replay” the previous round of activity.

OCCULTIST SPELLS

1ST-LEVEL OCCULTIST SPELLS

Absorb Equipment I: Absorb an item that weighs up to 15 lbs into your body as a tattoo.

Detect Teleportation: Detects the strength and location of each teleportation aura within range, and can recognize when creatures in the spell’s area are using teleportation effects.

Manifest Tulpa I: Creates a tulpa from your thoughts and ideals to fight for you.

Track Psychic Impressions: You can use Spellcraft instead of Survival to track any creature with an Intelligence of 3 or greater.

2ND-LEVEL OCCULTIST SPELLS

Absorb Equipment II: As *absorb equipment I*, except up to two items that weigh up to 30 lbs.

Deceleration: Decreases target’s movement speed by half, up to 30 feet.

Manifest Tulpa II: Creates a tulpa from your thoughts and ideals to fight for you.

Prowess: Allows you to make an attack of opportunity when a creature provokes from you.

3RD-LEVEL OCCULTIST SPELLS

Absorb Equipment III: As *absorb equipment I*, except up to four items that weigh up to 45 lbs.

Manifest Tulpa III: Creates a tulpa from your thoughts and ideals to fight for you.

4TH-LEVEL OCCULTIST SPELLS

Absorb Equipment IV: As *absorb equipment I*, except up to six items that weigh up to 60 lbs.

Manifest Tulpa IV: Creates a tulpa from your thoughts and ideals to fight for you.

Power Leech: Drains psychic power from the target, causing it to lose 1d6 levels of spell slots or 1d6 PE and causing you to replenish psychic spell levels and PE when the spell’s duration expires.

Spellwarding Fortress: Projects a telekinetic field that reduces all variable, numeric effects of spells, spell-like abilities, and supernatural abilities that affect creatures within the field by half.

5TH-LEVEL OCCULTIST SPELLS

Absorb Equipment V: As *absorb equipment I*, except up to eight items that weigh up to 75 lbs.

Manifest Tulpa V: Creates a tulpa from your thoughts and ideals to fight for you.

6TH-LEVEL OCCULTIST SPELLS

Absorb Equipment VI: As *absorb equipment I*, except up to ten items that weigh up to 90 lbs.

Manifest Tulpa VI: Creates a tulpa from your thoughts and ideals to fight for you.

Scry Trap: Creatures that scry on you take 1d6 points of damage per caster level (maximum 25d6) and automatically alert you to the attempt.

PSYCHIC SPELLS

0-LEVEL PSYCHIC SPELLS

Conceal Thoughts: Shields your thoughts, gaining a +4 circumstance bonus on Bluff checks made to lie and on saves against attempts to read your mind.

1ST-LEVEL PSYCHIC SPELLS

Attraction: Target is forced to meet, get close to, attend to, or find the object of its implanted attraction.

Call to Mind: Psychic probing of your own mind allows you to reroll a Knowledge check with a bonus based upon how successful it was.

ULTIMATE OCCULT

Detect Teleportation: Detects the strength and location of each teleportation aura within range, and can recognize when creatures in the spell's area are using teleportation effects.

Fortify I: Gain a +1 resistance bonus on all saves, and can be undercast as *resistance* but with a range of personal.

Heightened Judgment: Grants a +2 bonus on Appraise and Sense Motive checks, and can be dismissed for a +4 bonus on one saving throw.

Manifest Tulpa I: Creates a tulpa from your thoughts and ideals to fight for you.

Moment of Circumstance: Grants a +2 insight bonus on initiative checks and Reflex saves, and can be discharged to remove the flat-footed condition.

Skate: The target ignores all friction, granting a creature a +15-ft. enhancement bonus to its speed and a +20 bonus on Acrobatics checks and Reflex saves to avoid falling prone on slippery surfaces or reducing an object's weight for the purpose of dragging it.

Synesthete: You alter which of your body's organs provide you with each of your sensory inputs.

Telepathic Link: Forges a short-distance telepathic bond with the target, functioning like telepathy except it requires a common language.

Track Psychic Impressions: You can use Spellcraft instead of Survival to track any creature with an Intelligence of 3 or greater.

2ND-LEVEL PSYCHIC SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

Dimensional Swap: Instantly switch places with the target creature.

Distracting Mein: Target takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks and cannot make attacks of opportunity because of your distracting presence.

Fortify II: As *fortify I*, except it grants a +2 resistance bonus and can be recharged to roll a saving throw twice and use the better result.

Manifest Tulpa II: Creates a tulpa from your thoughts and ideals to fight for you.

Psychic Equilibrium: Psychically alters your body so any surface will support you so long as you are moving.

Sustenance: You do not require food or water for 24 hours.

Telekinetic Hammer: You amplify your kinetic force, allowing you to deal 1d8 points of force damage + your highest mental ability score as force damage with a touch attack.

3RD-LEVEL PSYCHIC SPELLS

Erratic Exposure: Muddles the target's sensibilities, causing all enemies to treat the target as if it were flanked and grants them a +4 circumstance bonus on attack rolls made to confirm critical hits against the target.

Fortify III: As *fortify II*, except it grants a +3 resistance bonus and rerolling saving throws reduces duration rather than discharges the spell.

Manifest Tulpa III: Creates a tulpa from your thoughts and ideals to fight for you.

Mind Trap: Sets a psychic trap within your mind, causing a mental intruder to become nauseated when it targets you with a mind-affecting spell or spell-like ability.

Psychic Blast I: Causes creatures within a 30-ft. radius burst to become stunned for 1 round.

Shared Sustenance: As *sustenance*, except you can target other creatures.

Solicit Psicrystal: You transfer control of a spell that you are maintaining through concentration to your psicrystal.

4TH-LEVEL PSYCHIC SPELLS

All-Consuming Terror: Force the target's mind into a nightmarish mindscape, causing it to be trapped until saved and rendering it prone and helpless while imprisoned.

Disable: Convince the target that it is on the brink of death, sending its body into shock and reducing it to -1 hit points.

Fortify IV: As *fortify III*, except it grants a +4 resistance bonus on all saves, and a +6 bonus on saves against effects of a certain kind (such as fire effects or mind-affecting effects).

Manifest Tulpa IV: Creates a tulpa from your thoughts and ideals to fight for you.

Power Leech: Drains psychic power from the target, causing it to lose 1d6 levels of spell slots or 1d6 PE and causing you to replenish psychic spell levels and PE when the spell's duration expires.

Psychic Blast II: As *psychic blast I*, except affected creatures become stunned for 1 round per caster level or dazzled for 1 round on a successful save.

Psychic Reformation: You create a binary mindscape complete with a personal trainer that allows a target to quickly undergo retraining.

Sensory Cascade: Scrambles the senses of creatures within a 15-ft. radius burst, causing their actions to have varying degrees of success.

Spellwarding Fortress: Projects a telekinetic field that reduces all variable, numeric effects of spells, spell-like abilities, and supernatural abilities that affect creatures within the field by half.

Steadfast Perception: Gains a +6 enhancement bonus on Perception checks and saves against illusions.

5TH-LEVEL PSYCHIC SPELLS

Fortify V: As *fortify IV*, except it grants a +6 resistance bonus, you can pick two descriptors instead of one, and you can reduce the spell's duration by 1 minute to switch one descriptor for another.

Leech Field: Emit a crackling aura of psychic power that leeches psychic energy from spells and spell-like abilities that target you.

Manifest Tulpa V: Creates a tulpa from your thoughts and ideals to fight for you.

Metaconcert: Links the minds of multiple psychic creatures together to form a powerful collective.

Mind Crush: Crush's the target's psyche, dealing 1d4 points of Wisdom damage per 2 caster levels (maximum 10d4) and potentially kills it.

Mind Static: Manifests an aura of psychic static that interferes with the minds of living creatures.

Psychic Blast II: As *psychic blast I*, except affected creatures become stunned for 1 round per caster level and fall prone.

Spontaneous Adaptation: Adapts your body to hostile environments by rendering you immune to various hazards.

6TH-LEVEL PSYCHIC SPELLS

Brutalize Wounds: Attacks made against the target deal 1 additional point of damage per die for the spell's duration, and all variable hit point damage is maximized against the target.

Cooperative Concentration: Wrests control of a spell, spell-like ability, or supernatural ability that requires concentration from its initial caster.

Dispelling Buffer: Shields the target with psychic power, giving all caster level checks made to dispel a spell from the target a -5 penalty.

Manifest Tulpa VI: Creates a tulpa from your thoughts and ideals to fight for you.

Psychometabolic Suspension: Enter a state of suspended animation just before suffering a lethal blow.

Scry Trap: Creatures that scry on you take 1d6 points of damage per caster level (maximum 25d6) and automatically alert you to the attempt.

Suspend Life: Places the target in a trance that drastically slows its life functions.

7TH-LEVELS PSYCHIC SPELLS

Cosmic Awareness: Awareness of the greater cosmos grants you supernatural insight, allowing you to discharge the spell to gain a bonus to one d20 roll or to your armor class.

Manifest Tulpa VII: Creates a tulpa from your thoughts and ideals to fight for you.

Personal Mind Blank: As *mind blank*, except personal range.

Ultrablast: Blasts intelligent creatures within a 15-ft. radius spread with psychic power that deals 1d8 points of damage per caster level (maximum 25d8) and causes them to become exhausted and stunned.

8TH-LEVEL PSYCHIC SPELLS

Disable, Mass: As *disable*, but multiple targets.

Manifest Tulpa VIII: Creates a tulpa from your thoughts and ideals to fight for you.

9TH-LEVEL PSYCHIC SPELLS

Affinity Field: Causes you to emanate a 20-foot field that causes others to take the same damage and conditions as you do and heal the same damage and conditions as you.

ULTIMATE OCCULT

Magerend: Permanently delete 1d4 spells from the target's mind.

Manifest Tulpa IX: Creates a tulpa from your thoughts and ideals to fight for you.

Timeless Body: You become temporally unalterable, making you immune to all effects that target you for 1 round.

PSYCHIC WARRIOR SPELLS

0-LEVEL PSYCHIC WARRIOR SPELLS

Conceal Thoughts: Shields your thoughts, gaining a +4 circumstance bonus on Bluff checks made to lie and on saves against attempts to read your mind.

Thicken Cuticle I: You gain a +1 natural armor bonus, or increase your natural armor bonus by +1.

1ST-LEVEL PSYCHIC WARRIOR SPELLS

Absorb Equipment I: Absorb an item that weighs up to 15 lbs into your body as a tattoo.

Biofeedback I: Gain DR 2/—, and can discharge the spell to gain 1d8 temporary hit points + 1 point per caster level.

Biorestorative Catalyst I: You heal 1d6 points of damage and gain fast healing 1 for as long as you concentrate on the spell.

Bite of the Wolf I: You gain a bite attack that deals 1d8 points of damage.

Claws of the Beast I: Psychically transform your hands into claws that deal 1d4 points of damage each.

Emergency Deflection: Glimpse a vision of the future to gain a +4 deflection bonus to AC and on all saving throws until the end of the turn.

Fortify I: Gain a +1 resistance bonus on all saves, and can be undercast as *resistance* but with a range of personal.

Foxhole I: You create four 5-foot by 5-foot holes in the ground, or two 5-foot by 10-foot holes.

Moment of Circumstance: Grants a +2 insight bonus on initiative checks and Reflex saves, and can be discharged to remove the flat-footed condition.

Skate: The target ignores all friction, granting a creature a +15-ft. enhancement bonus to its speed and a +20 bonus on Acrobatics checks and Reflex saves to avoid falling prone on slippery surfaces or reducing an object's weight for the purpose of dragging it.

Synesthete: You alter which of your body's organs provide you with each of your sensory inputs.

Thicken Cuticle II: As *thicken cuticle I*, except the spell lasts longer and the natural armor bonus is +2.

2ND-LEVEL PSYCHIC WARRIOR SPELLS

Absorb Equipment II: As *absorb equipment I*, except up to two items that weigh up to 30 lbs.

Biofeedback II: As *biofeedback I*, except you gain DR 3/— and can discharge the spell for 2d8 temporary hit points + 1 per caster level (maximum +10).

Biorestorative Catalyst II: As *biorestorative catalyst I*, except you immediately heal 1d12 points of damage and gain fast healing 2 while concentrating.

Bite of the Wolf II: As *bite of the wolf I*, except your bite deals 1d10 points of damage.

Claws of the Beast II: As *claws of the beast I*, except your claws deal 1d6 points of damage.

Dimensional Swap: Instantly switch places with the target creature.

Distracting Mein: Target takes a –2 penalty on ability checks, attack rolls, saving throws, and skill checks and cannot make attacks of opportunity because of your distracting presence.

Empathic Transfer: Accept burn as a kineticist to heal 1d8 points of hit point damage from the target or to remove 1 point of burn.

Feat Leech I: Glimpse one target's thoughts, allowing you to know all of its feats and steal up to two of them for your use.

Fortify II: As *fortify I*, except it grants a +2 resistance bonus and can be recharged to roll a saving throw twice and use the better result.

Foxhole II: As *foxhole I*, but six eight 5-ft. by 5-ft. holes or three 5-ft. by 10 ft. holes in any substance with hardness 5 or less.

Painful Strike: Your natural weapon attacks deal an additional 1d6 points of nonlethal damage.

Prowess: Allows you to make an attack of opportunity when a creature provokes from you.

Psychic Equilibrium: Psychically alters your body so any surface will support you so long as you are moving.

Psychoportative Strike: Swap positions with a target that you hit with a successful melee attack.

Strength Sap: Siphons strength from your target, dealing 1 point of Strength damage each time you successfully hit an opponent with a melee attack.

Sustenance: You do not require food or water for 24 hours.

Telekinetic Hammer: You amplify your kinetic force, allowing you to deal 1d8 points of force damage + your highest mental ability score as force damage with a touch attack.

Thicken Cuticle III: As *thicken cuticle I*, except the natural armor bonus is +2 and you gain resistance 5 against one type of energy of your choice.

3RD-LEVEL PSYCHIC WARRIOR SPELLS

Absorb Equipment III: As *absorb equipment I*, except up to four items that weigh up to 45 lbs.

Animal Affinity I: Alter your body with features evocative of an idealized animal form, granting you a +4 enhancement bonus to one ability score of your choice.

Biofeedback III: As *biofeedback I*, except you gain DR 4/- and can discharge the spell for 3d8 temporary hit points + 1 per caster level (maximum +15).

Biorestorative Catalyst III: As *biorestorative catalyst I*, except you heal 2d12 points of damage and gain fast healing 3 while concentrating.

Bite of the Wolf III: As *bite of the wolf I*, except your bite attack deals 2d6 points of damage and counts as a magic and silver weapon.

Claws of the Beast III: As *claws of the beast I*, except your claws deal 1d8 points of damage and count as magic and silver weapons.

Claws of the Vampire: Infuses your claws with necromantic power, allowing you to gain temporary hit points equal to the weapon damage dealt by your claws whenever you hit an opponent.

Dimensional Slide: Instantly teleport to another location within range that you can see.

Ectoplasmic Form: You transform into a semi-translucent mass of rippling ectoplasm.

Ectoplasmic Grapnel: Creates a blob of malleable ectoplasm that allows you to reel yourself to your target or reel an object or creature to you.

Feat Leech II: As *feat leech I*, except you may steal 3 feats or can leech a weapon proficiency instead of a feat.

Fortify III: As *fortify II*, except it grants a +3 resistance bonus and rerolling saving throws reduces duration rather than discharges the spell.

Foxhole III: As *foxhole I*, but creates eight 5-ft. by 5-ft. holes, four 5-ft. by 10 ft. holes, or two 5-ft. by 20-ft. holes in any substance with hardness 10 or less.

Graft Armor: Meld one worn suit of armor into your physical body, reducing its armor check bonus, increasing its maximum Dexterity, and preventing it from reducing your speed.

Graft Weapon: Meld one weapon into your physical body, making you immune to disarm attempts for that weapon and allowing you to use it to deliver a touch spell.

Hustle: Gain a psychically-fueled burst of speed, allowing you to take an additional move action this turn but causes you to become staggered afterwards.

Metamorphosis I: Twists your body into a new shape, gaining a +4 bonus on Disguise checks and Intimidate checks, as well as one major ability and one minor ability.

Psychic Blast I: Causes creatures within a 30-ft. radius burst to become stunned for 1 round.

Shared Sustenance: As *sustenance*, except you can target other creatures.

Thicken Cuticle IV: As *thicken cuticle III*, except you can target other creatures and choose two types of energy to gain resistance against.

Touch of the Seasons: You imbue your weapon with raw elemental energy, allowing you to deal half of the weapon's damage as a specific type of energy and granting you a seasonal benefit.

Vampiric Weapon: Your attacks siphon life energy from their target, causing you to heal damage equal to half the total amount of weapon damage done by the attack.

4TH-LEVEL PSYCHIC WARRIOR SPELLS

Absorb Equipment IV: As *absorb equipment I*, except up to six items that weigh up to 60 lbs.

Backlash: Make a full attack as an immediate action against a creature that attacked you.

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Biofeedback IV: As *biofeedback I*, except you gain DR 5/– and can discharge the spell for 4d8 temporary hit points + 1 per caster level (maximum +20).

Biorestorative Catalyst IV: As *biorestorative catalyst I*, except you heal 3d12 points of damage and gain fast healing 4 while concentrating.

Bite of the Wolf IV: As *bite of the wolf I*, except your bite deals 3d6 points of damage, counts as a magic and silver weapon, and can trip opponents.

Claws of the Beast IV: As *claws of the beast I*, except your claws deal 1d10 points of damage, count as magic and silver weapons, and can rend opponents.

Feat Leech III: As *feat leech II*, except you may steal 4 feats.

Fortify IV: As *fortify III*, except it grants a +4 resistance bonus on all saves, and a +6 bonus on saves against effects of a certain kind (such as fire effects or mind-affecting effects).

Immobility: Target's weight is multiplied by 1000 lbs per caster level and has an effective Strength and Dexterity of 0 for the spell's duration, and cannot be moved without great difficulty.

Metamorphosis II: As *metamorphosis I*, but you gain two minor abilities and the list of abilities you can choose from expands.

Psychic Blast II: As *psychic blast I*, except affected creatures become stunned for 1 round per caster level or dazzled for 1 round on a successful save.

Psychic Pounce: Psychic power allows you to make a full-attack at the end of a charge, but causes you to become exhausted afterwards.

Psychofeedback I: Gain a +4 alchemical bonus to one ability score and a –4 penalty to a second.

Psychoportative Trajectory I: Your ranged attacks follow a specific path that you imagine rather than traveling in a straight line, allowing your projectile attacks to “move” into their target's space as if they were creatures.

Steadfast Perception: Gains a +6 enhancement bonus on Perception checks and saves against illusions.

Thicken Cuticle V: As *thicken cuticle IV*, except you choose three types of energy and gain a 25% chance to ignore the extra damage from critical hits and sneak attacks..

Vanishing Strike: You cloak your spellcasting with a flash of light that renders you invisible, allowing you to immediately attack a nearby opponent.

Weapon of Energy: Your attacks deal 1d6 points of energy damage on a successful hit, or 1d10 energy damage on a successful critical hit.

5TH-LEVEL PSYCHIC WARRIOR SPELLS

Absorb Equipment V: As *absorb equipment I*, except up to eight items that weigh up to 75 lbs.

Animal Affinity II: As *animal affinity I*, except +4 enhancement bonus to one physical ability score and one mental ability score of your choice.

Barrage: You can attack all opponents within reach or within one range increment of your ranged weapon as a full-attack action.

Biorestorative Catalyst V: As *biorestorative catalyst I*, except you heal 4d12 points of damage and gain fast healing 4 while concentrating. Every 2 rounds that the spell is concentrated on, you also heal 1 point of ability damage.

Bite of the Wolf V: As *bite of the wolf I*, except your bite deals 3d6 points of damage and counts as a cold iron, magic, and silver weapon, and can trip opponents.

Bonding Mirror Strike: As *mirror strike*^{UC}, except the targets become empathically bonded together if both are struck by your attack.

Claws of the Beast V: As *claws of the beast I*, except your claws deal 1d10 points of damage, count as cold iron, magic, and silver for the purpose of overcoming damage reduction, and can rend opponents.

Feat Leech IV: As *feat leech II*, except you may steal 5 feats.

Fortify V: As *fortify IV*, except it grants a +6 resistance bonus, you can pick two descriptors instead of one, and you can reduce the spell's duration by 1 minute to switch one descriptor for another.

Metaconcert: Links the minds of multiple psychic creatures together to form a powerful collective.

Metamorphosis III: As *metamorphosis I*, but you gain two major abilities and three minor abilities, and the list of abilities you can choose from expands.

Mind Static: Manifests an aura of psychic static that interferes with the minds of living creatures.

Oak Body: Transforms your body into solid oak, granting you DR 10/slashing, a +5 natural armor bonus to AC, a +4 enhancement bonus to Strength, and a number of resistances and immunities.

Psychic Blast II: As *psychic blast II*, except affected creatures become stunned for 1 round per caster level and fall prone.

Psychofeedback II: Gain a +6 bonus to one ability score, a +2 bonus to a second ability score, a –6 penalty to a third ability score, and a –2 penalty to a fourth ability score.

Psychoportative Summons: Teleports one target that is within the spell's range into a space that is adjacent to yours.

Psychoportative Trajectory II: As *psychoportative trajectory I*, except your projectiles can move up to two range increments and ignore concealment.

Spontaneous Adaptation: Adapts your body to hostile environments by rendering you immune to various hazards.

Thicken Cuticle VI: As *thicken cuticle V*, except you can reselect the three types of energy as a swift action by reducing the spells duration.

6TH-LEVEL PSYCHIC WARRIOR SPELLS

Absorb Equipment VI: As *absorb equipment I*, except up to ten items that weigh up to 90 lbs.

Biorestorative Catalyst VI: As *biorestorative catalyst I*, except you heal 5d12 points of hit point damage and 1d4 points of ability damage, and gain fast healing 5 while concentrating. Every 2 rounds that the spell is concentrated on, you also heal 1 point of ability damage.

Bite of the Wolf VI: As *bite of the wolf I*, except your bite deals 3d6 points of damage, has a critical threat range of 19-20/x2, is treated as a cold iron, magic, and silver weapon, and can trip opponents.

Breath of the Black Dragon: Unleashes a cone of sickening acid that deals 1d6 acid damage per caster level (maximum 15d6).

Brutalize Wounds: Attacks made against the target deal 1 additional point of damage per die for the spell's duration, and all variable hit point damage is maximized against the target.

Claws of the Beast VI: As *claws of the beast I*, except your claws deal 1d10 points of damage, have a critical threat range of 19-20/x2, count as cold iron, magic, and silver weapons, and can rend opponents.

Dispelling Buffer: Shields the target with psychic power, giving all caster level checks made to dispel a spell from the target a –5 penalty.

Dread Shape: Transform into a nightmarish version of yourself, gaining combat bonuses and causing opponents within 30 feet of you to become shaken.

Feat Leech V: As *feat leech II*, except you may steal 6 feats.

Metamorphosis IV: As *metamorphosis I*, but you gain three major abilities and four minor abilities, and the list of abilities you can choose expands.

Personal Mind Blank: As *mind blank*, except personal range.

Psychofeedback III: Gain a +6 alchemical bonus to one ability score, a +4 alchemical bonus to a second ability score, a +2 alchemical bonus to a third ability score, a –6 penalty to a fourth ability score, a –4 penalty to a fifth ability score, and a –2 penalty to a sixth ability score.

Psychometabolic Suspension: Enter a state of suspended animation just before suffering a lethal blow.

Psychoportative Trajectory III: As *psychoportative trajectory I*, except your projectiles can move up to three range increments and ignore concealment.

Suspend Life: Places the target in a trance that drastically slows its life functions.

Thicken Cuticle VII: As *thicken cuticle VI*, but the natural armor bonus is +6 and the chance to ignore extra damage from critical hits and sneak attacks is 50%.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Heightened Judgment: Grants a +2 bonus on Appraise and Sense Motive checks, and can be dismissed for a +4 bonus on one saving throw.

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SEER SPELLS

0-LEVEL SEER SPELLS

Future Sight I: Gain a vision pool with 1 point that can be spent to reroll a d20 and use the second result, even if it is worse.

1ST-LEVEL SEER SPELLS

Emergency Deflection: Glimpse a vision of the future to gain a +4 deflection bonus to AC and on all saving throws until the end of the turn.

Future Sight II: As *future sight I*, except you can also spend 1 point from your vision pool before rolling a d20 to roll twice and use the better result.

2ND-LEVEL SEER SPELLS

Future Sight III: As *future sight II*, but your vision pool contains 2 points.

3RD-LEVEL SEER SPELLS

Future Sight IV: As *future sight II*, but your vision pool contains 3 points and you can spend 1 point to gain a +4 insight bonus on all d20 rolls until the end of the turn.

4TH-LEVEL SEER SPELLS

Anchored Navigation I: You anchor yourself to a precise location and know your distance from the anchored location.

Future Sight V: As *future sight IV*, but your vision pool contains 4 points and you can spend 1 vision point to force an attacker to roll twice and use the worse result when attacking you.

5TH-LEVEL SEER SPELLS

Clairtangent Hand: Create an invisible magical sensor that sends you tactile information.

Future Sight VI: As *future sight V*, but your vision pool contains 5 points and you can spend 2 vision points to gain a +4 insight bonus on all d20 rolls that you make for a number of rounds equal to the spell's level.

6TH-LEVEL SEER SPELLS

Future Sight VII: As *future sight VI*, but your vision pool contains 6 points and you can spend twice as many vision points when using this spell to double the insight bonus gained.

7TH-LEVEL SEER SPELLS

Anchored Navigation II: As *anchored navigation I*, except it functions regardless of which plane you are in relation to your starting point.

9TH-LEVEL SEER SPELLS

Akashic Perusal: Projects your consciousness into the Akashic Record, granting you information about one target's nature, activities, and whereabouts.

SHAMAN SPELLS

1ST-LEVEL SHAMAN SPELLS

Heightened Judgment: Grants a +2 bonus on Appraise and Sense Motive checks, and can be dismissed for a +4 bonus on one saving throw.

2ND-LEVEL SHAMAN SPELLS

Distracting Mein: Target takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks and cannot make attacks of opportunity because of your distracting presence.

4TH-LEVEL SHAMAN SPELLS

Restore Extremity: Reattaches a severed body part by to its owner's body.

5TH-LEVEL SHAMAN SPELLS

Breath of the Black Dragon: Unleashes a cone of sickening acid that deals 1d6 acid damage per caster level (maximum 15d6).

Control Flames: Expands, extinguishes, or animals fire at your whim.

SHAPER SPELLS

0-LEVEL SHAPER SPELLS

Ectoplasmic Shard I: Creates a razor-sharp shard of ectoplasm that deals 1d3 points of piercing damage.

1ST-LEVEL SHAPER SPELLS

Ectoplasmic Bolt I: You shape ectoplasm into 10 magic arrows, crossbow bolts, firearm bullets, or sling bullets.

Ectoplasmic Shard II: As *ectoplasmic shard I*, except it deals 1d6 points of piercing damage per caster level (maximum 5d6) and has a critical threat range of 19-20/x2.

Foxhole I: You create four 5-foot by 5-foot holes in the ground, or two 5-foot by 10-foot holes.

Swarm of Crystals I: Spray of ectoplasmic crystal deals 1d4 points of piercing damage per caster level to all creatures in a 15-foot cone (maximum 5d4).

2ND-LEVEL SHAPER SPELLS

Ectoplasmic Shard III: As *ectoplasmic shard II*, except it deals 1d8 points of piercing damage per caster level (maximum 5d8).

Entangling Ectoplasm: Creates a glob of ectoplasm and hurls it at an enemy, otherwise functioning like a tanglefoot bag.

Foxhole II: As *foxhole I*, but six eight 5-ft. by 5-ft. holes or three 5-ft. by 10 ft. holes in any substance with hardness 5 or less.

Swarm of Crystals II: As *swarm of crystals I*, except you deal 1d6 points of damage per caster level (maximum 5d6).

3RD-LEVEL SHAPER SPELLS

Ectoplasmic Bolt II: As *ectoplasmic bolt I*, except it creates 20 +1 *ghost touch* projectiles.

Ectoplasmic Cocoon: You encase one target within a cocoon of ectoplasm, simultaneously protecting and imprisoning it.

Ectoplasmic Form: You transform into a semi-translucent mass of rippling ectoplasm.

Ectoplasmic Grapnel: Creates a blob of malleable ectoplasm that allows you to reel yourself to your target or reel an object or creature to you.

Ectoplasmic Shard IV: As *ectoplasmic shard II*, except it deals 1d8 points of damage per caster level (maximum 10d8).

Foxhole III: As *foxhole I*, but creates eight 5-ft. by 5-ft. holes, four 5-ft. by 10 ft. holes, or two 5-ft. by 20-ft. holes in any substance with hardness 10 or less.

Swarm of Crystals III: As *swarm of crystals I*, except you deal 1d6 points of damage to all creatures in a 30-foot cone (maximum 10d6).

4TH-LEVEL SHAPER SPELLS

Ectoplasmic Shard V: As *ectoplasmic shard II*, except it deals 1d8 points of piercing damage per caster level (maximum 15d8) and 1 point of bleed damage.

Swarm of Crystals IV: As *swarm of crystals III*, but the target takes 1d6 points of damage per caster

level (maximum 15d6) and bits of crystal become lodged within the targets' skin, causing them to become sickened until the shares are removed.

5TH-LEVEL SHAPER SPELLS

Ectoplasmic Shard VI: As *ectoplasmic shard V*, except it deals 1d4+1 bleed damage.

Hail of Crystals: Creates a mass of ectoplasmic crystal and hurls it at a target location, dealing 5d4 damage to the target and shattering the mass on impact, dealing 9d4 damage to all creatures within 20 feet of the initial target.

Swarm of Crystals V: As *swarm of crystals IV*, but more crystal becomes lodged within affected creatures' skin, and those creatures take bleed damage equal to the total number of shares embedded into their body.

6TH-LEVEL SHAPER SPELLS

Ectoplasmic Bolt III: As *ectoplasmic bolt I*, except it creates 50 +2 *ghost touch incorporeal bane* projectiles.

Ectoplasmic Shard VII: As *ectoplasmic shard V*, except it deals 1d8 points of damage per caster level (maximum 20d8) and 1d6+1 points of bleed damage.

Fuse Flesh: Rewrites the target's physical structure, causing their flesh to fuse into a nearly seamless whole that is prone and cannot see, fear, use special abilities, or cast spells.

Swarm of Crystals VI: As *swarm of crystals V*, but the target takes 1d6 points of damage per caster level (maximum 20d6) and many shares are embedded into the target's body.

Upheaval: As stone call, but it creatures in the affected area take 6d6 points of damage.

8TH-LEVEL SHAPER SPELLS

Control Hardness: Strengthen or weaken an object or structure at your whim.

SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Detect Teleportation: Detects the strength and location of each teleportation aura within range, and can recognize when creatures in the spell's area are using teleportation effects.

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Heightened Judgment: Grants a +2 bonus on Appraise and Sense Motive checks, and can be dismissed for a +4 bonus on one saving throw.

2ND-LEVEL SORCERER/WIZARD SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

Dimensional Swap: Instantly switch places with the target creature.

Distracting Mein: Target takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks and cannot make attacks of opportunity because of your distracting presence.

4TH-LEVEL SORCERER/WIZARD SPELLS

Bonding Mirror Strike: As *mirror strike*^{UC}, except the targets become empathically bonded together if both are struck by your attack.

Spellwarding Fortress: Projects a telekinetic field that reduces all variable, numeric effects of spells, spell-like abilities, and supernatural abilities that affect creatures within the field by half.

Steadfast Perception: Gains a +6 enhancement bonus on Perception checks and saves against illusions.

5TH-LEVEL SORCERER/WIZARD SPELLS

Breath of the Black Dragon: Unleashes a cone of sickening acid that deals 1d6 acid damage per caster level (maximum 15d6).

Control Flames: Expands, extinguishes, or animals fire at your whim.

Spontaneous Adaptation: Adapts your body to hostile environments by rendering you immune to various hazards.

7TH-LEVEL SORCERER/WIZARD SPELLS

Oak Body: Transforms your body into solid oak, granting you DR 10/slashing, a +5 natural armor bonus to AC, a +4 enhancement bonus to Strength, and a number of resistances and immunities.

Personal Mind Blank: As *mind blank*, except personal range.

9TH-LEVEL SORCERER/WIZARD SPELLS

Tornado Blast: Creates a slender vortex of violent air that strikes a creature and then whips into a massive tornado.

SPIRITUALIST SPELLS

1ST-LEVEL SPIRITUALIST SPELLS

Ectoplasmic Bolt I: You shape ectoplasm into 10 magic arrows, crossbow bolts, firearm bullets, or sling bullets.

Track Psychic Impressions: You can use Spellcraft instead of Survival to track any creature with an Intelligence of 3 or greater.

2ND-LEVEL SPIRITUALIST SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

Entangling Ectoplasm: Creates a glob of ectoplasm and hurls it at an enemy, otherwise functioning like a tanglefoot bag.

3RD-LEVEL SPIRITUALIST SPELLS

Ectoplasmic Bolt II: As *ectoplasmic bolt I*, except it creates 20 +1 *ghost touch projectiles*.

Ectoplasmic Form: You transform into a semi-translucent mass of rippling ectoplasm.

6TH-LEVEL SPIRITUALIST SPELLS

Ectoplasmic Bolt III: As *ectoplasmic bolt I*, except it creates 50 +2 *ghost touch incorporeal bane projectiles*.

SUMMONER SPELLS

1ST-LEVEL SUMMONER SPELLS

Detect Teleportation: Detects the strength and location of each teleportation aura within range, and can recognize when creatures in the spell's area are using teleportation effects.

Manifest Tulpa I: Creates a tulpa from your thoughts and ideals to fight for you.

2ND-LEVEL SUMMONER SPELLS

Deceleration: Decreases target's movement speed by half, up to 30 feet.

Dimensional Swap: Instantly switch places with the target creature.

Manifest Tulpa II: Creates a tulpa from your thoughts and ideals to fight for you.

3RD-LEVEL SUMMONER SPELLS

Manifest Tulpa III: Creates a tulpa from your thoughts and ideals to fight for you.

4TH-LEVEL SUMMONER SPELLS

Manifest Tulpa IV: Creates a tulpa from your thoughts and ideals to fight for you.

5TH-LEVEL SUMMONER SPELLS

Manifest Tulpa V: Creates a tulpa from your thoughts and ideals to fight for you.

Spontaneous Adaptation: Adapts your body to hostile environments by rendering you immune to various hazards.

6TH-LEVEL SUMMONER SPELLS

Manifest Tulpa VI: Creates a tulpa from your thoughts and ideals to fight for you.

TELEPATH SPELLS

0-LEVEL TELEPATH SPELLS

Obedience I: Can force a target to obey your commands as if you were using Handle Animal to push them.

1ST-LEVEL TELEPATH SPELLS

Obedience II: As *obedience I*, but can be discharged as a move action and forces the target to perform the chosen trick for 1 round/caster level.

2ND-LEVEL TELEPATH SPELLS

Cloud Mind I: Render yourself completely undetectable to one target.

Feat Leech I: Glimpse one target's thoughts, allowing you to know all of its feats and steal up to two of them for your use.

Mind Lock I: Dazes one target for as long as you concentrate on the spell.

Obedience III: As *obedience II*, except lasts 10 minutes/level and can choose from a number of tricks equal to your caster level that the target performs for 1 minute/level.

3RD-LEVEL TELEPATH SPELLS

Feat Leech II: As *feat leech I*, except you may steal 3 feats or can leech a weapon proficiency instead of a feat.

Fool Senses I: Tricks your target's senses from detecting one specific sensory stimulus as something completely different.

Mind Lock II: As *mindlock I*, except targets two creatures and causes targets to become flat-footed.

Obedience IV: As *obedience III*, except lasts 10 minutes/level and can choose a number of tricks or general purposes equal to your caster level for the target to perform for 10 minute/level. Discharging the spell is a swift action or a move action.

4TH-LEVEL TELEPATH SPELLS

Alienation I: You close the social centers of the target's mind, causing it to become unable to speak, write, comprehend language, or tell friend from foe.

Cloud Mind II: As *cloud mind I*, except one creature/level.

Feat Leech III: As *feat leech II*, except you may steal 4 feats.

Fool Senses II: As *fool senses I*, except it targets two creatures and can trick two stimuli.

Mind Lock III: As *mind lock I*, except targets three creatures and causes targets to become flat-footed for up to 2 rounds.

Obedience V: As *obedience III*, except lasts 10 minutes/level and can choose a number of tricks or general purposes equal to your caster level for the target to perform for 1 hour/level. Discharging the spell is a swift action or a move action and you can switch which trick or general purpose the target must perform.

Personality Parasite: Creates an antagonist personality within the target's mind capable of wresting control of the creature's body from the creature.

Schism: Splits your mind into two independent halves that function autonomously from another.

5TH-LEVEL TELEPATH SPELLS

Alienation II: As *alienation I*, except 1 minute/level.

Feat Leech IV: As *feat leech II*, except you may steal 5 feats.

Fool Senses III: As *fool senses I*, except it targets three creatures and can trick three stimuli.

Mind Lock IV: As *mind lock I*, except targets four creatures and causes target to become flat-footed and drop all items it is holding.

Mind Probe: Scan the target's mind for its knowledge and experiences, allowing you to ask the target questions that it must answer to the best of its ability.

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Obedience VI: As *obedience V*, except lasts 1 hour/level and can choose a number of tricks or general purposes equal to your caster level for the target to perform for 1 day/level. Discharging the spell is a free action and you can switch which trick or general purpose the target must perform.

6TH-LEVEL TELEPATH SPELLS

Alienation III: As *alienation I*, except 10 minutes/level.

Feat Leech V: As *feat leech II*, except you may steal 6 feats.

Fool Senses IV: As *fool senses I*, except it targets four creatures and can trick four stimuli.

Obedience VII: As *obedience V*, except lasts 1 day/level and can choose a number of tricks or general purposes equal to your caster level for the target to perform for 1 day per caster level. Discharging the spell is a free action and the target must perform all of the chosen tricks or general purposes.

7TH-LEVEL TELEPATH SPELLS

Alienation IV: As *alienation I*, except 1 hour/level.

Fool Senses V: As *fool senses IV*, except it can trick five stimuli and can trick targets into thinking that alter stimuli are harming them.

8TH-LEVEL TELEPATH SPELLS

Alienation V: As *alienation I*, except 1 day/level.

Mind Seed: Imprint your mind into the target's subconscious, allowing you to slowly rewrite its intellect and personality with your own.

9TH-LEVEL TELEPATH SPELLS

Alienation VI: As *alienation I*, except permanent.

Microcosm: You create a mindscape that is so realistic that those who fail to disbelieve the spell become helpless and trapped indefinitely.

Psychometabolic Chirurgery: Repairs all damage to the target's consciousness.

WITCH SPELLS

1ST-LEVEL WITCH SPELLS

Detect Teleportation: Detects the strength and location of each teleportation aura within range, and can recognize when creatures in the spell's area are using teleportation effects.

2ND-LEVEL WITCH SPELLS

Dimensional Swap: Instantly switch places with the target creature.

Distracting Mein: Target takes a –2 penalty on ability checks, attack rolls, saving throws, and skill checks and cannot make attacks of opportunity because of your distracting presence.

4TH-LEVEL WITCH SPELLS

Restore Extremity: Reattaches a severed body part by to its owner's body.

Spellwarding Fortress: Projects a telekinetic field that reduces all variable, numeric effects of spells, spell-like abilities, and supernatural abilities that affect creatures within the field by half.

5TH-LEVEL WITCH SPELLS

Breath of the Black Dragon: Unleashes a cone of sickening acid that deals 1d6 acid damage per caster level (maximum 15d6).

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order, with the exception of those whose names begin with “greater,” “lesser,” or “mass.” The rules for undercast spells appear in Chapter 4 of *Pathfinder Roleplaying Game Occult Adventures*.

ABSORB EQUIPMENT I

School transmutation; **Level** occultist 1, psychic warrior 1

Casting Time 1 standard action

Components V, S

Range touch

Target one touched item weighing up to 15 lbs.

Duration 1 hour/level or until discharged (D)

Saving Throw none (object); **Spell Resistance** yes (object)

You absorb the target item into your body, transforming it into a fist-sized tattoo that appears on one of your arms. The item becomes undetectable by mundane means, appearing simply as an exquisite tattoo. A character that has 1 or more ranks in Spellcraft can attempt a Spellcraft check to identify the tattoo as being the product of an *absorb equipment* spell (DC equals 10 + the spell's level + your caster level). If the item

is magical, it continues to radiate a magic aura that can be detected by *detect magic*, and it also possesses a psychic imprint that can be detected by *detect psychic significance*.

ABSORB EQUIPMENT II

School transmutation; **Level** occultist 2, psychic warrior 2

Target up to two touched items, weighing up to 30 lbs.

This functions as *absorb equipment I*, except as noted. In addition, you can transform up to two separate items into tattoos, so long as their combined weight doesn't exceed the spell's maximum. This spell can be undercast.

ABSORB EQUIPMENT III

School transmutation; **Level** occultist 3, psychic warrior 3

Target up to four touched items, weighing up to 45 lbs.

This functions as *absorb equipment I*, except as noted. In addition, you can transform up to four separate items into tattoos, so long as their combined weight doesn't exceed the spell's maximum. This spell can be undercast.

ABSORB EQUIPMENT IV

School transmutation; **Level** occultist 4, psychic warrior 4

Target up to six touched items, weighing up to 60 lbs.

This functions as *absorb equipment I*, except as noted. In addition, you can transform up to six separate items into tattoos, so long as their combined weight doesn't exceed the spell's maximum. This spell can be undercast.

ABSORB EQUIPMENT V

School transmutation; **Level** occultist 5, psychic warrior 5

Target up to eight touched items, weighing up to 75 lbs.

This functions as *absorb equipment I*, except as noted. In addition, you can transform up to eight separate items into tattoos, so long as their combined weight doesn't exceed the spell's maximum. This spell can be undercast.

ABSORB EQUIPMENT VI

School transmutation; **Level** occultist 6, psychic warrior 6

Target up to ten touched items, weighing up to 90 lbs.

This functions as *absorb equipment I*, except as noted. In addition, you can transform up to ten separate items into tattoos, so long as their combined weight doesn't exceed the spell's maximum. This spell can be undercast.



ULTIMATE OCCULT

AKASHIC PERUSAL

School divination; **Level** seer 9

Casting Time 1 hour

Components V, S

Range personal

Target you

Duration concentration, up to 1 min./level

You project your consciousness into the heart of the Akashic Record, allowing you to gain an uncannily accurate vision of the target's nature, activities, and whereabouts, though doing so is immensely taxing to your mind and spirit. When you cast this spell, you immediately take 1d4 points of Intelligence, Wisdom, and Charisma drain in order to learn the following facts about the target:

If it is a creature: its name, race, alignment, class levels, feats, skill bonuses in all of its skills, and mythic path abilities, as well as its total number of Hit Dice and mythic tiers and any significant items in its possession.

If it is an object: its name, aura, caster level, slot (if any), price (if any), description, destruction method (if any), and all command words associated with its use.

Its current location (including place of residence, town, country, planet, and plane of existence).

Any significant activities or events the target has been involved in within the past 8 hours, including details such as locales traveled through, the names or races attacked or fought, spells or abilities used, items acquired or left behind (if a creature), or creatures who have used or wielded it (if an object).

A current, mental view of the target (functions like *greater scrying*), which can be maintained for up to 1 minute per caster level.

Akashic perusal can defeat spells and special abilities of 9th level or lower that normally obscure divination effects, even wish. Defeating an otherwise impervious defense against divination spells and effects with this spell requires a caster level check (DC 10 + the caster level of the creator of the effect's creator; if no caster level is present, use the creator's Hit Dice or class level instead). This spell can even defeat the dual identity class feature of the vigilante in this manner, but doing without knowing that the vigilante's social identity and vigilante identity are one and the same increases the caster level check DC by +10. Effects from mythic sources that obscure divination effects likewise increase the caster level check DC by +10.

AFFINITY FIELD

School transmutation; **Level** psychic 9

Casting Time 1 standard action

Components V, S

Range 20 ft.

Area 20-ft.-radius emanation, centered on you

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You emit an aura of psychic feedback that causes creatures to become affected by certain effects that affect you. Creatures within the aura take all hit point damage and ability damage that you take and are healed for all hit point damage and ability damage that you are healed for.

In addition, whenever a psychic spell of 3rd level or lower targets you, it also targets all creatures within the aura regardless of any limitations or restrictions on the target's area or number of creatures targeted. This spell doesn't allow spells to affect creatures they wouldn't normally affect (such as *enlarge person* on a dragon type creature), nor can it spread spells with a range of personal or cause a creature to be affected by a single spell more than once.

ALIENATION I

School enchantment (compulsion) [mind-affecting]; **Level** telepath 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target up to

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You close the centers of the target's mind that deal with communication and social interaction. The target loses the ability to speak or write in all of its languages, as well as the ability to read or comprehend language (including body language). These ineptitudes cause the target to automatically fail all Charisma checks and Charisma-based skill checks (except Use Magic Device), all Linguistics checks, and all Sense Motive checks. The target also cannot discern friend from foe, and cannot count as any creature's ally for the spell's duration. This prevents the target from using or benefiting

from the aid another action or from making attacks of opportunity, and he loses all teamwork feats he possesses for the spell's duration.

ALIENATION II

School enchantment (compulsion) [mind-affecting]; **Level** telepath 5

Duration 1 min./level (D)

This functions as *alienation I*, except as noted. This spell can be undercast.

ALIENATION III

School enchantment (compulsion) [mind-affecting]; **Level** telepath 6

Duration 10 min./level (D)

This functions as *alienation I*, except as noted. This spell can be undercast.

ALIENATION VI

School enchantment (compulsion) [mind-affecting]; **Level** telepath 7

Duration 1 hour/level (D)

This functions as *alienation II*, except as noted. This spell can be undercast.

ALIENATION V

School enchantment (compulsion) [mind-affecting]; **Level** telepath 8

Duration 1 day/level (D)

This functions as *alienation I*, except as noted. This spell can be undercast.

ALIENATION VI

School enchantment (compulsion) [mind-affecting]; **Level** telepath 9

Duration permanent

This functions as *alienation I*, except as noted. This spell can be undercast.

ALL-CONSUMING TERROR

School illusion (phantasm) [emotion, fear, mind-affecting]; **Level** mesmerist 4, psychic 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration instantaneous

Saving Throw Will disbelief; **Spell Resistance** yes

You force the target's mind into a phantasmal mindscape designed as a realm of nightmarish terror. This functions as a veiled, immersive mindscape that does not require your presence within it; the believable creatures (up to 1 per caster level) and landscape within the mindscape are instead controlled by the target's own darkest fears and emotions. As a result of this unadulterated, personalized terror, the target is prone and helpless for as long as its mind remains within the mindscape.

Because the mindscape is controlled by the target's psyche, there is no limit to this spell's duration. On the creature's next turn, it may attempt a new saving throw to disbelieve the effect and immediately escape the mindscape. This is a full-round action that does not provoke attacks of opportunity. If this save is successful, the target immediately escapes the mindscape and the effect ends. If not, the creature is trapped within its mindscape until it dies of natural causes (such as starvation, thirst, or old age) or until it is rescued by another creature that enters the mindscape via *mindscape door*^{OA} or a similar effect and manages to rescue the target.



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ANIMAL AFFINITY I

School transmutation; **Level** psychic warrior 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

You forge a psychic affinity with an idealized animal form, making minor alterations to your physical appearance in order to boost one of your ability scores. You gain a +4 enhancement bonus to one ability score of your choice (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). This bonus adds the usual benefits to skill checks based on the chosen ability score, as well as all non-spellcasting uses of that ability score. Characters who rely on the chosen ability score to cast spells do not gain any additional bonus spells for the increased ability score, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks if Intelligence is chosen.

ANIMAL AFFINITY II

School transmutation; **Level** psychic warrior 5

This functions as *animal affinity I*, except you choose one physical ability score and one mental ability score to grant an enhancement bonus to. This spell can be undercast.

ANCHORED NAVIGATION I

School divination; **Level** seer 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

You know your precise location in relation to another specific location. When you cast this spell, your precise location when you cast the spell becomes anchored by this spell, causing it to become the fixed starting point for this spell. For the spell's duration, you are aware of the exact distance and route back to the spell's starting point, so long as you are on the same plane as the starting point. You can also retrace your steps through a maze (but not the *maze* spell) automatically while the power lasts without needing to resort to a map. Additionally, you are treated as being very familiar

with any starting point fixed by this spell. You can have multiple starting points active simultaneously if you cast this spell multiple times.

ANCHORED NAVIGATION II

School divination; **Level** seer 7

This functions as *anchored navigation I*, except it functions regardless of which plane you are on in relation to your starting point.

ASSIMILATE

School transmutation; **Level** egoist 9

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous and 1 hour; see text

Saving Throw Fortitude half; **Spell Resistance** yes

Your hand becomes as black as obsidian and hungers for material sustenance. Any creature that you touch with a melee touch attack is partially assimilated into your body, causing it to take 40d6 points of damage. In addition, you gain a number of temporary hit points equal to half the damage dealt by this spell. These temporary hit points last 1 hour, and temporary hit points gained from multiple castings of this spell do not stack.

If the target is reduced to 0 or fewer hit points, it becomes completely assimilated into your body, leaving behind only its equipment and a fine trace of dust. In addition, you gain temporary hit points equal to the total amount of hit points that the target had prior to your attack. If the creature had the ability to cast psychic spells, you randomly add one of its psychic spells to your list of spells known and gain a bonus to one or more ability scores, based upon the target's total number of Hit Dice compared to your own. These benefits last 1 hour.

Target's HD	Benefit
9 or more HD than caster	+4 to all ability scores
5 to 8 more HD than caster	+4 to five ability scores
1 to 4 more HD than caster	+4 to four ability scores
Equal HD to caster	+4 to three ability scores
1 to 4 fewer HD than caster	+4 to two ability scores
5 to 8 fewer than caster	+4 to one ability score
9 or fewer HD than caster	No benefit

ATTRACTION

School enchantment (charm) [mind-affecting];

Level mesmerist 1, psychic 1

Casting Time 1 standard action

Components V

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

Target one creature

Duration 1 hour/level

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

Resistance yes

You plant a compelling attraction into the mind of the target. This attraction can be towards a particular person or an object. On a failed saving throw, the target takes reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. The target doesn't suffer from blind obsession and won't perform obviously harmful actions in pursuit of its implanted attraction. He can still recognize danger acts on this attraction only when not engaged in combat or some other dangerous situation. If the object of the target's implanted attraction is a creature, that creature cannot command the target indiscriminately, although it will always be willing to listen to the object of its implanted attraction even if it disagrees. Any creature acting as the object of another creature's implanted attraction gains a +4 bonus on Charisma-checks and Charisma-based skill checks made to interact with the target.

AWAKEN CHAKRA I

School transmutation; **Level** egoist 2

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration concentration + 1 round/level

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

Resistance yes (harmless)

You connect yourself to the target's chakras and gently awaken them with cosmic energy, granting the target fantastic powers. When you cast this spell, you can attempt to awaken the target's root chakra once per round by making a DC 11 caster level check. If you succeed, the target's root chakra opens for 1 round, granting all the usual benefits for having its root chakra open.

Awaken chakra can open a creature's chakra regardless of whether the target meets the

minimum character level requirements to open the chakra itself or whether it has levels in an occult class or the Psychic Sensitivity^{OA} feat. If the target doesn't meet a chakra's minimum character level requirements, however, you take a -4 penalty on your caster level check to awaken the chakra. This spell also grants the target a +4 bonus on Fortitude and Will saves to maintain its awakened chakras. If the target fails to maintain an awakened chakra, you can attempt to awaken its chakras again on subsequent rounds, beginning with the root chakra and ending with the highest-ranked chakra that the spell is capable of awakening (root for *awaken chakra I*, sacral for *awaken chakra II*, and so on).

AWAKEN CHAKRA II

School transmutation; **Level** egoist 3

This functions like *awaken chakra I*, but you can awaken the target's sacral chakra with a DC 13 caster level check if the target's root chakra is already awakened.

AWAKEN CHAKRA III

School transmutation; **Level** egoist 4

This functions like *awaken chakra II*, but you can awaken the target's navel chakra with a DC 16 caster level check if the target's sacral chakra is already awakened.

AWAKEN CHAKRA IV

School transmutation; **Level** egoist 5

This functions like *awaken chakra III*, but you can awaken the target's heart chakra with a DC 20 caster level check if the target's navel chakra is already awakened.

AWAKEN CHAKRA V

School transmutation; **Level** egoist 6

This functions like *awaken chakra IV*, but you can awaken the target's throat chakra with a DC 25 caster level check if the target's heart chakra is already awakened.

AWAKEN CHAKRA VI

School transmutation; **Level** egoist 7

This functions like *awaken chakra V*, but you can awaken the target's brow chakra with a DC 31 caster level check if the target's throat chakra is already awakened.

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AWAKEN CHAKRA VII

School transmutation; **Level** egoist 7

This functions like *awaken chakra VI*, but you can awaken the target's crown chakra with a DC 38 caster level check if the target's brow chakra is already awakened.

BACKLASH

School divination; **Level** psychic warrior 4

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous and 1 round; see text

You gain a flash of foresight that allows you to instantly make a devastating counterattack against a foe. You can only cast this spell when an opponent deals damage to you with an attack (including with a spell, spell-like ability, or supernatural ability). As part of casting this spell, you can make a full-attack against the creature that damaged you, as long as the creature is within range. If you can load your ranged weapon or draw ammunition or a weapon as a free action, you may do so during this full-attack, even if it isn't your turn. After resolving your full-attack action, you become dazed until the end of your next turn. This condition cannot be removed by any means except by waiting for its duration to expire and if you are immune to the dazed condition or cannot be dazed, this spell has no effect for you.

BALEFUL TELEPORT I

School conjuration (teleportation); **Level** nomad 5

Casting Time 1 standard action

Components V, S

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

Target one corporeal creature

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** yes

You psychically disperse minuscule portions of the subject by teleporting them in random directions. This attack deals 1d8 points of damage per caster level (maximum 15d8). The target receives a Fortitude save for half damage. In addition, the target takes 1d3 points of Strength, Dexterity, or Constitution damage if it fails its save

(your choice). This attack has no effect on creatures that are blocked from extradimensional travel, such as those under the effects of dimensional anchor.

BALEFUL TELEPORT II

School conjuration (teleportation); **Level** nomad 6

This functions as *baleful teleport I*, except the target takes 1d8 points of damage per caster level (maximum 20d8) and takes 1d6 points of Strength, Dexterity, or Constitution damage if it fails its save (your choice). This spell can be undercast.

BALEFUL TELEPORT III

School conjuration (teleportation); **Level** nomad 7

This functions as *baleful teleport I*, except the target takes 1d8 points of damage per caster level (maximum 20d8) and takes 1d8 points of Strength, Dexterity, or Constitution damage if it fails its save (your choice of two ability scores). This spell can be undercast.

BALEFUL TELEPORT IV

School conjuration (teleportation); **Level** nomad 8

This functions as *baleful teleport I*, except the target takes 1d8 points of damage per caster level (maximum 25d8) and takes 1d8 points of Strength, Dexterity, or Constitution damage and 1d4 points of Strength, Dexterity, or Constitution drain (your choice). You cannot deal ability damage and ability drain to the same ability score with a single casting of this spell. This spell can be undercast.

BALEFUL TELEPORT V

School conjuration (teleportation); **Level** nomad 9

This functions as *baleful teleport I*, except the target takes 1d8 points of damage per caster level (maximum 25d8) and takes 2d4 points of Strength, Dexterity, and Constitution drain. This spell can be undercast.

BARRAGE

School transmutation; **Level** psychic warrior 5

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round

You boost your movements to supernatural levels, allowing you to strike many targets in a blink of an eye with such speed that you leave blurred afterimages of your movements quickly appear and fade in your wake. During the round that this spell is cast, when you use the full-attack action, you can give up your regular attacks and instead make one attack at your highest base attack bonus against each opponent within reach or within one ranged increment, if attacking with a ranged weapon, up to a maximum of one attack per 2 caster levels. You must make a separate attack roll against each opponent. While attacking in this manner, you forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

BIOFEEDBACK I

School transmutation; **Level** egoist 1, psychic warrior 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level or until discharged; see text

You psychically strengthen your body by deadening your nerves and steeling yourself against pain, granting you DR 2/-. As a swift action, you can discharge this spell to gain 1d8 temporary hit points + 1 point per caster level (maximum +5). These temporary hit points last for 1 hour and stack with all other sources of temporary hit points except this spell.

BIOFEEDBACK II

School transmutation; **Level** egoist 2, psychic warrior 2

This functions as *biofeedback I*, except you gain DR 3/- and if the spell is discharged, you gain 2d8 temporary hit points + 1 point per caster level (maximum +10). This spell can be undercast.

BIOFEEDBACK III

School transmutation; **Level** egoist 3, psychic warrior 3

This functions as *biofeedback I*, except you gain DR 4/- and if the spell is discharged, you gain 3d8 temporary hit points + 1 point per caster level (maximum +15). This spell can be undercast.

BIOFEEDBACK IV

School transmutation; **Level** egoist 4, psychic warrior 4

This functions as *biofeedback I*, except you gain DR 5/- and if the spell is discharged, you gain 4d8 temporary hit points + 1 point per caster level (maximum +20). This spell can be undercast.

BIORESTORATIVE CATALYST I

School necromancy; **Level** egoist 1, psychic warrior 1

Casting Time concentration, up to 1 round/level

Components V, S

Range personal

Target you

Duration concentration, up to 1 round/level

You take control of your body's natural healing processes, causing it to rapidly heal itself under your guidance. You immediately heal 1d6 points of damage, and gain fast healing 1 for as long as you continue concentrating on the spell.

BIORESTORATIVE CATALYST II

School necromancy; **Level** egoist 2, psychic warrior 2

This functions as *biorestorative catalyst I*, but you immediately heal 1d12 points of damage and gain fast healing 2 for as long as you continue concentrating on the spell. This spell can be undercast.

BIORESTORATIVE CATALYST III

School necromancy; **Level** egoist 3, psychic warrior 3

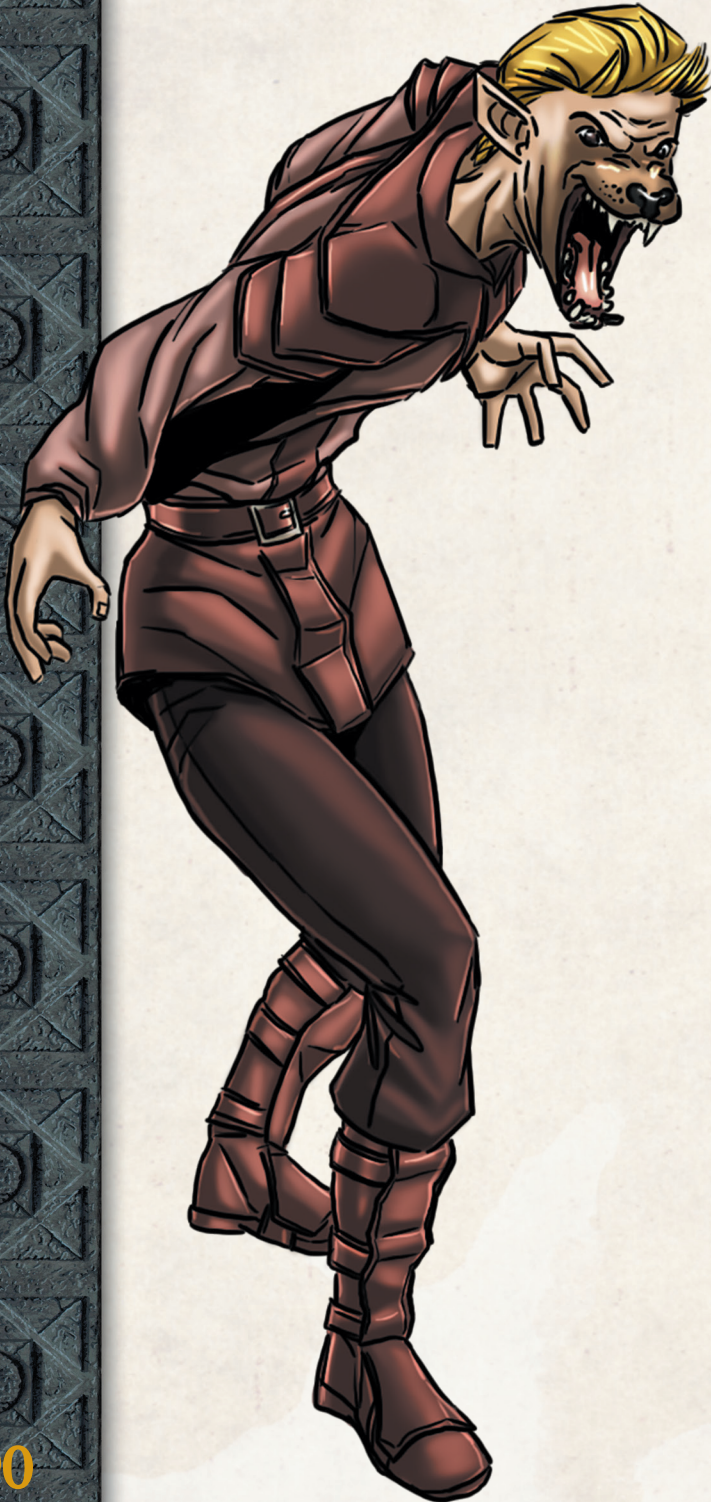
This functions as *biorestorative catalyst I*, except you immediately heal 2d12 points of damage and gain fast healing 3 for as long as you continue concentrating on the spell. This spell can be undercast.

BIORESTORATIVE CATALYST IV

School necromancy; **Level** egoist 4, psychic warrior 4

This functions as *biorestorative catalyst I*, except you immediately heal 3d12 points of damage and gain fast healing 4 for as long as you continue concentrating on the spell. In addition, you heal 1 point of Strength, Dexterity, or Constitution damage (your choice). This spell can be undercast.

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BIORESTORATIVE CATALYST V

School necromancy; **Level** egoist 5, psychic warrior 5

This functions as *biorestorative catalyst I*, except you immediately heal 4d12 points of damage and gain fast healing 4 for as long as you continue concentrating on the spell. In addition, you heal 1 point of Strength, Dexterity, or Constitution damage (your choice) for every 2 rounds that you concentrate on this spell. This spell can be undercast.

BIORESTORATIVE CATALYST VI

School necromancy; **Level** egoist 6, psychic warrior 6

This functions as *biorestorative catalyst I*, except you immediately heal 5d12 points of damage and gain fast healing 5 for as long as you continue concentrating on the spell. In addition, you immediately heal 1d4 points of Strength, Dexterity, or Constitution damage (your choice) and heal 1 additional point of ability damage from the chosen ability score for every 2 rounds that you concentrate on this spell. This spell can be undercast.

BITE OF THE WOLF I

School transmutation; **Level** psychic warrior 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

You grow a muzzle, complete with fangs, and your spine elongates, causing your posture to stoop forward. You gain a bite attack that deals 1d8 points of damage if you are Medium, or 1d6 points of damage if you are Small. This bite attack is a secondary natural attack if you use it in addition with other weapons, including other natural weapons.

BITE OF THE WOLF II

School transmutation; **Level** psychic warrior 2

This functions as *bite of the wolf I*, except your bite attack deals 1d10 points of damage on a successful hit if you are Medium (or 1d8 points of damage if you are Small). This spell can be undercast.

BITE OF THE WOLF III

School transmutation; **Level** psychic warrior 3

This functions as *bite of the wolf I*, except your bite attack deals 2d6 points of damage on a successful hit if you are Medium (or 1d10 points of damage if you are Small). In addition, your bite attack counts as a magic and silver weapon for the purpose of overcoming damage reduction. This spell can be undercast.

BITE OF THE WOLF IV

School transmutation; **Level** psychic warrior 4

This functions as *bite of the wolf I*, except your bite attack deals 3d6 points of damage on a successful hit if you are Medium (or 2d6 points of damage if you are Small). In addition, your bite attack counts as a magic and silver weapon for the purpose of overcoming damage reduction and you gain the trip special attack with your bite attack for the spell's duration. This spell can be undercast.

BITE OF THE WOLF V

School transmutation; **Level** psychic warrior 5

This functions as *bite of the wolf I*, except your bite attack deals 3d6 points of damage on a successful hit if you are Medium (or 2d6 points of damage if you are Small) and your bite attack always counts as a primary natural weapon. In addition, your bite attack counts as a cold iron, magic, and silver weapon for the purpose of overcoming damage reduction and you gain the trip special attack with your bite attack for the spell's duration. This spell can be undercast.

BITE OF THE WOLF VI

School transmutation; **Level** psychic warrior 6

This functions as *bite of the wolf I*, except your bite attack deals 3d6 points of damage on a successful hit if you are Medium (or 2d6 points of damage if you are Small) and your bite attack has a critical threat range of 19-20/x2. This critical threat range cannot be expanded by any effect, including the Improved Critical feat or the *keen weapon* special ability. In addition, your bite attack always counts as a primary natural weapon and is treated as a cold iron, magic, and silver weapon for the purpose of overcoming damage reduction. Finally, you gain the trip special attack with your bite attack for the spell's duration. This spell can be undercast.

BONDING MIRROR STRIKE

School enchantment [mind-affecting]; **Level** bloodrager 4, magus 5, psychic warrior 5, sorcerer/wizard 1

Casting Time 1 standard action

This functions as *mirror strike*^{UC}, except if you successfully hit both targets with your attacks, those creatures are also empathically bound together temporarily. Half of any damage done to either target is automatically dealt to the other target as well, ignoring all effects that reduce or redirection damage (such as damage reduction, immunities, or the *shield other* spell). Effects that aren't damage aren't shared by this spell. This bond lasts until the end of your next turn.

BREATH OF THE BLACK DRAGON

School evocation [acid]; **Level** magus 5, kindler 6, psychic warrior 6, shaman 6, sorcerer/wizard 5, witch 6

Casting Time 1 standard action

Components V, S, M (a vial of acid)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You create a sickening gout of acid that originates from your open mouth and extends outward in a cone. It drenches creatures within its area in acid that quickly dissipates, dealing 1d6 points of acid damage per caster level (maximum 15d6).

BRUTALIZE WOUNDS

School enchantment (compulsion) [mind-affecting]; **Level** psychic 6, psychic warrior 6

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

Saving Throw Will partial; **Spell Resistance** yes

You invade the target's mind and temporarily reduce its ability to ward off attacks. On a failed saving throw, attacks (including spells, spell-like abilities, and supernatural abilities) deal 1 additional point of damage per die for the spell's duration, and all variable hit point damage dealt to the target is maximized. On a successful save, the

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target takes the additional damage noted above, but damage dealt to it isn't maximized. Each round, a creature affected by this spell can attempt a new Will saving throw as a move action to reduce its effects, as noted above.

CALL TO MIND

School divination; **Level** psychic 1

Casting Time 1 minute

Components V, S

Range personal

Target you

Duration instantaneous

You use your psychic powers to probe your own mind, allowing you to recall information with better accuracy than you normally could. You can cast this spell only after making a Knowledge check. After successfully casting this spell, you can reroll that Knowledge check with a bonus; this bonus is +8 if your Knowledge check successfully granted you at least one piece of information or +4 if your check yielded no results. You cannot use this spell to reroll a Knowledge check that you aren't trained in, and you cannot cast this spell to reroll a Knowledge check that you have already rerolled.

CLAIRTANGENT HAND

School divination (scrying); **Level** seer 5

Casting Time 1 standard action

Components V, S

Range unlimited

Effect magical sensor

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You create an invisible magical sensor that sends you tactile information. You can create the *clairtangent hand* at any point you can see, but it can then travel outside your line of sight without hindrance. A tactile hand travels at 30 feet per round (300 feet per minute) if tactically sensing an area as a human would (by touching the floor or walls), at 10 feet per round (100 feet per minute) by briefly touching the floor, walls, ceiling, and any objects or creatures encountered, or at 5 feet per round (50 feet per minute) by intimately caressing the floor, walls, ceiling, and any objects or creatures encountered. Surfaces, objects, and creatures encountered feel exactly as they would feel to your bare hands, feet, or body.

The hand can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 3 inches in diameter. The hand cannot enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use a *clairtangent hand*. If you do not concentrate, the hand is inert until you again concentration.

CLAWS OF THE BEAST I

School transmutation; **Level** psychic warrior 1

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 hour/level

You psychically draw forth your most primal thoughts and emotions, transforming your hands into deadly claws in the process. You gain two claw attacks, each dealing 1d4 points of damage (or 1d3 points if you are Small). You can manifest or suppress these claws as a swift action at any point during this spell's duration, and you can still hold and manipulate items, wield weapons, or cast spells with somatic components as well as you could with your hands while your claws are manifested.

CLAWS OF THE BEAST II

School transmutation; **Level** psychic warrior 2

This functions as claws of the beast I, except your claw attacks deal 1d6 points of damage (or 1d4 points if you are Small). This spell can be undercast.

CLAWS OF THE BEAST III

School transmutation; **Level** psychic warrior 3

This functions as *claws of the beast I*, except your claw attacks deal 1d8 points of damage on a successful hit if you are Medium (or 1d6 points of damage if you are Small). In addition, your claw attacks count as a magic and silver weapon for the purpose of overcoming damage reduction. This spell can be undercast.

CLAWS OF THE BEAST IV

School transmutation; **Level** psychic warrior 4

This functions as *claws of the beast I*, except your claw attacks deal 1d10 points of damage on a successful hit if you are Medium (or 1d8 points of damage if you are Small). In addition, your claw

attacks count as a magic and silver weapon for the purpose of overcoming damage reduction and you gain the rend special attack (2 claws, 1d10+1-1/2 times your Strength bonus) for the spell's duration. This spell can be undercast.

CLAWS OF THE BEAST V

School transmutation; **Level** psychic warrior 5

This functions as *claws of the beast I*, except your claw attacks deal 1d10 points of damage on a successful hit if you are Medium (or 1d8 points of damage if you are Small). In addition, your bite attack counts as a cold iron, magic, and silver weapon for the purpose of overcoming damage reduction and you gain the rend special attack (2 claws, 2d6+1-1/2 times your Strength bonus) for the spell's duration. This spell can be undercast.

CLAWS OF THE BEAST VI

School transmutation; **Level** psychic warrior 6

This functions as *claws of the beast I*, except your claw attacks deal 1d10 points of damage on a successful hit if you are Medium (or 1d8 points of damage if you are Small) and your claw attacks have a critical threat range of 19-20/x2. This critical threat range cannot be expanded by any effect, including the Improved Critical feat or the *keen weapon* special ability. In addition, your claw attacks count as a cold iron, magic, and silver weapon for the purpose of overcoming damage reduction and you gain the rend special attack (2 claws, 2d6+1-1/2 times your Strength bonus) for the spell's duration. This spell can be undercast.

CLAWS OF THE VAMPIRE

School necromancy; **Level** psychic warrior 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

You infuse your claws or unarmed strikes with necromantic power, granting them ability to leech the life essences from your victims. Any successful attacks with your claws or unarmed strikes causes you to heal a number of hit points equal to half the amount of weapon damage dealt

by the weapon; bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses do not alter the amount of healing gained from this effect. You cannot heal more hit points than the creature has hit point remaining in this manner.

You do not heal hit point damage when your attacks deal nonlethal damage to an opponent, when attacking a creature with fast healing or regeneration, or when you attack a creature with a number of Hit Dice equal to less than half of your Hit Dice. Casting *fission* on yourself and then attacking your duplicate does not grant you any healing.

CLOUD MIND I

School enchantment [mind-affecting]; **Level** telepath 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

You alter the target's cognitive and perceptive abilities, rendering yourself completely undetectable to the target creature. You are both invisible and inaudible to the target and it cannot detect your presence or pinpoint your location by any means, including blindsense, blindsight, scent, or tremorsense. Furthermore, the target is unaware of all actions that you take. If such an action would create a sustained and obvious change in the target's environment (such as breaking a dam, summoning a monster, or casting a *wall of fire* spell), provoke an attack of opportunity from the target, or attack the target, the spell ends. An ally of the subject that is able to see or perceive you can use a move action to warn the subject of your presence, granting it a new saving throw to end this spell.

Items dropped or put down by you immediately become detectable; items picked up disappear if tucked into your clothing or pouches. The target cannot detect any visible light or effects that you emit (such as light from a torch you are carrying) and any part of an item that you carry but extends more than 10 feet from you becomes visible.

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CLOUD MIND II

School enchantment [mind-affecting]; **Level** telepath 4

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

This functions as *cloud mind I*, except as noted above. In addition, if you take an action that would normally cause *cloud mind I* to end, it instead ends after a number of rounds equal to your caster level have passed, or when the spell's normal duration expires; whichever happens first. This spell can be undercast.

CONCEAL THOUGHTS

School conjuration (healing) [acid, air, fear, mind-affecting]; **Level** psychic 0, psychic warrior 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour

You shroud your thoughts from divination and enchantment spells, making your mind more difficult to analyze with magic. You gain a +4 circumstance bonus on Bluff checks made to deceive or lie as well as a +4 circumstance bonus on saving throws against any spell, spell-like ability, or supernatural ability used to read your mind (such as *detect thoughts*).

CONCUSSIVE ECHO

School evocation [force]; **Level** kindler 3

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area 30-ft. radius burst

Duration 1 round/level

Saving Throw Fortitude half; **Spell Resistance** yes

You direct an echoing wave of concussive kinetic energy at a specific location, pulverizing any and all creatures and objects within the area. All creatures, unattended items and objects, and structures within the area take 3d6 points of force damage on your turn each round. All targets can make a Fortitude save each round to take half damage.

CONTROL FLAMES

School evocation [fire]; **Level** cleric 5, druid 5, shaman 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area fire in a volume of 10 ft. by 10 ft./level by 5 ft./level (S)

Duration 10 min./level (D)

Saving Throw none, see text; **Spell Resistance** no

This spell has three different applications, all of which control fire in different ways. The first version of this spell causes fire in the area to rapidly expand, causing it to catch creatures and objects within the area ablaze. The second version of this spell causes fire in the area to rapidly diminish, sparing creatures and objects within the area that were on fire from harm. The third version of this spell animates fire within the area, allowing you to move it about at your leisure.

Expand Fire: This causes a fire source to increase its size by up to 2 cubic feet per caster level, up to the maximum fire source size that you can control. Creatures within a space where no fire existed before can attempt a Reflex save to move out of the expanded area of the fire source; failure indicates that the creature is caught within the expanding fire as the flames engulf it, causing it to immediately catch on fire.

Extinguish Fire: This causes a fire source to diminish in size, just as the expand fire version causes it to expand. If a fire is diminished to less than 1 cubic foot in size by the spell, it is immediately snuffed out. Creatures and objects within a space where a fire source was extinguished by this version of the spell are no longer on fire if they had caught on fire prior to this spell's casting.

Animate Fire: This causes a fire source to move at your command, functioning like a *flaming sphere* spell except the sphere's diameter is based on the amount of fire within the area that you can control, as noted on Table: Animate Fire. Fire animated by this ability can climb surfaces as though it had a 30 foot climb speed, even perfectly smooth surfaces, provided that the surface is flammable.



TABLE: ANIMATE FIRE

Caster Level	Fire Size	Damage
1st	Medium (5-ft space)	1d6
2nd–6th	Large (10-ft space)	3d6
7th–16th	Huge (15-ft space)	5d6
16+	Gargantuan (20-ft space)	7d6

CONTROL HARDNESS

School transmutation; **Level** shaper 8

Casting Time 1 standard action

Components V, S

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

Target one object or structure, up to 1 cu. feet/level

Duration 1 minute/level; see text

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

This spell has two different applications, both of which manipulate the fundamental structure of a touched object in different ways. The first version of this spell strengthens the object, making it difficult to damage. The second version weakens the object, making it more brittle and easier to destroy. Regardless of which version of the spell is used, *control hardness* cannot manipulate the hardness and break DC of a destroyed object, and this spell immediately ends if the target object or structure is destroyed.

Strengthen Object: This causes the touched object or structure to increase its hardness and break DC by up to 5. For each point of hardness gained, the

object also gains 3 hit points per inch of thickness. These hit points are lost first if the object is damaged while under the effects of the spell.

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Weaken Object: This causes the touched object or structure to reduce its hardness and break DC by up to 5. For each point of hardness lost, the object also loses 3 hit points per inch of thickness. These hit points are regained when the spell's duration ends, but the restoration of these hit points doesn't remove the broken condition from the object if it has taken enough damage to gain this condition. An object or structure that is destroyed while under the effects of this spell doesn't regain any hit points when its duration expires.

Both versions of this spell can be made permanent via permanency by spending 2,500 gp per point of hardness added (for strengthen object) or removed (for weaken object).

COOPERATIVE CONCENTRATION

School telepathy; **Level** psychic 6

Casting Time 1 standard action

Components V, S

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 wrest control of a spell, spell-like ability, or supernatural ability that was cast by the target that must be maintained through concentration that the target was actively concentrating on. If the target fails a Will saving throw, you gain control of that spell, you can either allow the spell to function as normal (as if you had cast it yourself), keep the spell targeted on its subject (if a personal spell) but decide how the spell fulfills its function each round, retarget the spell on yourself (if a personal spell), or choose not to concentrate on the spell in the next round, causing it to immediately end. When the duration of cooperative concentration ends, any spell that you have taken control of also ends (even if this would mean that the spell ends earlier than normal). This spell can also wrest control of spell-like abilities and supernatural abilities that must be maintained through concentration.

CORPOREAL RECALIBRATION I

School necromancy; **Level** egoist 0

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 round or 1 round/level

Saving Throw Fortitude negates, see text; **Spell Resistance** yes, see text

You alter the flow of cosmic energy within the target's body, either helping or impeding it. This spell has two different applications, both of which recalibrate the target's body in different ways. The first version of this spell harms the target by stemming the flow of energy throughout its body. The second version removes impediments to the flow of energy within the target and focuses that same energy. Incorporeal creatures are immune to both versions of this spell.

Harmful: The target becomes sickened for 1 round. A successful Fortitude save negates this effect. After a creature has been sickened by this spell, it is immune to its effects for 1 minute. Conditions created by this version of the spell cannot stack to more potent effects (such as sickened to nauseated, or fatigued to exhausted).

Helpful: The target gains a +1 alchemical bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. This version of the spell is harmless and has a duration of 1 round per caster level.

CORPOREAL RECALIBRATION II

School necromancy; **Level** egoist 1

Duration 1 round/level

This spell functions like *corporeal recalibration I*, except as noted above. In addition, both versions of the spell function as noted below.

Harmful: As *corporeal recalibration I*, but the target becomes sickened for 1 round per caster level and fatigued for 1 round. Unlike normal fatigue, this condition ends as soon as the round ends. Creatures that have been sickened by this version of the spell do not become immune to it.

Helpful: As *corporeal recalibration I*, but the spell's target gains a +2 bonus on saves against disease, nausea, and sickened effects for the spell's duration. This bonus doesn't stack with the spell's usual bonus on saving throws.

CORPOREAL RECALIBRATION III

School necromancy; **Level** egoist 2

Duration 1 round/level

This spell functions like *corporeal recalibration I*, except as noted above. In addition, both versions of the spell function as noted below.

Harmful: As *corporeal recalibration I*, but the target becomes sickened and fatigued for 1 round per caster level. Unlike normal fatigue, this condition ends as soon as the round ends. Creatures that have become sickened by this version of the spell do not become immune to it.

Helpful: The target gains a +2 bonus on saves against disease, nausea, and sickened effects, and a +1 bonus per 3 caster levels on all attack rolls, saving throws, and skill checks (maximum +6). The bonuses on saving throws stack. In addition, if the target is fatigued or sickened when you cast this spell, those conditions are suppressed for the spell's duration.

CORPOREAL RECALIBRATION IV School necromancy; Level egoist 3

This spell functions like *corporeal recalibration III*, but both versions of the spell function as noted below.

Harmful: As *corporeal recalibration III*, but the target becomes nauseated and fatigued for 1 round per caster level.

Helpful: As *corporeal recalibration III*, but the target also gains fast healing 1 for the spell's duration.

CORPOREAL RECALIBRATION V School necromancy; Level egoist 4

Saving Throw Fortitude partial, see text; **Spell Resistance** yes, see text

This spell functions like *corporeal recalibration III*, except as noted above. In addition, both versions of the spell function as noted below.

Harmful: As *corporeal recalibration III*, but the target becomes nauseated and fatigued for 1 round per caster level. A target that succeeds on its Fortitude save is instead sickened for 1 round per caster level.

Helpful: As *corporeal recalibration III*, but the target also gains fast healing 1 for the spell's duration. If the target is fatigued or sickened when you cast this spell, those conditions are immediately removed.

CORPOREAL RECALIBRATION VI School necromancy; Level egoist 5

Saving Throw Fortitude partial, see text; **Spell Resistance** yes, see text

This spell functions like *corporeal recalibration III*, except as noted above. In addition, both versions of the spell function as noted below.

Harmful: As *corporeal recalibration III*, but the target becomes nauseated and fatigued for 1 round per caster level. A target that succeeds on its Fortitude save is instead sickened for 1 round per caster level and fatigued for 1 round.

Helpful: As *corporeal recalibration III*, but the target also gains fast healing 2 for the spell's duration. If the target is fatigued or sickened when you cast this spell, those conditions are immediately removed. In addition, this spell can reduce the severity of certain conditions. If the target is exhausted when you cast this spell, it is fatigued instead. If the target is nauseated when you cast this spell, it is sickened instead. This reduction is an instantaneous effect that persists after the spell's duration ends.

CORPOREAL RECALIBRATION VII School necromancy; Level egoist 6

Saving Throw Fortitude partial, see text; **Spell Resistance** yes, see text

This spell functions like *corporeal recalibration III*, except as noted above. In addition, both versions of the spell function as noted below.

Harmful: As *corporeal recalibration III*, but the target becomes nauseated and exhausted for 1 round per caster level. A target that succeeds on its Fortitude save is instead sickened for 1 round per caster level and fatigued for 1 round.

Helpful: As *corporeal recalibration III*, but the target also gains fast healing 4 for the spell's duration. If the target is exhausted, fatigued, nauseated, or sickened when you cast this spell, those conditions are immediately removed.

COSMIC AWARENESS

School divination; Level psychic 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level or until discharged

You gain a cosmic sense that affords you foresight during a single opportune moment. Whenever you roll a d20, you can discharge this spell in order to gain an insight bonus on the d20 roll or check equal to your caster level (maximum

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+25). Alternatively, you can discharge this spell when you are attacked in order to add this bonus to your AC. You may discharge this spell if you are flat-footed, but not if you are helpless, unconscious, or otherwise unable to defend yourself. Unlike similar spells, you can discharge *cosmic awareness* after making a d20 roll or check or after being hit by an attack; if so, reduce the insight bonus that you gain by half. You cannot have more than one active *cosmic awareness* spell at a time.

DECELERATION

School transmutation; **Level** bard 2, bloodrager 2, inquisitor 2, magus 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, summoner 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 min./level (D).

Saving Throw Will negates (harmless); **Spell Resistance** no

This spell decreases the target's movement speed by half. *Deceleration* cannot reduce a creature's speed by more than 30 feet.

Deceleration counters and dispels expeditious retreat, and *expeditious retreat* counters and dispels this spell.

DETECT TELEPORTATION

School divination; **Level** occultist 1, psychic 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area 60 ft.

Duration concentration, up to 1 minute/level (D)

As detect magic, except you immediately detect the strength and location of each teleportation aura on all creatures and objects in the area. You can attempt to identify the properties of each aura (see Spellcraft).

In addition to noticing the targets of these effects, you can recognize when creatures in the area are using these effects by making a Sense Motive check as a standard action (DC 20 + caster level). If you succeed, you may make a Spellcraft check to

identify what spell it is using (even if the target is not in the area). If you successfully beat the spell's Spellcraft DC by 10 or more, you also know the general area that the target is teleporting to or from, within 1d12 miles.

DIMENSIONAL SLIDE

School conjuration (teleportation); **Level** nomad 3, psychic warrior 3

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Target you

Duration instantaneous

You instantly teleport yourself to another location within the spell's range that you can see. You can bring objects (but not other creatures) with you, up to 10 lbs. per caster level. Your familiar counts as part of you for the purpose of this restriction.

DIMENSIONAL SWAP

School conjuration (healing) [acid, air, fear, mind-affecting]; **Level** sorcerer/wizard 2, psychic 2, psychic warrior 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target you and one other creature within range

Duration instantaneous

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

You and the target creature immediately swap places. *Dimensional swap* immediately fails if either destination is hazardous to either target (such as teleporting a creature that cannot fly into the air) or that cannot contain or support it (such as teleporting a Gargantuan creature inside of a building that is insufficiently sized to contain it).

DISABLE

School enchantment (compulsion) [mind-affecting]; **Level** mesmerist 4, psychic 4

Casting Time 1 standard action

Components V, S

Range target

Target one living creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You convince the target's mind that it is on the brink of death, causing it to collapse in shock. On a failed saving throw, the target is reduced to -1 hit points and immediately falls unconscious. The creature automatically stabilizes, but it is helpless and cannot awaken until its total amount of hit points equals 0 or more.

DISABLE, MASS

School enchantment (compulsion) [mind-affecting]; **Level** mesmerist 6, psychic 8
Target one or more living creatures, no two of which can be more than 30 feet apart

This spell functions like *disable*, except as noted above.

DISCERN LOCATION

School divination; **Level** nomad 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 min./level (D)

You are able to discern psychic impressions upon your current location in order to determine where you are. You immediately know which plane and planet (if applicable) you are on, as well as the name of which kingdom or nation you are currently in as well as the name of the closest town and its approximate distance from your current location (up to 1 mile per caster level). As a result of this information, you gain a +4 competence bonus on Knowledge (local), Knowledge (planes), and Knowledge (geography) checks for the spell's duration.

DISPELLING BUFFER

School abjuration; **Level** psychic 6, psychic warrior 6
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one willing creature or one object weighing up to 100 lb./level; see text
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You create a psychic shield around the target that makes it more difficult to dispel magical effects active upon it. Dispel checks made to dispel spells and spell-like abilities on the target take a -5 penalty; effects that attempt to dispel spells or spell-

like abilities active on the target that do not require dispel checks instead have a 20% failure chance. This spell cannot hamper or impede *mage's disjunction*.

DISSIPATING TOUCH I

School conjuration (teleportation); **Level** nomad 0
Casting Time 1 standard action
Components V, S
Range touch
Target creature or object touched
Duration instantaneous
Saving Throw Will half; **Spell Resistance** yes

You magically disperse the target's surface structure, teleporting bits of it far away. Your successful melee touch attack deals 1d6 points of damage to the target. The target receives a Will save for half damage.

DISSIPATING TOUCH II

School conjuration (teleportation); **Level** nomad 1
This functions as *dissipating touch I*, but the target takes 1d8 points of damage per caster level (maximum 5d8). This spell can be undercast.

DISSIPATING TOUCH III

School conjuration (teleportation); **Level** nomad 2
This functions as *dissipating touch I*, but the target takes 1d10 points of damage per caster level (maximum 5d10). This spell can be undercast.

DISSIPATING TOUCH IV

School conjuration (teleportation); **Level** nomad 3
This functions as *dissipating touch I*, but the target takes 1d10 points of damage per caster level (maximum 10d10). This spell can be undercast.

DISSIPATING TOUCH V

School conjuration (teleportation); **Level** nomad 4
This functions as *dissipating touch I*, but the target takes 1d10 points of damage per caster level (maximum 15d10) and is sickened for 1 round if it fails its save. This spell can be undercast.

DISSIPATING TOUCH VI

School conjuration (teleportation); **Level** nomad 5
This functions as *dissipating touch V*, but the target is also nauseated for 1 round if it fails its save or sickened for 1 round if it succeeds at its save. This spell can be undercast.

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DISSIPATING TOUCH VII

School conjuration (teleportation); **Level** nomad 6

This functions as *dissipating touch V*, but the target takes 1d10 points of damage per caster level (maximum 20d10), and is blinded and nauseated for 1 round if it fails its save or sickened for 1 round if it succeeds at its save. This spell can be undercast.

DISTRACTING MEIN

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, mesmerist 2, psychic 2, psychic warrior 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 swift action

Components V, S

Range 30 ft.

Target one creature

Duration 1 round

Saving Throw Will partial; **Spell Resistance** yes

You muddle the target's perceptions of you, making yourself incredibly distracting. You can only cast this spell after making a successful attack or skill check against the target. For 1 round, the target takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks, and cannot make attacks of opportunity. On a successful saving throw, this penalty is reduced to -1 and the target can make attacks of opportunity as normal.

DREAD SHAPE

School transmutation (polymorph); **Level** psychic warrior 6

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

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

Target creature touched

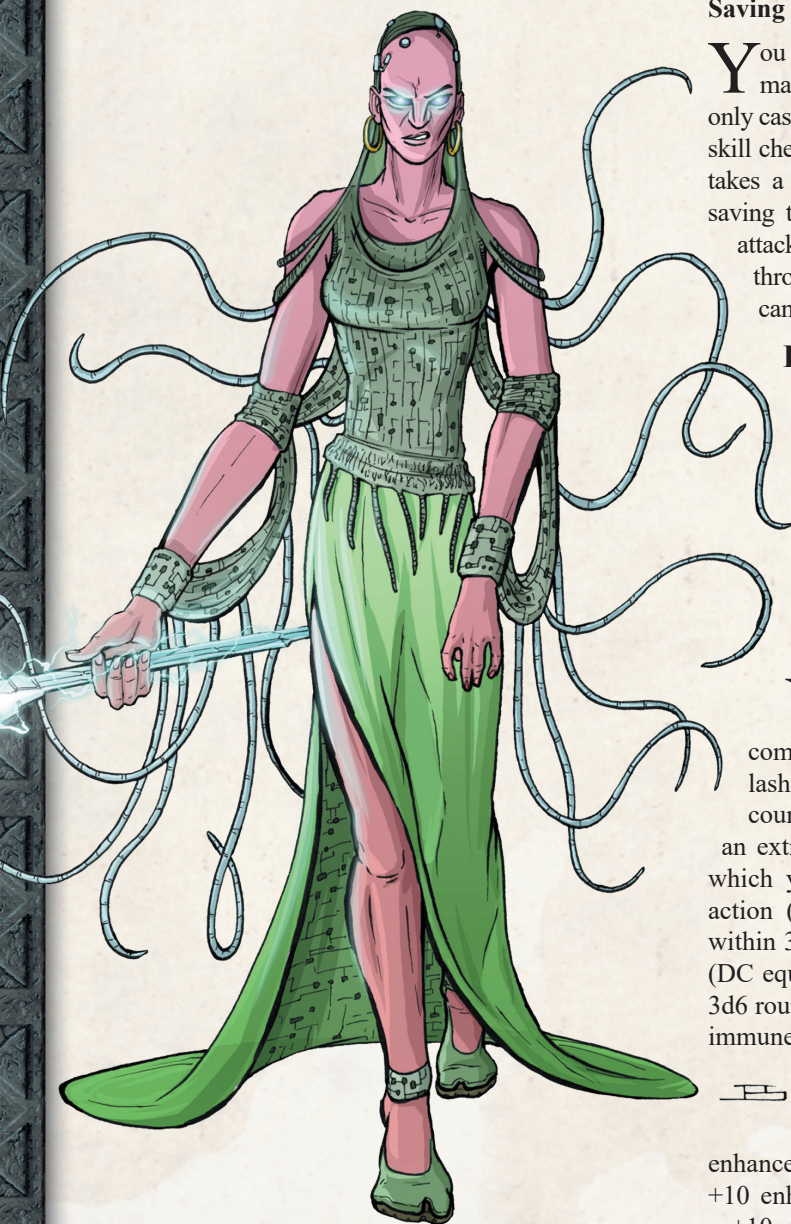
Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance no

You transform into a terrifying, nightmarish visage of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You gain frightful presence as an extraordinary ability for the spell's duration, which you can activate as part of an offensive action (such as a charge or attack). Opponents within 30 feet of you must succeed at a Will save (DC equals the spell's DC) or become shaken for 3d6 rounds. Foes with more Hit Dice than you are immune to this effect, and fear conditions created by this ability do not stack.

 You also gain a +5 natural armor bonus to AC, DR 5/–, and a +4 enhancement bonus to your Strength as well as a +10 enhancement bonus to your base speed and a +10 enhancement bonus on Acrobatics checks



made to jump and on Climb checks. This bonus to your speed doesn't apply to movement types other than your land speed; burrow speeds, climb speeds, fly speeds, and swim speeds receive no benefit. You also gain four tentacle attacks (1d4 if Medium, 1d3 if Small) as secondary natural attacks.

ECTOPLASMIC BOLT I

School conjuration (creation); **Level** shaper 1, spiritualist 1

Casting Time 1 standard action

Components V, S

Range personal

Effect 2d4 arrows, crossbow bolts, firearm cartridges, or sling bullets

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You shape ectoplasm from the Ethereal Plane into masterwork projectiles suitable for a weapon, creating 10 arrows, crossbow bolts, firearm bullets, or sling bullets that count as magic weapons for overcoming damage reduction and attacking incorporeal creatures, but is otherwise standard for its type. All ammunition created must be of the same type and is appropriate for a weapon intended for a wielder of your size. Ammunition created by *ectoplasmic bolts* dissipates into ectoplasmic particles when the spell's duration ends or after it is fired.

ECTOPLASMIC BOLT II

School conjuration (creation); **Level** psion/wilder 3, spiritualist 3

This functions as *ectoplasmic bolt I*, except it creates 20 projectiles and all projectiles created have a +1 enhancement bonus on attack rolls and damage rolls as well as the *ghost touch* special weapon ability. This spell can be undercast.

ECTOPLASMIC BOLT III

School conjuration (creation); **Level** psion/wilder 6, spiritualist 6

This functions as *ectoplasmic bolt I*, except it creates 50 projectiles and all projectiles created have a +2 enhancement bonus on attack rolls and damage rolls as well as the *ghost touch* and *incorporeal bane* special weapon ability. This spell can be undercast.

ECTOPLASMIC COCOON

School conjuration (creation); **Level** shaper 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level (D)

Saving Throw Reflex negates; **Spell Resistance** no

You draw writhing strands of ectoplasm from the Ethereal Plane and wrap them around the target, creating a shell that simultaneously hinders and protects the target. On a failed Reflex save, the target becomes completely helpless and is unable to see outside the cocoon, speak, or take any actions save purely mental ones and the ectoplasm is as effective at stifling sound as water, making it difficult for the subject sounds that originate from outside of the cocoon. A target that is cocooned while flying immediately begins to fall, while a creature that is cocooned while swimming sinks.

An imprisoned creature is visible from within the cocoon as a vague shape, but the cocoon is substantial enough to interrupt line of sight and provide total cover to the target from all attacks. The cocooned creature can be moved normally, but the ectoplasm's weight quadruples the target's weight.

The target can be freed from its cocoon if the ectoplasm is sufficiently damaged. The cocoon has hardness 8 and 8 hit points per caster level you possess. Incorporeal creatures cannot pass into or out of the ectoplasm, and ethereal travel (including the phase lurch ability of a spiritualist's phantom) cannot provide a means of entry or escape.

ECTOPLASMIC FORM

School transmutation; **Level** psychic warrior 3, shaper 3, spiritualist 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

You magically transmute your body and gear into a semi-translucent mass of rippling ectoplasm that conforms to your general, normal shape. While in this form, you gain DR 10/magic and slashing and immunity to critical hits and poison. Any armor (including natural armor

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and shields) that you possess provides no benefit while you are in *ectoplasmic form*, and you cannot activate items that you possessed on your person when you cast this spell. Items with continuously active effects remain active, though the effects of this spell may negate or render such effects redundant (such as the *fortification* special armor ability or an *amulet of natural armor*).

You cannot physically attack or speak while in ectoplasmic form and you lose all supernatural abilities that you possess. You cannot run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, and you gain the phase lurch ability, functioning like that of a spiritualist's phantom. You can otherwise pick up and interact with material objects, although such objects cannot pass through openings too small for them, nor can you move them through material barriers with phase lurch. You are subject to wind effects as though you were two size categories lighter.

ECTOPLASMIC GRAPNEL

School conjuration (creation); **Level** psychic warrior 3, shaper 3

Casting Time 1 standard action

Components V, S

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

Target one creature, object, or structure

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a blob of malleable, adhesive ectoplasm and fire it out from your outstretched hand at one target as a ranged touch attack. This blob remains connected to your hand via an ectoplasmic cord, and if your attack hits the blob reels in, pulling the target to you or you to it. You choose which version of this spell to use when you cast it.

Reel Caster: You must target a creature or object that is roughly the same size as you (or smaller) in order to use this version of *ectoplasmic grapnel*. If you hit the target creature or object, you immediately move into the closest available space that is adjacent to the target. Your movement provokes attacks of opportunity from creatures other than the target of this spell. If your movement causes you to end in a space that you cannot stand in but could otherwise climb or fly in (if you possess a

fly speed), you must attempt a Reflex save (DC 10 + the target's CMD, if any) in order to so. Success allows you to grab onto a ledge or begin flying, while failure indicates that you fall.

If you manage to cast this version of *ectoplasmic grapnel* while engaged in a grapnel, you must immediately attempt a grapple check. If you succeed, you immediately gain control of the grapple and either escape before moving, or drag the grappled creature with you as you move. If your grapple check fails, your opponent gains control of the grapple instead and can either escape the grapple, move with you as you move, or reduce the total distance that you move towards the target using this spell by 5 feet, plus 5 additional feet for every 5 by which your grapple check failed to beat your opponent's CMD.

Reel Object: This functions like the reel target version of this spell (see below). An unattended object has a CMD of 0, which an attended object uses its wielder's CMD in place of its own. Using ectoplasmic grapnel to target an attended object counts as a disarm attempt (if the target is currently being held or wielded) or a steal attempt (if the target is not being held or wielded) for the purpose of determining any bonuses to CMD that the target gains from its wielder.

Reel Target: If you hit the target creature, you may attempt a drag combat maneuver against it, substituting your caster level for your base attack bonus and your highest mental ability score modifier (Intelligence, Wisdom, or Charisma) for your Strength modifier. If your check is successful, you drag the creature 5 feet closer to you, plus an additional 5 feet for every 5 by which your check result exceeds the target's CMD. A willing or unconscious target has a CMD of 0 for the purpose of determining the distance that you can reel it towards you.

ECTOPLASMIC SHARD I

School conjuration (creation); **Level** shaper 0

Casting Time 1 standard action

Components V, S

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You create a razor-sharp shard of ectoplasm and hurl it at your target. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 1d3 points of piercing damage.

ECTOPLASMIC SHARD II

School conjuration (creation); **Level** shaper 1

This functions like *ectoplasmic shard I*, but the ray deals 1d6 points of piercing damage per caster level (maximum 5d6) and has a critical threat range of 19-20/x2.

ECTOPLASMIC SHARD III

School conjuration (creation); **Level** shaper 2

This functions as *ectoplasmic shard II*, except the ray deals 1d8 points of piercing damage per caster level (maximum 5d8). This spell can be undercast.

ECTOPLASMIC SHARD IV

School conjuration (creation); **Level** shaper 3

This functions as *ectoplasmic shard II*, except the ray deals 1d8 points of piercing damage per caster level (maximum 10d8). This spell can be undercast.

ECTOPLASMIC SHARD V

School conjuration (creation); **Level** shaper 4

This functions as *ectoplasmic shard II*, except the ray deals 1d8 points of piercing damage per caster level (maximum 15d8) and takes 1 point of bleed damage each round until a DC 15 Heal check is made to stop the bleeding or the target receives any amount of magical healing. This spell can be undercast.

ECTOPLASMIC SHARD VI

School conjuration (creation); **Level** shaper 5

This functions as *ectoplasmic shard V*, except the ray deals 1d4+1 points of bleed damage. This spell can be undercast.

ECTOPLASMIC SHARD VII

School conjuration (creation); **Level** shaper 6

This functions as *ectoplasmic shard V*, except the ray deals 1d8 points of piercing damage per caster level (maximum 20d8) and takes 1d6+1

points of bleed damage each round until a DC 20 Heal check is made to stop the bleeding or the target receives an amount of magical healing equal to the amount of piercing damage dealt by the ray. This spell can be undercast.

EMERGENCY DEFLECTION

School divination; **Level** seer 1, psychic warrior 1

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

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

Resistance no

You gleam a vision of the future in a flash, granting you uncanny insight with which to prevent harm. You can cast this spell only when an attack is being resolved against your Armor Class or before you are required to make a saving throw. You gain a +4 deflection bonus to your Armor Class and a +4 insight bonus on all saving throws until the end of the turn that this spell was cast on.

EMPATHIC TRANSFER

School conjuration (teleportation); **Level** egoist 2, psychic warrior 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

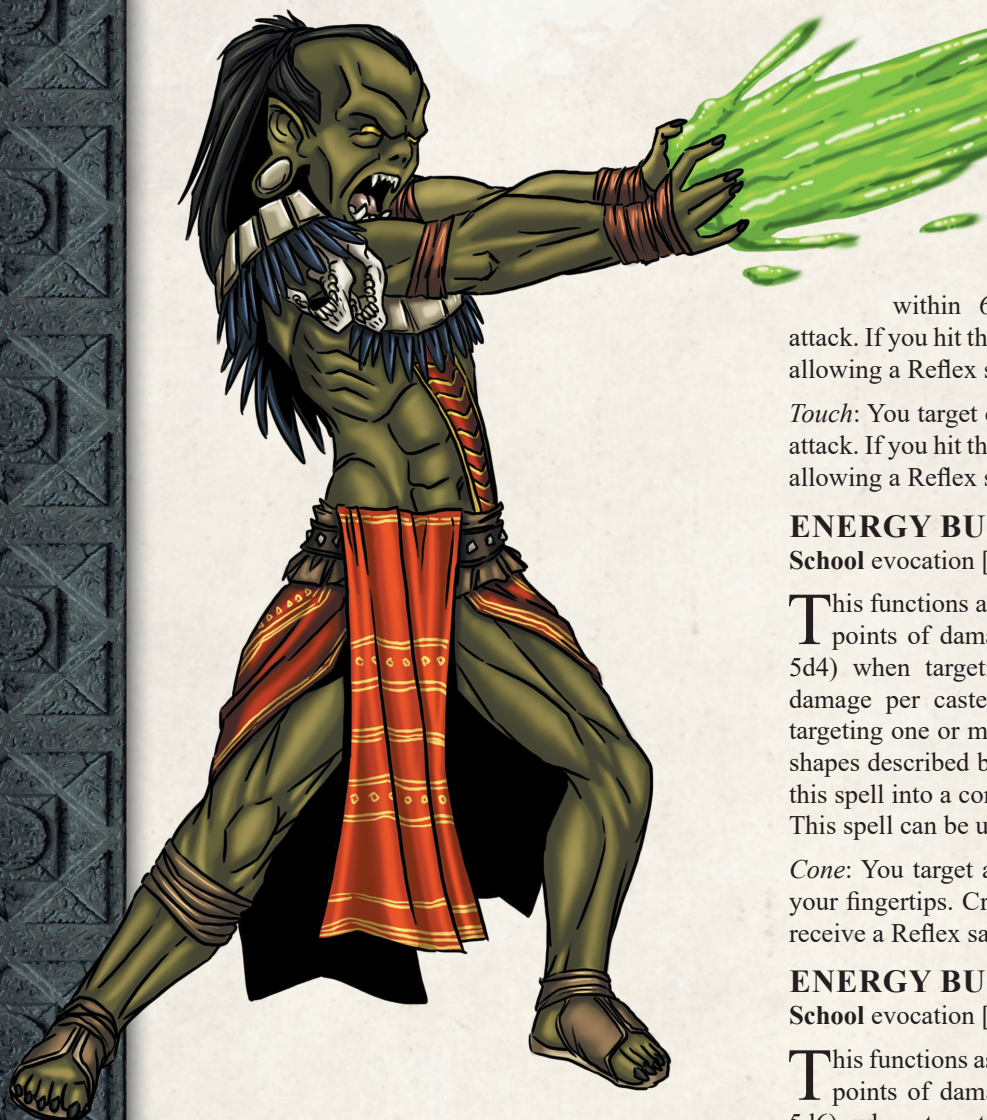
Duration concentration, up to 1 round/level

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

Resistance yes (harmless)

You heal the target's wounds by transferring bits of your own, healthy blood and flesh to the target. Each round that you concentrate on the spell, you can accept 1 point of burn (as the kineticist class feature^{OA}) in order to heal the target of 1d8 points of hit point damage. Burn dealt to you by this spell counts against the total number of points of burn that a kineticist can take each day. Alternatively, you can accept 2 points of burn in order to remove 1 point of burn from the target. Burn accepted as a result of casting *empathic transfer* cannot be redirected by subsequent castings of *empathic transfer* or similar effects.

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ENERGY BURST I

School evocation [see text]; **Level** kindler 0

Casting Time 1 standard action

Components V, S

Range see text

Area or Target see text

Duration instantaneous

Saving Throw Reflex half or none, see text; **Spell**

Resistance yes

You create an explosion of unstable energy that causes acid, cold, fire, or sonic damage (your choice) to creatures targeted by the spell or that are within the spell's affected area. *Energy burst* deals 1d4 points of damage per caster level. This spell

gains an energy descriptor that matches the type of energy damage that it deals. You can shape *energy burst* in one of the following ways when you cast the spell:

Ray: You target one creature within 60 feet with a ranged touch attack. If you hit the target, it takes damage without allowing a Reflex save for half damage.

Touch: You target one creature with a melee touch attack. If you hit the target, it takes damage without allowing a Reflex save for half damage.

ENERGY BURST II

School evocation [see text]; **Level** kindler 1

This functions as *energy burst I*, but it deals 1d4 points of damage per caster level (maximum 5d4) when targeting an area or 1d6 points of damage per caster level (maximum 5d6) when targeting one or more creatures. In addition to the shapes described by *energy burst I*, you can shape this spell into a cone when you cast it (see below). This spell can be undercast.

Cone: You target a 15-foot cone that shoots from your fingertips. Creatures within the affected area receive a Reflex save for half damage.

ENERGY BURST III

School evocation [see text]; **Level** kindler 2

This functions as *energy burst II*, but it deals 1d6 points of damage per caster level (maximum 5d6) when targeting an area or 1d8 points of damage per caster level (maximum 5d8) when targeting one or more creatures. In addition to the shapes described by *energy burst II*, you can shape this spell into a sphere when you cast it (see below). This spell can be undercast.

Sphere: You create a sphere of energy within 30 feet that is 5-feet in diameter. The sphere moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a creature's space, it stops moving and deals damage to that creature as if it were targeting one or more creatures (see above). A successful Reflex save reduces the damage by half. The sphere rolls over barriers less than 4 feet tall and it affects substances

it touches as a sphere of energy of its type would (flammable objects ignore, freezable objects are covered in rime, and so on). The sphere moves only at your direction (a move action) and lasts for 1 round per caster level you possess. It can be winked out by any substance sufficient enough to neutralize a sphere of energy of its type, such as by extinguishing a fiery energy burst sphere with a suitable amount of water. The sphere cannot push aside unwilling creatures or batter down large obstacles, and it winks out of existence if moves more than 100 feet from you.

ENERGY BURST IV

School evocation [see text]; **Level** kindler 3

This functions as *energy burst II*, but it deals 1d6 points of damage per caster level (maximum 10d6) when targeting an area or 1d8 points of damage per caster level (maximum 10d8) when targeting one or more creatures. In addition to the shapes described by *energy burst III*, you can shape this spell into a burst or a line when you cast it (see below). This spell can be undercast.

Burst: You create an explosion of energy in a 20-foot-radius spread. Creatures within the affected area receive a Reflex save for half damage.

Line: You create a 120-ft. line of energy that springs from your fingertips. Creatures within the affected area receive a Reflex save for half damage.

ENERGY BURST V

School evocation [see text]; **Level** kindler 4

This functions as *energy burst II*, but it deals 1d6 points of damage per caster level (maximum 15d6) when targeting an area or 1d8 points of damage per caster level (maximum 15d8) when targeting one or more creatures. You can shape *energy burst V* in any of the ways described by *energy burst IV*. In addition, this spell has an additional effect based upon the type of energy chosen when casting it, as described below. This spell can be undercast.

Acid: The acid lingers on all targets affected by the energy burst, dissolving material creatures and objects quickly. Creatures that are hit by the *energy burst* or that fail a Reflex save against it take 1 point of acid damage per caster level (maximum 20) 1 round later.

Cold: The cold saps energy from living creatures, causing them to become sluggish from the cold.

Creatures that are hit by the *energy burst* or that fail a Reflex save against it must attempt a Fortitude save (DC equals the spell's DC) or become staggered for 1 round. Creatures that take no damage from the energy burst are not subjected to this effect.

Electricity: The electricity is drawn towards metallic creatures and objects, making the spell difficult to dodge or resist. Against creatures that are partially or fully metallic or that are wearing metal armor or shields, you gain a +3 bonus on attack rolls with the *energy burst* and increase its save DC by +3.

Fire: The fire ignites flammable materials, quickly becoming a hellish inferno. Creatures that are hit by the *energy burst* or that fail a Reflex save against it immediately catch on fire, causing them to take 1d6 points of damage at the start of each round. The fire can be put out with a successful Reflex save (DC equals the spell's DC) made as a move action, or by dousing the creature with water. Dropping prone and rolling on the ground grants the target a +4 bonus on its Reflex save.

Sonic: The supersonic noise damages the target's sense of hearing, causing it to become temporarily deaf. Creatures that are hit by the *energy burst* or that fail a Reflex save against it must attempt a Fortitude save (DC equals the spell's DC) or become deafened for 1 round. Creatures that take no damage from the energy burst are not subjected to this effect.

ENERGY BURST VI

School evocation [see text]; **Level** kindler 5

This functions as *energy burst V*, but you can choose to deal the spell's damage as half of one energy type and half of another. If you do so, the spell gains the energy descriptors associated with both types of energy chosen, but you cannot apply either of the additional effects associated with the chosen energy types (as described by *energy burst V*) to your *energy burst*. This spell can be undercast.

ENERGY BURST VII

School evocation [see text]; **Level** kindler 6

This functions as *energy burst VI*, but it deals 1d6 points of damage per caster level (maximum 20d6) when targeting an area or 1d8 points of

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damage per caster level (maximum 20d8) when targeting one or more creatures. When splitting the energy burst's damage between two energy types, as described by *energy burst VI*, you can apply both of the additional effects associated with the chosen energy types (as described by energy burst V) to your energy burst, but any saving throws required by those effects takes a -4 penalty, and the bonuses associated with electricity are reduced to +1. This spell can be undercast.

ENTANGLING ECTOPLASM

School conjuration (creation); **Level** shaper 2, spiritualist 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 2d4 rounds (D)

Saving Throw Reflex partial; **Spell Resistance** no

You coalesce a glob of ectoplasm and hurl it at your opponent, attempting to glue them in place. This functions like throwing a tanglefoot bag at the target, except the DC to avoid being glued to the floor is equal to the spell's save DC and it functions underwater. The Strength check to break free from the ectoplasm is equal to 15 + your caster level, and the goo has 5 hit points per caster level. The concentration check DC to cast a spell while entangled by this spell is equal to 15 + half your caster level + the spell's level. *Universal solvent* immediately dissolves this ectoplasm.

ERRATIC EXPOSURE

School enchantment (compulsion) [mind-affecting]; **Level** mesmerist 3, psychic 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You muddle the target's sensibilities, causing it to make clumsy and inopportune mistakes in the heat of battle. All attackers treat the target as though it were being flanked, regardless of the creature's positioning or the positioning of its opponents, and all attack rolls made to

confirm critical hits against the target receive a +4 circumstance bonus. If the target has an chance to ignore the extra damage from critical hits, such as provided by the fortification special armor ability, it must roll that chance twice and use the worse result. This spell cannot affect a creature with improved uncanny dodge whose rogue level is greater than the spell's caster level.

FEAT LEECH I

School divination; **Level** psychic warrior 2, telepath 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates, see text; **Spell Resistance** yes

You glimpse the target's thoughts, allowing you to witness their techniques and abilities so that you may use them yourself. If the target fails its Will save, you immediately know all feats that the target possesses, and may select up to two such feats to steal for the spell's duration. For the spell's duration, the target cannot make use of the selected feats as if it didn't possess them. For the purpose of this spell, a psychic spellcasting class is any class that is capable of casting psychic spells without need of modification, such as by an archetype or trait.

You cannot steal a feat that is a prerequisite for another feat that the target knows unless you also steal all feats that list it as a prerequisite. For example, if the target possessed Dodge, Mobility, and Spring Attack, you could not steal the Dodge feat without first stealing Mobility and Spring Attack, and you could not steal Mobility without first stealing Spring Attack. Each round, the target can attempt a new Will save as a full-round action to end the spell's duration prematurely.

In addition, if you meet the prerequisites of any feat that you leech using this spell, you gain the benefit of that feat for the spell's duration. You can use a stolen feat to meet the prerequisites of another stolen feat. If a stolen feat requires you to make a selection (such as Weapon Focus or Spell Focus), you must make the same selection as the target. You immediately lose these benefits if the target dies before this spell expires.

FEAT LEECH II

School divination; **Level** psychic warrior 3, telepath 3

This functions *feat leech I*, except you may select up to three feats. In addition, you know all weapons that the target is proficient with and can choose to leech proficiency with one weapon instead of a feat. If you leech one of the target's weapon proficiencies, you may choose to gain proficiency with that weapon for this spell's duration in place of gaining the benefit of a feat. This spell can be undercast.

FEAT LEECH III

School divination; **Level** psychic warrior 4, telepath 4

This functions *feat leech II*, except you may select up to four feats. This spell can be undercast.

FEAT LEECH IV

School divination; **Level** psychic warrior 5, telepath 5

This functions *feat leech II*, except you may select up to five feats. This spell can be undercast.

FEAT LEECH V

School divination; **Level** psychic warrior 6, telepath 6

This functions *feat leech II*, except you may select up to six feats. This spell can be undercast.

FIERY REBIRTH

School transmutation [fire]; **Level** kindler 5

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous, see text

When at the crux of life and death, you can convert your body into raw fire to attempt to cheat death. You can cast this spell only when an attack or effect deals enough hit point damage to you to reduce you to 0 or fewer hit points, and only when you are within 30 feet of an open flame. You can cast this spell even when the attack or effect

would otherwise kill you. As part of casting the spell, attempt a concentration check (DC 5 + the damage dealt to you by the attack or effect). If your concentration check is successful, your body (but not your equipment or gear) is transmuted into heat energy and disappears.

As heat energy, your body recovers hit points at a rate of 1 hit point per character level per day. You regain these hit points even if your body isn't normally capable of healing naturally. After you've recovered enough hit points to bring your hit point total to 10 or more, your body materializes from any source of fire that within 12 miles of the place you died; you may choose a general location to



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materialize in within this area, but cannot choose a precise location unless you succeed at a second concentration check (DC 20 + the number of days you spent as heat energy). Creatures familiar with you can make it easier for you to precisely rematerialize near them by placing up to 3 personal objects belonging to you near a source of open fire, reducing the DC by as much 4 per personal object depending upon how important that object is to you. When you rematerialize, you immediately gain 1 permanent negative level.

FISSION

School transmutation; **Level** egoist 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You divide yourself in twain, creating an exact replica of yourself in an open space that is adjacent to yours. Your duplicate thinks and acts exactly as you do, and it recognizes its status as a duplicate. As a result, it follows your orders (though it will not do anything that you wouldn't do yourself). Your duplicate as the same abilities as you, except you and your duplicate split any limited resources associated with your feats, class abilities, and mythic powers as you see fit. This includes (but isn't limited to) mythic power, points (such as a magus's arcane pool, a monk's ki pool, or a swashbuckler's panache points), prepared spells, spell slots, and uses per day (including rounds per day) of various feats, class features, and racial abilities. Your duplicate's level for all level-dependent abilities is treated as being 2 lower than your actual level, which may leave your duplicate unable to cast certain spells that you possess. Your duplicate has the same amount of ability damage, ability drain, negative levels, and all other negative conditions and effects that you had when you cast this spell.

Your duplicate's hit point total and hit point maximum is equal to half the number of hit points that you possessed when you cast this spell. Your duplicate is equipped with the same gear and equipment as you, except it doesn't possess magical versions of your gear. If your equipment grants you an enhancement bonus to your ability scores, armor, natural armor, shield, or weapons, or

a resistance bonus to your saving throws, this spell duplicates those bonuses for your duplicate. As a result, your duplicate normally has the same ability scores, AC, CMB, CMD, and weapon damage as you when you cast this spell.

You can only have one duplicate in existence at once, and a duplicate cannot cast this spell. You cannot use *fusion* or *metaconcert* with a duplicate, and your duplicate cannot be the target of any spell or ability that allows it to combine its abilities with another creature. When this spell's duration expires (including when you dismiss the spell), you and your duplicate rejoin, no matter the distance. You regain any limited resources allocated to the duplicate, and your hit point total becomes the average between your hit point total and your duplicate's hit point total. You also gain the average of all ability damage and drain possessed by both you and your duplicate when the spell ends.

If your duplicate dies before the spell's duration expires, you lose all limited resources allocated to the duplicate and you gain two permanent negative levels and are sickened for 1 hour. If you die, your duplicate gains two permanent negative levels and is sickened for 1 hour, but otherwise remains in existence as if you were the duplicate instead.

FOOL SENSES I

School enchantment [mind-affecting]; **Level** telepath 3

Casting Time 1 standard action

Components V, S

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 falsify one of the target's senses, tricking it into detecting one specific sensory stimulus as something else. When you cast this spell, you choose one specific stimulus (such as a creature, an object, or a sound) and one sense (auditory, olfactory, tactile, or visual). You can alter how the target detects the chosen stimulus with the chosen sense; for instance, you can make a scream sound like howling wind, garbage smell like perfume, acid feel like water, or a human look like a dwarf. These changes can be as specific as you can imagine, but you cannot make the target experience something that you have never experienced yourself in some capacity.

This power cannot make a creature take damage from a substance that wouldn't normally deal damage to it, nor can it prevent the creature from taking damage from dangerous substances. For example, the creature still takes damage from acid that it tactilely perceives as water, but it does not take damage from water that it tactilely perceives as acid unless water would normally cause harm to the creature. Falsified sensations that would otherwise be painful do cause the target pain, however, but this pain doesn't cause any actual harm to the target (including hit point damage, ability damage or drain, or inflicting conditions onto the target). You cannot make a target appear more than 50% larger or smaller than its actual size using this spell. Because this spell alters the target's perception of reality rather than reality itself, true seeing does not pierce the falsehoods created by this spell.

FOOL SENSES II

School enchantment [mind-affecting]; **Level** telepath 4

Targets two creatures

As *fool senses I*, except as noted above. In addition, you choose up to two different stimuli and alter how up to two of the targets' senses detect those stimuli. These choices apply to all creatures targeted by the spell. This spell can be undercast.

FOOL SENSES III

School enchantment [mind-affecting]; **Level** telepath 5

Targets three creatures

As *fool senses I*, except as noted above. In addition, you choose up to three different stimuli and alter how up to three of the targets' senses detect those stimuli. These choices apply to all creatures targeted by the spell. This spell can be undercast.

FOOL SENSES IV

School enchantment [mind-affecting]; **Level** telepath 6

Targets four creatures

As *fool senses I*, except as noted above. In addition, you can choose up to four different stimuli and alter how any of the targets' senses detect those stimuli. These choices apply to all creatures targeted by the spell. This spell can be undercast.

FOOL SENSES V

School enchantment [mind-affecting]; **Level** telepath 7

As *fool senses IV*, but you can choose up to five different stimuli. In addition, when you choose to make a target's senses to detect a stimuli as a painful substance, the sensations that you place upon the target cause the substance to affect the target's body as if it were actually painful or damaging. The target takes any conditions, damage, or penalties that it would normally take for being exposed to that substance. Hit point damage taken in this manner cannot exceed 3d6 points of damage per round, while ability damage cannot exceed 1d4 points per round. Substances that would normally cause ability drain to the target instead cause ability damage. Numeric penalties cannot exceed -2, and the duration of any conditions gained as a result of this spell end when the spell's duration expires. This spell can be undercast.

FORTIFY I

School abjuration; **Level** psychic 1, psychic warrior 1

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

Range personal

Target you

Duration 1 min./level (D)

You imbue yourself with psychic energy that steels your body and mind against harm, granting you a +1 resistance bonus on all saving throws. This spell can be undercast as a 0-level spell, in which case it functions like *resistance* except you can only target yourself with it.

FORTIFY II

School abjuration; **Level** psychic 2, psychic warrior 2

Duration 1 min./level or until discharged (D)

This functions like *fortify I*, but the resistance bonus granted by the spell is +2. In addition, you can discharge the spell before attempting a saving throw to roll that saving throw twice and use the better result. You gain the resistance bonus granted by this spell on both rolls. This spell can be undercast.

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FORTIFY III

School abjuration; **Level** psychic 3, psychic warrior 3

This functions like *fortify II*, but the resistance bonus granted by the spell is +3. In addition, you can reduce the spell's remaining duration by 1 minute before attempting a saving throw to roll that saving throw twice and use the better result. You gain the resistance bonus granted by this spell on both rolls, even if you reduce the spell's remaining duration to 0 minutes. (After which the spell expires normally.) This spell can be undercast.

FORTIFY IV

School abjuration; **Level** psychic 4, psychic warrior 4

This functions like *fortify III*, but the resistance bonus granted by the spell is +4. In addition, you can pick one descriptor (such as "fire" or "mind-affecting") and increase the resistance bonus granted by this spell against those kinds of effects to +6. For instance, you could pick "fire" and increase your resistance bonus on saves against all fire effects to +6. This spell can be undercast.

FORTIFY IV

School abjuration; **Level** psychic 5, psychic warrior 5

This functions like *fortify III*, but the resistance bonus granted by the spell is +4. In addition, you can pick one descriptor (such as "fire" or "mind-affecting") and increase the resistance bonus granted by this spell against those kinds of effects to +6. For instance, you could pick "fire" and increase your resistance bonus on saves against all fire effects to +6. This spell can be undercast.

FORTIFY V

School abjuration; **Level** psychic 5, psychic warrior 5

This functions like *fortify IV*, but the resistance bonus granted by the spell is +6. In addition, you can pick two descriptors and increase the resistance bonus granted by this spell against those kinds of effects to +8. Finally, you can switch one of your two descriptor choices that you have made with this spell after it has been cast as a swift action. Doing so reduces this spell's remaining duration by 1 minute. This spell can be undercast.

FOXHOLE I

School conjuration; **Level** psychic warrior 1, shaper 1

Casting Time 1 standard action

Components V, S

Range 20 ft.

Effect Four 5-ft. by 5-ft. burrows or two 5-ft. by 10 ft. burrows

Duration instantaneous

Saving Throw Reflex negates, see text; **Spell Resistance** no

You unleash a quick burst of psychic energy that rearranges the surrounding terrain, providing an emergency source of cover. You can only cast this spell on loose, unworked terrain with no hardness, such as dirt, gravel, sand, or snow. You create four 5-foot wide holes that are 5-feet deep that are suitable for use as dugouts or trenches. Alternatively, you can create two 5-foot holes that are 10-feet deep. Creatures within these burrows gain cover from attacks made outside of the hole if it is 5 feet deep, or total cover if the burrow is 10-feet deep. Climbing out of a burrow requires a Climb check (DC equals the burrow's depth). Multiple burrows can be placed adjacent to one another to create a larger indentation in the terrain. Burrows created by foxhole I cannot damage or dig through walls or foundations (though it can burrow around them), and it cannot affect magically treated terrain.

If a burrow appears in a creature's space, that creature must attempt a Reflex save or fall prone within the burrow and take 1d6 points of falling damage for every 10 feet fallen. If the burrow doesn't cover the creature's entire space (such as one 5-foot burrow appearing in a Large creature's space), the creature gains a +4 bonus on its Reflex save to avoid falling prone.

FOXHOLE II

School conjuration; **Level** psychic warrior 2, shaper 2

Effect Six 5-ft. by 5-ft. burrows or three 5-ft. by 10 ft. burrows

This functions as *foxhole I*, except as noted above. In addition, you can cast *foxhole II* on worked terrain made from substances that have up to hardness 5, such as glass, ice, or wood. This spell can be undercast.

FOXHOLE III

School conjuration; **Level** psychic warrior 3, shaper 3

Effect Eight 5-ft. by 5-ft. burrows or four 5-ft. by 10 ft. burrows or two 5-ft. by 20-ft. burrows

This functions as *foxhole I*, except as noted above. In addition, you can cast *foxhole II* on worked terrain made from substances that have up to hardness 10, such as steel, stone, or wood. This spell can be undercast.

FUSE FLESH

School transmutation; **Level** egoist 6, shaper 6

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude negates and Reflex partial, see text; **Spell Resistance** yes

Your successful melee touch attack psychically rewrites the physical structure of the target's body, causing its flesh to ripple, grow together, and fuse into a nearly seamless whole. If you hit the target, it first gains a Fortitude save to prevent its body from becoming prone and stunned as it is forced into the fetal position and cocooned in a shell comprised of its own skin, fur, sinew, or scales with only the vaguest outline of the target's folded arms and legs left visible. If that save fails, the target must succeed on a Reflex save to avoid becoming blinded and deafened as its eyes and ears are fused over and all trace of its original form because lost within its cocoon. Even if the target succeeds on its Reflex save, it loses its extraordinary, supernatural, and spell-like abilities, and its ability to cast spells (if it had the ability).

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to fuse flesh. A creature with the shapechanger subtype can attempt a new Fortitude save to end this spell's effects early each round as a full-round action.

FUSION

School transmutation; **Level** egoist 8

Casting Time 1 round

Components V, S

Range touch

Target You and one touched willing creature, see text

Duration 1 min./level (D)

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

You fuse with another creature into a single being.

The other target of this spell must be a creature that is no more than one size category larger or smaller than you that is of the same creature type as you. The fused being has a physical appearance that resembles a combination of both component creatures (you and your target). The fused being chooses which items from each component creature it possesses; items that aren't chosen meld into the fused being and are not accessible until the fusion ends.

The fused being's hit point total and hit point maximum is equal your hit points and your target's hit points combined, and it uses the best of both component creatures' ability scores, base attack bonus, and saving throw bonus. It possesses all class abilities (including spellcasting ability), feats, and racial abilities possessed by both creatures, and it uses the better of both component creatures' skill bonuses for each skill. If both composite creatures have the same ability, the fused being gains it only once and uses the better version of that ability, if applicable. The fused creature also gains any ability damage, ability drain, negative levels, or ongoing conditions that either composite creature possessed.

When this spell's duration ends, the fused being separates back into its component creatures, appearing in any space adjacent to the fused being's space. If no open space is available for either component creature, that creature is expelled from the fusion through the Ethereal Plane, appearing in the nearest safe, available space and taking 1d6 points of damage for every 10 feet between this space and the fused being's space. Damage taken by the fused being is split evenly between both composite creatures. If the fused being gained any ability damage, ability drain, negative levels, or conditions that it didn't already have prior to the start of the *fusion*, both composite creatures gain those effects.

FUTURE SIGHT I

School divination; **Level** seer 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round

You scry moments ahead into the future, granting yourself a bit of foresight into future events. When you cast this spell, you gain a vision

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pool that contains 1 point. Whenever you roll a d20, you can expend 1 point from your vision pool in order to reroll that d20 and use the second result, even if it is worse. Expending a point from your vision pool doesn't require an action, and any points remaining in your pool are lost when the spell's duration expires. Casting a spell that grants you a vision pool causes you to lose any previous vision pool you possessed, and any points in that pool are lost.

FUTURE SIGHT II

School divination; **Level** seer 1

Duration 1 round/level

This functions as *future sight I*, except as noted above. In addition, you can spend 1 point from your vision pool before rolling a d20 to roll that d20 twice and use the better result. Expending a point from your vision pool in this way doesn't require an action. This spell can be undercast.

FUTURE SIGHT III

School divination; **Level** seer 2

This functions as *future sight II*, but your vision pool contains 2 points. This spell can be undercast.

Future Sight IV

School divination; **Level** seer 3

This functions as *future sight III*, but your vision pool contains 3 points. In addition, you can expend 1 vision point as a swift action in order to gain a +4 insight bonus on all d20 rolls that you make until the end of the turn. This spell can be undercast.

FUTURE SIGHT V

School divination; **Level** seer 4

This functions as *future sight IV*, but your vision pool contains 4 points. In addition, you can spend 1 vision point when you are hit by an attack in order to force the attacker to reroll its attack roll and use the new result, even if it is worse. Spending a vision point in this manner counts as an attack of opportunity, and you cannot spend vision points in this manner when you would be unable to make attacks of opportunity. This spell can be undercast.

FUTURE SIGHT VI

School divination; **Level** seer 5

This functions as *future sight V*, but your vision pool contains 5 points. In addition, you can expend 2 vision points as a swift action in order to gain a +4 insight bonus on all d20 rolls that you make for a number of rounds equal to the spell's level. This spell can be undercast.



FUTURE SIGHT VII

School divination; **Level** seer 6

This functions as *future sight VI*, but your vision pool contains 6 points. In addition, you can increase any insight bonus that you gain from using this spell to +6 by spending twice the number of vision points described by the spell. This spell can be undercast.

GRAFT ARMOR

School transmutation; **Level** psychic warrior 3

Casting Time 1 standard action

Components V, S

Range touch

Target touched armor

Duration 1 hour/level (D)

Saving Throw Will negates (object); **Spell**

Resistance yes (object)

You psychically meld one worn suit of armor into your physical body with a touch, blending it seamlessly with your physical form. You reduce the armor's armor check penalty and increase its maximum Dexterity bonus by 2 + 1 per five caster levels (maximum 6). In addition, the armor no longer reduces your speed and you treat it as being one category lighter for all purposes (excluding proficiency). Any arcane spell failure that the armor possesses applies normally, and the armor continues to count against your encumbrance for the spell's duration.

While under the effects of a polymorph spell, you may choose to either meld your grafted armor into your body as normal for polymorph spells, or keep your armor visible and continue to receive its benefits while polymorphed. Sunder attempts made against your armor deal an equal amount of damage to you as well, and if your armor is destroyed, this spell immediately ends as your body suffers traumatic damage, causing 2d4 points of Constitution drain.

GRAFT WEAPON

School transmutation; **Level** psychic warrior 3

Casting Time 1 standard action

Components V, S

Range touch

Target touched light or one-handed weapon

Duration 1 hour/level (D)

Saving Throw Will negates (object); **Spell**

Resistance yes (object)

You psychically meld one held light or one-handed weapon into your physical body with a touch, blending it seamlessly with your physical form. The weapon becomes a natural extension of your arm, replacing one of your hands (including any natural attacks that you possessed on that hand). You are immune to disarm attempts made with the grafted weapon, and that weapon is treated as both a manufactured weapon and a natural weapon for all effects and it can be used to deliver a touch spell as a standard action, functioning like a magus's spellstrike class ability^{UM}.

While your hand is grafted to a weapon, you lose the use of that hand and take a -2 penalty on all skill checks that require the use of your hands. While under the effects of a polymorph spell, you may choose to either meld your grafted weapon into your body as normal for polymorph spells, or keep your weapon visible and continue to receive its benefits while polymorphed. Sunder attempts made against your weapon deal an equal amount of damage to you as well, and if your weapon is destroyed, this spell immediately ends as your true hand is severed from your body, causing 2 points of Constitution and Dexterity drain that cannot be healed until your hand is regrown or reattached (such as by means of regenerate or a similar effect).

GRAVITY WELL

School transmutation; **Level** nomad 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target 20-ft. radius emanation centered on a creature, object or point in space

Duration 1 min./level

Saving Throw Will negates; see text or none (object); **Spell Resistance** yes; see text or no (object)

You distort space and time at your leisure, creating an artificial well of gravitational pull. Upon the casting of this spell, you choose a specific creature, object, or point in space to act as the epicenter of the *gravity well*. All attacks made within 20 feet of the epicenter take a -2 penalty on the attack roll unless the attacker can draw a straight line through the target of its attack and the well's epicenter, in which case the attack gains a +2 circumstance bonus instead. The affected

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area is also treated as difficult terrain unless a creature moves directly towards the gravity well's epicenter, in which case their movement speed increases by 20 feet. Creatures and objects at the well's epicenter is treated as though they were 10 times heavier than usual.

Gravity well can be cast on a point in space, but the effect is stationary unless cast on a mobile object. Creatures and objects that act as the epicenter for a *gravity well* are treated as though they were 100 times heavier than usual, and this crushing weight causes any creature that acts as a gravity well's epicenter to become paralyzed. The *gravity well* can be moved, however, if another creature or effect moves the target creature or object. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession are automatically affected by this spell if their wearer or wielder fails her save, and likewise are treated as if they were 100 times heavier.

GRAVITATIONAL ANCHOR

School transmutation; **Level** nomad 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 10-ft. radius burst

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You warp gravity within the affected area, causing all creatures and objects within that area to be twice as heavy. Creatures within the affected area have their speed for all movement types reduced by half, and they are unable to run, withdraw, or take 5-foot steps. In addition, the skill DCs of all Acrobatics, Climb, Fly, and Swim checks attempted by creatures within the affected area are increased by 10, and all attacks made within the affected area or that pass through it take a -2 penalty on attack rolls. Creatures that take falling damage within the affected area increase the damage taken by 50%.

Creatures under the effects of *levitate* or *hostile levitation*^{UC} must attempt a caster level check each round or instead move 20 feet downward instead of moving as the caster wishes (to a minimum of 0 feet above the ground).

HAIL OF CRYSTALS

School conjuration (creation); **Level** shaper 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius burst

Duration instantaneous

Saving Throw none and Reflex half, see text;

Spell Resistance no

You create a mass ectoplasmic crystal roughly 2 feet in diameter and hurl it at a designated location. Upon impact, the crystal shatters into countless jagged fragments that impale nearby creatures. You can choose to aim this spell at a single target or at a specific point in space. If you aim the spell at a single target, you must successfully hit that opponent with a ranged touch attack. Any creature or object struck by the crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses its target, or is aimed at a point in space, it explodes upon arriving at the designated location. Anyone within 20 feet of this expulsion takes 9d4 points of piercing and slashing damage as thousands of crystal shards spray forth. A successful Reflex save reduces damage dealt from the explosion (but not a direct hit) by half.

HIDDEN POCKET I

School conjuration (teleportation); **Level** nomad 1

Casting Time 1 standard action

Components V, S

Range touch

Target object touched, weighing up to 1 lb./level

Duration 1 hour/level (D)

Saving Throw Will negates (object); **Spell**

Resistance yes (object)

You transfer the touched object to an extradimensional pocket of space located within the palm of your hand, rendering it weightless. This extradimensional space cannot be detected by material means and the object housed inside of it is undetectable. When the spell ends, the object returns to your hand, though if your hand isn't free it instead falls to the ground at your feet. You may only have one instance of *hidden pocket* active at any given time.

HIDDEN POCKET II

School conjuration (teleportation); **Level** nomad 2
Target up to two objects touched, weighing up to 2 lbs./level combined

This functions like *hidden pocket I*, except as noted above. This spell can be undercast.

HIDDEN POCKET III

School conjuration (teleportation); **Level** nomad 3
Target up to three objects touched, weighing up to 4 lbs./level combined

This functions like *hidden pocket I*, except as noted above. This spell can be undercast.

HIDDEN POCKET IV

School conjuration (teleportation); **Level** nomad 4
Target up to five objects touched, weighing up to 5 lbs./level combined

This functions like *hidden pocket I*, except as noted above. This spell can be undercast.

HIDDEN POCKET V

School conjuration (teleportation); **Level** nomad 5
Target up to 1 object/level touched, weighing up to 10 lbs./level combined

This functions like *hidden pocket I*, except as noted above. This spell can be undercast.

HEIGHTENED JUDGMENT

School divination; **Level** alchemist 1, bard 1, druid 1, inquisitor 1, psychic 1, ranger 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

You heighten your appraisal and critical thought processes, allowing you to make more effective judgment calls. You gain a +2 competence bonus on Appraise and Sense Motive checks.

If this spell is active when you have to make a saving throw, you can instantly dismiss this spell and gain a +4 bonus on that save.

HUSTLE

School transmutation; **Level** egoist 4, psychic warrior 3

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

You charge your chakras with psychic power, granting you a burst of speed. You can make one additional move action during the current turn. At the end of the turn, you become staggered for 1d4+1 rounds. This condition cannot be removed or redirected, and if you are incapable of or immune to becoming staggered, then you cannot benefit from this spell.

IMMOVABILITY

School transmutation; **Level** nomad 4, psychic warrior 4

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

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

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates; **Spell Resistance** yes

You tether the target to the underlying fabric of the cosmos, making it almost impossible to move. The target becomes frozen in place and cannot move or act except to breathe, even if staying in place defies gravity. If the target is a creature, it has effective Strength and Dexterity scores of 0 for the duration of this spell, but can still take purely mental actions. The target's weight is multiplied by 1,000 lbs x your caster level, the target can support 1,000 lbs. per caster level before falling to the ground or toppling over. The target also gains a +40 bonus to its CMD and on saving throws against all against all attempts to move it, including (but not limited to) bull rush attempts, drag attempts, reposition attempts, and teleportation effects. The target also gains hardness equal to your caster level.

An unwilling target receives a Will save to negate this effect. If the creature fails its save, it can attempt a new saving throw to end the effect as a full-round action on its next turn. Attempting this saving throw does not provoke attacks of opportunity, and if the save is successful, the effect ends. If not, the creature remains immobilized for the entire duration. Incorporeal creatures are not affected by this spell.

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LEECH FIELD

School necromancy; **Level** mesmerist 5, psychic 5
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

You surround yourself in a cackling aura of psychic power that causes your body to erupt in brief flashes of dark energy. You can cast this spell only when you have expanded one or more spell slots (aside from the spell slot used to cast this spell). Whenever you are targeted by a spell or spell-like ability cast by another creature, you gain a number of leech points equal to one-quarter of the spell's level (minimum 0). Alternatively, you gain leech points equal to half the spell's level if the spell or spell-like ability is psychic in origin. Harmless spells never grant leech points while you are under the effects of this spell.

As a swift action, you can expend any number of leech points that you have accrued in order to regain one spell slot with a level equal to or less than half of the number of points expended. Leech points that aren't spent when this spell's duration expires are lost.

MAGEREND

School enchantment [mind-affecting]; **Level** psychic 9
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous; see text
Saving Throw Fortitude negates; see text; **Spell Resistance** yes

You rend the target's mind with psychic power, permanently deleting spells from its mind. On a failed saving throw, 1d4 spells are instantly removed from the target's list of spells known. You specify the level of each spell to be removed in this manner, and the GM randomly determines which of the target's spells is actually deleted. After 24 hours, the target may attempt a second Fortitude save to regain its lost spells known. If its saving throw fails, the spells are permanently lost and cannot be regained except by *miracle*, *psychic surgery*, *wish*, or by using the retraining rules to relearn the spells, expending gold and downtime as if the target were swapping spells (see the retraining rules in Chapter 3 in *Pathfinder Roleplaying Game Ultimate Campaign*).

MANIFEST TULPA I

School conjuration (creation) [see text]; **Level** occultist 1, psychic 1
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect one tulpa
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

This spell temporarily creates a tulpa, a construct born from pure idea and thought and bound together by the strange, mysterious substance that comprises the Astral Plane. Tulpas created by this spell are imperfect, unlike true tulpas (see *Pathfinder Roleplaying Game Bestiary 5*), and as a result they are constructs with the augmented subtype instead of outsiders and possess construct traits. The tulpa appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. Tulpas that you create speak and understand all languages that you know, and as a result you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell creates a creature that functions like a summoner's eidolon with a base form of your choice and 1 HD. Instead of gaining a subtype, eidolon special abilities, or evolutions, the tulpa gains one ability from the list of minor tulpa abilities (see below).

Manifest tulpa counts as a summoning spell for all purposes and effects. A tulpa cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Tulpas cannot be created in an environment that cannot support them. Tulpas summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

MANIFEST TULPA II

School conjuration (creation) [see text]; **Level** occultist 2, psychic 2

This functions like *manifest tulpa I*, except you can create one tulpa that functions like a summoner's eidolon with a base form of your choice and 2 HD. This spell can be undercast.

MANIFEST TULPA III

School conjuration (creation) [see text]; **Level** occultist 3, psychic 3

This functions like *manifest tulpa I*, except you can create one tulpa that functions like a summoner's eidolon with a base form of your choice and 3 HD. This spell can be undercast.

MANIFEST TULPA IV

School conjuration (creation) [see text]; **Level** occultist 4, psychic 4

This functions like *manifest tulpa I*, except you can create one tulpa that functions like a summoner's eidolon with a base form of your choice and 5 HD. In addition, the tulpa gains one ability from the list of minor tulpa abilities and one ability from the list of major tulpa abilities (see below). This spell can be undercast.

MANIFEST TULPA V

School conjuration (creation) [see text]; **Level** occultist 5, psion/wilder 5, psychic 5

This functions like *manifest tulpa V*, except you can create one tulpa that functions like a summoner's eidolon with a base form of your choice and 7 HD. This spell can be undercast.

MANIFEST TULPA VI

School conjuration (creation) [see text]; **Level** occultist 6, psychic 6

This functions like *manifest tulpa IV*, except you can create one tulpa that functions like a summoner's eidolon with a base form of your choice and 9 HD. This spell can be undercast.

MANIFEST TULPA VII

School conjuration (creation) [see text]; **Level** psychic 7

This functions like *manifest tulpa IV*, except you can create one tulpa that functions like a summoner's eidolon with a base form of your choice and 11 HD. This spell can be undercast.

MANIFEST TULPA VIII

School conjuration (creation) [see text]; **Level** psychic 8

This functions like *manifest tulpa IV*, except you can create one tulpa that functions like



a summoner's eidolon with a base form of your choice and 11 HD. In addition, the tulpa gains one ability from the list of minor tulpa abilities, one ability from the list of major tulpa abilities, and one ability from the list of true tulpa abilities (see below). This spell can be undercast.

MANIFEST TULPA IX

School conjuration (creation) [see text]; **Level** psychic 9

This functions like *manifest tulpa IV*, except you can create one tulpa that functions like a summoner's eidolon with a base form of your choice and 13 HD. In addition, the tulpa gains one ability from the list of minor tulpa abilities, one ability from the list of major tulpa abilities, and one ability from the list of true tulpa abilities (see below). This spell can be undercast.

CONSTRUCTED TULPAS

Although most tulpas come into being through strange, oft misunderstood rituals that tamper with the very fabric of the Astral Plane, some spellcasters are able to conjure imperfect, construct versions of these creatures through sheer force of will and the *manifest tulpa* spell. This section describes the process for creating a tulpa.

Step 1—Determine Base Form: A tulpa's base form determines the shape of the tulpa's body, as well as its starting size, speed, AC, attacks, and ability scores. The base forms listed below are the same as those of a summoner's eidolon and follow the same rules as an eidolon, as presented in *Pathfinder Roleplaying Game Pathfinder Unchained*. Any base form suitable for an unchained eidolon is suitable for a tulpa, barring GM approval. As with an eidolon, you may choose to summon a Small tulpa instead of a Medium tulpa.

BIPED

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; **Saves** Fort (good), Ref (poor), Will (good); **Attack** 2 claws (1d4); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11.

QUADRUPED

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; **Saves** Fort (good), Ref (good), Will (poor); **Attack** bite (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11.

SERPENTINE

Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft.; AC +2 natural armor; **Saves** Fort (poor), Ref (good), Will (good); **Attack** bite (1d6), tail slap (1d6); **Ability Scores** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11.

Step 2—Determine Base Statistics: A tulpa's base statistics are calculated as if the tulpa was an eidolon of a HD determined by the manifest tulpa spell that created it. A tulpa doesn't gain any of the special abilities that an eidolon would normally gain based upon its Hit Dice, but it does gain ability score increases when it gains 4 HD, 8 HD, and 12 HD, respectfully.

Step 3—Determine Feats: Tulpas gain feats at every odd Hit Die, just as ordinary creatures do. As a result, a 1 HD and 2 HD tulpa have one feat, a 3 HD tulpa has two feats, a 5 HD tulpa has three feats, a 7 HD tulpa has four feats, a 9 HD tulpa has five feats, a 11 HD tulpa has six feats, and a 13 HD tulpa has seven feats. A tulpa can only choose its feats from among those listed in the *Pathfinder Roleplaying Game Core Rulebook*, but it may choose any feat so long as it meets the feat's prerequisites.

Step 4—Determine Skills: Each time a tulpa is manifested, its creator chooses three skills from the following list, plus any one skill of its choice: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), and Swim (Str). The tulpa gains a number of skill ranks in each of the chosen skills equal to its total number of Hit Dice, and the tulpa adds those skills to its list of class skills. The tulpa modifies its skills using its ability scores as normal.

TABLE: TULPA BASE STATISTICS

HD	BAB	Good Saves	Poor Saves	Armor Bonus	Str/Dex Bonus	Max Attacks
1	+1	+2	+0	+0	+0	3
2	+2	+3	+0	+2	+1	3
3	+3	+3	+1	+2	+1	3
5	+5	+4	+1	+4	+2	4
7	+7	+5	+2	+6	+3	5
9	+9	+6	+3	+8	+4	5
11	+11	+7	+3	+10	+5	6
13	+13	+8	+4	+14	+7	6

Step 4—Determine Abilities: A tulpa gains a number of minor, major, and true abilities based upon the spell used to manifest it. These abilities are chosen from the list below, and once chosen they cannot be changed. The saving throw DC for a tulpa's ability is equal to $10 + 1/2$ the tulpa's Hit Dice + the tulpa's Constitution modifier. If an ability notes that it is based on a different ability score (such as Strength or Charisma), then the tulpa uses that ability score in place of Constitution to determine the ability's save DC. Unless noted otherwise, a tulpa ability can only be chosen once.

MINOR TULPA ABILITIES

Additional Feat: The tulpa gains a bonus feat, chosen from among the list of feats available to it. It must meet the feat's prerequisites.

Additional Skills: Select two skills. The tulpa adds those skills to its list of class skills and gains a number of skill ranks in them equal to its Hit Dice.

Call Weapon: The tulpa manifests with a masterwork weapon of your choice. This weapon disappears if removed from the tulpa's hand, but it can create a new one as a move action (or a free action if it has Quick Draw). The weapon's total gp cost (including the cost to make the weapon masterwork) must be equal to or less than 400 gp. The tulpa counts as proficient with this weapon. A tulpa with 5 Hit Dice treats its manifested weapon as though it had as a +1 enhancement bonus on attack rolls and damage rolls. This enhancement bonus increases to +2 for a tulpa with 10 Hit Dice.

Deflection (Su): The tulpa gains a deflection bonus to AC equal to half the level of the spell that created it (minimum +1).

Fly (Ex): The tulpa gains a fly speed of 10 feet (average maneuverability). Increase the tulpa's fly speed by 10 feet per level of the spell that created it.

Improved Armor: The tulpa increases its armor bonus (see above) by +1, plus an additional +1 for every 2 Hit Dice that the tulpa possesses.

Resistance (Su): The tulpa gains a resistance bonus on all saving throws equal to half the level of the spell that created it (minimum +1).

Trip (Ex): Choose one natural attack that the tulpa possesses, or its weapon if the tulpa also has the call weapon minor ability. The tulpa gains the trip

special ability tied to the chosen attack. It also gains a racial bonus on trip attempts equal to half the level of the spell that created it (minimum +0).

Swim (Ex): The tulpa gains a swim speed of 30 feet. Increase the tulpa's swim speed by 10 feet per level of the spell that created it.

MAJOR TULPA ABILITIES

Enhancement (Su): The tulpa gains a +4 enhancement bonus to its Strength, Dexterity, or Constitution score (creator's choice).

Extra Attack: The tulpa gains an additional bite, gore, or slam attack that deals 1d8 points of damage (1d6 if the tulpa is Small) or two additional claw, hoof, talon, or tentacle attacks that deal 1d6 points of damage (1d4 if the tulpa is Small). The tulpa grows additional limbs and heads if needed to support these additional attacks. A tulpa can choose this ability once as a major tulpa ability and once as a true tulpa ability.

Extra Minor Ability: The tulpa gains two additional abilities from the list of minor tulpa abilities.

Damage Reduction (Ex): The tulpa gains DR/— equal to the level of the spell that created it.

Grab (Ex): Choose one natural attack that the tulpa possesses. The tulpa gains the grab special ability tied to the chosen natural attack. It also gains a racial bonus on grapple attempts equal to half the level of the spell that created it (minimum +0).

Improved Critical: Select one of the tulpa's attacks (or its weapon, if the tulpa also has the call weapon minor ability). The critical threat range of the chosen attack is doubled, functioning like the Improved Critical feat.

Large: The tulpa manifests as a Large creature. The tulpa must be Medium before choosing this major ability.

Poison (Ex): Select one of the tulpa's attacks (of its weapon, if the tulpa also has the call weapon minor ability). Successful attacks with the weapon affect the target with the following poison:

*Tulpa poison—*injury; save Fort; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save.

Tiny: The tulpa manifests as a Tiny creature. The tulpa must be Small before choosing this major ability.

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TRUE TULPA ABILITIES

Blindsight (Ex): The tulpa gains blindsight out 10 feet, plus 10 feet per 2 Hit Die the tulpa possesses.

Constrict (Ex): The tulpa gains the constrict ability, allowing it to deal damage equal to the natural attack that it selected with the grab ability whenever it succeeds on a grapple check. A tulpa must have the grab ability before choosing this true ability.

Extra Attack: The tulpa gains an additional bite, gore, or slam attack that deals 1d8 points of damage (1d6 if the tulpa is Small) or two additional claw, hoof, talon, or tentacle attacks that deal 1d6 points of damage (1d4 if the tulpa is Small). The tulpa grows additional limbs and heads if needed to support these additional attacks. A tulpa can choose this ability once as a major tulpa ability and once as a true tulpa ability.

Extra Major Ability: The tulpa gains two additional abilities from the list of major tulpa abilities.

Fast Healing (Su): The tulpa gains fast healing equal to the level of the spell that created it.

Rend (Ex): The tulpa gains the rend special attack with its claws, allowing it to make two additional claw attack whenever it hits an opponent with its claws twice in a single round. The tulpa must have at least two claw attacks before choosing this true ability.

Signature Spell (Sp): Choose one psion vocation. The tulpa gains the psychic magic ability (*Pathfinder Roleplaying Game Bestiary* 5) with an amount of PE equal to the level of the spell that created the tulpa. It can use its PE to cast the signature spell of the chosen psion vocation. It can use its PE to cast any version of the chosen signature spell that is three or more spell levels lower than the level of the spell used to creature the tulpa.

Spell Resistance (Su): The tulpa gains spell resistance equal to 10 + its Hit Dice.

True Enhancement (Su): The tulpa gains a +6 enhancement bonus to its Strength, Dexterity, or Constitution score (creator's choice).

METACONCERT

School divination [mind-affecting]; **Level** psychic 5, psychic warrior 5

Casting Time 1 minute

Components V, S

Range 20 ft.

Target You and up to five other psychic spellcasters in range; see text

Duration 1 min./level (D)

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

Resistance yes (harmless)

You link the minds of multiple psychic creatures together at the brow with ethereal strands of glowing power, creating a collective more powerful than the sum of its parts. You must be within 20 feet of at least one other psychic spellcaster in order to cast this spell. All creatures targeted by this spell become psychically linked into a collective known as a network. Creatures that belong to the network can cast any psychic spell that any member of the collective knows, as if using the psychic magic ability (see the list of universal monster abilities in the Appendix in *Pathfinder Roleplaying Game Bestiary* 5).

Initially, the network has no psychic energy (PE) with which to cast psychic magic spells. When the network is established, each member can sacrifice one or more unused psychic spell slots (a spell slot granted by a class that casts psychic spells) in order to add an amount of PE to the network equal to the level of the sacrificed spell. After the network has been established, any member can sacrifice one spell slot to add an amount of PE to the network equal to the level of the sacrificed spell as a full-round action. Spells added to the network's psychic magic ability cost an amount of PE equal to the spell's level, and each member uses their own psychic spellcasting caster level to determine the effects of any spell cast using the network's psychic magic. Members of the network must have a caster level equal to at least twice a spell's level in order to cast it using the network's psychic magic ability. Any material components required by these spells must be provided as normal, but any member of the network may satisfy material focus component requirements for any other member. A network member with the psychic spellcasting ability can donate PE from her psychic spellcasting ability to the network in any quantity.

In addition, each member of the network gains a bonus on saving throws made against spells and spell-like abilities equal to the total number of network members. If a spell or spell-like ability would deal damage to any member of the network, the members may total the damage dealt to each member of the network and distribute it evenly among all of the network's members, even if one or more of those creatures wasn't affected by the original spell or spell-like ability. Damage shared in this manner cannot be reduced or redirected, and if an effect would prevent any member of the collective to take damage, the damage cannot be shared in this manner.

Once the network is established, all of its members must remain within 20 feet of one another in order to keep the network active. Any member that is moved more than 20 feet of another member of the network becomes mentally severed from the group, causing the network's psychic magic ability to lose the ability to cast the lost member's psychic spells and reducing the bonus on saving throws that members of the network receive. Creatures under the influence of a non-harmless effect with the emotion or fear descriptors or who are unable to take purely mental actions are automatically severed from the network, and the network disbands should less than two members remain. Remaining within a network created by this spell requires concentration, and anything that would interrupt your concentration while you're casting can cause a network member to become severed from the network. Whenever such an interruption occurs, you must make a concentration check with a +10 bonus to the DC or immediately become severed from the network.

Once PE has been donated to the network, it cannot be regained and any PE that is unspent when the spell's duration ends or the network is disbanded becomes lost, taking the form of light particles that escape from the remaining members' eyes.

METAMORPHOSIS I

School transmutation (polymorph); **Level** egoist 3, psychic warrior 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

You use your psychic powers to twist your bones and shape your flesh, transforming your body into a new shape. You choose the cosmetic appearance of your new form, though your body's basic shape remains the same; for instance, a human casting this spell always retains a generally humanoid shape. Because your base form doesn't change substantially, you retain all extraordinary and supernatural abilities that depend upon your original form, as well as any natural attacks, movement types, and class features that are possessed by or depend upon your original form. You also gain a +4 racial bonus on Disguise skill checks to appear a horrifying monster or a mutated version of a member of your race, however, as well as a +4 racial bonus on Intimidate checks. You also gain up to one major ability and one minor ability of your choice, chosen from the following lists.

Major Abilities: +2 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution), +10 enhancement bonus to base speed.

Minor Abilities: swim 30 feet, darkvision 60 feet, low-light vision, and scent.

METAMORPHOSIS II

School transmutation (polymorph); **Level** egoist 4, psychic warrior 4

As *metamorphosis I*, but you gain two minor abilities, and you choose both major and minor abilities from the following lists instead of the lists described by *metamorphosis I*. This spell can be undercast.

Major Abilities: +1 natural armor bonus, +2 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution), +10 enhancement bonus to base speed, one natural attack (bite, 2 claws, or slam), size increased by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, plus normal adjustments due to size), and size decreased by one size category (+2 size bonus to Dexterity, -2 size penalty to Strength, plus normal adjustments due to size). Any natural attack selected is a secondary natural attack that deals damage based upon your size category.

Minor Abilities: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

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METAMORPHOSIS III

School transmutation (polymorph); **Level** egoist 5, psychic warrior 5

As metamorphosis I, but you gain two major abilities and three minor abilities, and you choose both major and minor abilities from the following lists instead of the lists described by *metamorphosis I*. This spell can be undercast.

Major Abilities: +2 natural armor bonus, +2 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution; can select multiple times), +10 enhancement bonus to base speed, one natural attack (bite, 2 claws, gore, or slam), size increased by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, plus normal adjustments due to size), and size decreased by one size category (+2 size bonus to Dexterity, -2 size penalty to Strength, plus normal adjustments due to size). Any natural attack selected is a secondary natural attack that deals damage based upon your size category.

Minor Abilities: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip. If you select grab or trip, you must tie this ability to one natural attack or unarmed strike that you possess.

METAMORPHOSIS IV

School transmutation (polymorph); **Level** egoist 6, psychic warrior 6

As metamorphosis I, but you gain three major abilities and four minor abilities, and you choose both major and minor abilities from the following lists instead of the lists described by *metamorphosis I*. This spell can be undercast.

Major Abilities: +2 natural armor bonus, +2 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution; can be selected multiple times), +4 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution), +10 enhancement bonus to base speed, fast healing 2, one natural attack (bite, 2 claws, gore, slam, 2 talons, or 2 tentacles), size increased by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, plus normal adjustments due to size), size decreased by one

size category (+2 size bonus to Dexterity, -2 size penalty to Strength, plus normal adjustments due to size). Any natural attack selected is a secondary natural attack that deals damage based upon your size category.

Minor Abilities: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, pounce, rake, trample, trip, and web. If you select grab or trip, you must tie this ability to one natural attack or unarmed strike that you possess. You cannot select rake unless you possess 2 or more claw attacks, and rake triggers only if you hit an opponent twice in one turn with your claws.

METAMORPHOSIS V

School transmutation (polymorph); **Level** egoist 7

As metamorphosis I, but you gain four major abilities and five minor abilities, and you choose both major and minor abilities from the following lists instead of the lists described by *metamorphosis I*. This spell can be undercast.

Major Abilities: +3 natural armor bonus, +4 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution; can be selected multiple times), +10 enhancement bonus to base speed, fast healing 4, one natural attack (bite, 2 claws, gore, slam, 2 talons, or 2 tentacles), size increased by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, plus normal adjustments due to size), size decreased by one size category (+2 size bonus to Dexterity, -2 size penalty to Strength, plus normal adjustments due to size). Any natural attack selected is a secondary natural attack that deals damage based upon your size category.

Minor Abilities: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, grab, jet, poison (as the spell), pounce, rake, rend (2d6 + your Strength), resistance 20 (any one element; can be selected multiple times), trample, trip, and web. If you select grab, trip, or poison, you must tie this ability to one natural attack or unarmed strike that you possess. You cannot select

rake unless you possess 2 or more claw attacks, and rake triggers only if you hit an opponent twice in one turn with your claws.

MICROCOSM

School illusion (phantasm) [mind-affecting]; **Level** telepath 9

Duration instantaneous

This functions like *greater create mindscape*^{OA}, except the mindscape lasts until you cast this spell again and create a new mindscape and you can choose the mindscape's gravity, time, alignment, and magic traits. Unlike *greater create mindscape*, you do not need to be in your mindscape in order for it to exist, and you can enter and leave the mindscape at your leisure with the *mindscape door*^{OA} spell. In addition, all creatures that you create within your mindscape are believable creatures that do not require your direction in order to be believable.

Unlike other spells that create a mindscape, the mindscape created by *microcosm* is so realistic that if the target fails its Will save to disbelieve, its body and mind are wholly tricked into believing that the mindscape is reality. Targets that fail their Will save to disbelieve *microcosm* become helpless in the real world, sprawling limply on the ground in a catatonic state. Without care or rescue via a *mindscape door* spell, such creatures end up living within the *microcosm* for the rest of their days until they die of natural causes (usually thirst or starvation, but also of age or disease).

MIND CRUSH

School divination [mind-affecting]; **Level** psychic 5

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw Will negates then Fortitude partial

Spell Resistance yes

You crush the target's psyche with an overwhelming surge of psychic feedback, debilitating its acumen and damaging its mental essence. The target must succeed on a Will save or take 1d4 points of Wisdom damage per 2 caster levels (maximum 10d4). If this is enough

damage to reduce the target's Wisdom score to 0, it immediately falls unconscious and cannot be awoken until all of the Wisdom damage dealt by this spell is healed. Unlike other sources of ability damage, Wisdom damage dealt by *mind crush* can only be healed by natural healing; magical healing has no effect.

If the amount of Wisdom damage done to the target by this spell exceeds its Wisdom score, it must then make a Fortitude save or be reduced to -1 hit points and begin dying. Even if the target succeeds on its Fortitude save, it takes 3d6 points of damage.



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MIND LOCK I

School enchantment (compulsion) [mind-affecting]; **Level** telepath 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration concentration +1 round

Saving Throw Will negates; **Spell Resistance** yes

You use your psychic presence to shut down a creature's mind, preventing it from functioning whatsoever. The target is dazed as long as you concentrate on it plus 1 additional round. A successful Will save negates this effect.

MIND LOCK II

School enchantment (compulsion) [mind-affecting]; **Level** telepath 3

Target two creatures

Saving Throw Will negates, then Reflex negates; **Spell Resistance** yes

This functions as *mind lock I*, except as noted above. In addition, on the first round of the effect, any creature that fails its Will save against this spell must succeed on a Reflex saving throw or become flat-footed for 1 round. This spell can be undercast.

MIND LOCK III

School enchantment (compulsion) [mind-affecting]; **Level** telepath 4

Target three creatures

Saving Throw Will negates, then Reflex negates; **Spell Resistance** yes

This functions as *mind lock I*, except as noted above. In addition, on the first two rounds of the effect, any creature that fails its Will save against this spell must immediately succeed on a Reflex saving throw or become flat-footed for 1 round. This spell can be undercast.

MIND LOCK IV

School enchantment (compulsion) [mind-affecting]; **Level** telepath 5

Target four creatures

Saving Throw Will negates, then Reflex negates; **Spell Resistance** yes

This functions as *mind lock I*, except as noted above. In addition, on the first round of the effect, any creature that fails its Will save against this spell must immediately make a Reflex save or drop all items that they are holding and become flat-footed for 1 round. On the following rounds of the effect, the targets of this spell must succeed on a Reflex saving throw or become flat-footed for 1 round. This spell can be undercast.

MIND PROBE

School divination [mind-affecting]; **Level** telepath 5

Casting Time 1 minute

Components V, S

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

Target one creature

Duration concentration, up to 1 round/level

Saving Throw Will partial, see text; **Spell Resistance** yes

You mentally scan the target's mind, opening all of its knowledge and memories to you, including memories that it has repressed or forgotten. Each round, you can telepathically ask the target one question, which it is forced to answer to the best of the subject's knowledge and ability. Answers are given telepathically in the form of the target's voice within the answer's head, flashes of thoughts, ideas, or emotions, or entire memories from the target's perspective. An unwilling creature can attempt a Will save to avoid answering a question; if it succeeds, you receive no answer for your question but the spell's duration does not end. As a result, you can continue to ask the target new questions in subsequent rounds, and can even ask the same question multiple times if you wish.

If this spell is cast on a sleeping target, a successful Will save does not allow the target to avoid answering your question; as a result, casting mind probe on an unconscious creature always results in an answered question. Instead, a successful Will save allows the target to awaken after providing you with an answer, unless the target is under the effects of a magic sleep effect or has accrued one or more negative hit points. Such creatures effectively receive no saving throw to resist this spell.

You and your target do not need to speak the same language in order for your questions to be

answered, though certain subtleties can become lost in translation. Additionally, creatures with low Intelligence are typically unable to answer in any means other than with memories or emotions and may be unable to comprehend the meaning of more complex questions.

MIND SEED

School enchantment (compulsion) [mind-affecting, evil]; **Level** telepath 8

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched; see text

Duration instantaneous; see text

Saving Throw Will negates; **Spell Resistance** yes

You psychically imprint your mind into a subject's brain. This spell can only be cast on a target with an Intelligence of 3 or greater. If successful, the seed of your mind slowly begins to consume the target's psyche. During this time, the target begins to unconsciously take on your mannerisms. After one week, the target's mind becomes almost identical to you in mind, possessing the same thoughts, ideas, memories, and emotions that you had when you cast this spell. When the mind seed finishes germinating, the target's Intelligence, Wisdom, and Charisma scores are replaced by your Intelligence, Wisdom, and Charisma, except without any ability increases that you might have assigned to them as a result of gaining additional Hit Dice or class levels. Any class levels that the target possessed are instantly retrained to match your class levels at the target's level, as are the target's class abilities (including spells known), favored class, and feats. The target retains its physical ability scores (Strength, Dexterity, and Constitution), as well as its race and racial abilities.

While the target is initially your mental duplicate, its original memories and soul remain. As a result, the target's personality is capable of diverging over time as its personality develops based upon its new experiences. Thus, the target is not your slave or servant, but instead a character in its own right that shares your earlier memories.

Effects that protect against possession, including *protection from evil*, can prevent the inception

of a *mind seed* and suppress its germination. A germinating mind seed can be removed by a *greater restoration* spell that has been cast by a character level that equals or exceeds the *mind seed's* caster level, while a fully mature mind seed can only be removed by *miracle* or *wish*. The demanding and mentally draining process of psychically imprinting a target with a *mind seed* causes you to gain one permanent negative level as a result of casting this spell.

MIND STATIC

School enchantment (compulsion) [mind-affecting]; **Level** psychic 5, psychic warrior 5

Casting Time 1 standard action

Components V, S

Range 10 feet

Area 10-foot-radius emanation centered on you

Duration 1 round/level

Saving Throw Will negates, see text; **Spell Resistance** yes

You manifest an aura that generates psychic static that interferes with the minds of nearby living creatures. This functions like the mental static aura universal monster ability (see the list of universal monster rules in the Appendix of *Pathfinder Roleplaying Game Bestiary 5*), except as noted. The concentration check DC to successfully cast a spell within your mental static aura is equal to 10 + 1/2 your caster level + the highest ability score modifier between your Intelligence, Wisdom, and Charisma modifiers. A creature that succeeds on its Will save is immune to this spell's effects for its duration.

MIND TRAP

School abjuration [mind-affecting]; **Level** mesmerist 3, psychic 3

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** no

You set a psychic trap within your mind that lashes out at mental intruders. You can only cast this spell when you are targeted by a mind-affecting

ULTIMATE OCCULT

spell or spell-like ability that isn't harmless. The creature that cast the spell or spell-like ability must succeed on a Fortitude save or become nauseated for 1 round. In addition, if the caster has the psychic magic ability (see the universal monster rules section in the appendix of *Pathfinder Roleplaying Game Bestiary 5*) or casts psychic spells, it loses 1d6 PE and 1d6 spell levels of psychic spells, losing higher-level spell slots first.

MOMENT OF CIRCUMSTANCE

School divination; **Level** psion/wilder 1, psychic warrior 1

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 10 min./level or until discharged

You draw countless glimpses of fragmented moments into and out of your consciousness, creating a veritable shield of circumstantial knowledge and insight. You gain a +2 insight bonus on initiative checks and on Reflex saving throws. Whenever you are caught flat-footed, you can discharge this spell as an immediate action in order to remove the flat-footed condition.

OAK BODY

School transmutation; **Level** egoist 7, psychic warrior 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

Your body transforms into living oak, which grants you several powerful resistances and abilities. You gain damage reduction 10/slashing and a +5 natural armor bonus to AC. This bonus doesn't stack with any natural armor you already possess, but enhancements to natural armor (such as the *barkskin* spell) apply normally. You are immune to ability damage, blindness, deafness, poison, sleep effects, and stunning, and do not need to breathe or eat. You also gain cold resistance 20 and vulnerability to fire, and you also become vulnerable to all special attacks that affect wood golems.

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 have an arcane spell failure chance of 15% and a -1 armor check penalty, just as if you were clad in wooden armor. You cannot drink (and thus cannot use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 6, although you can float as easily as a wooden log.

OBEDIENCE I

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** telepath 0

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

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

Target one creature

Duration 1 minute or until discharged

Saving Throw Will negates; **Spell Resistance** yes

You force the target to obey your commands, as if it were a well-trained animal. When you cast this spell, choose one Handle Animal trick that the target is capable of performing. If the target fails its Will save, you mentally imbed this command into the target's psyche, allowing you to force the target to perform this trick to your specifications even if it wouldn't otherwise do so. As a full-round action, you can discharge this spell in order to attempt a Charisma check against a DC equal to the chosen trick's Handle Animal DC + the target's Charisma bonus (if any). This DC doesn't increase based upon whether the target is wounded or has taken any nonlethal damage or ability score damage. You may make a Diplomacy, Handle Animal, or Intimidate check to command the target instead of a Charisma check, so long as you are trained in that skill. If your check succeeds, the target is forced to perform the chosen trick for 1 round.

While performing the trick, you choose which creatures the target considers its allies and which it considers its enemies. Thusly, you can force the target to help you and your allies flank creatures it would normally consider its

allies, or even attack them. The target must perform the trick you have implanted into it to the best of its ability in the most efficient and direct means possible. If the trick takes more than 1 round to perform, the target is under no compulsion to complete its action once the round has expired.

OBEDIENCE II

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** telepath 1

This functions like *obedience I*, except discharging the spell is a move action instead of a full-round action. When you discharge the spell, the target is forced to perform the chosen trick for 1 round per caster level. After the first round of performing this trick, the target receives a second Will save. If this save is successful, the effect ends. If not, the creature continues performing the trick for the entire duration.

OBEDIENCE III

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** telepath 2
Duration 10 min./level or until discharged

This functions like *obedience II*, except as noted above. In addition, you choose a number of Handle Animal tricks equal to your caster level. Alternatively, you can choose a general purpose instead of a trick. When you discharge the spell, the target is forced to perform one of the chosen tricks or general purposes for 1 minute per caster level. You can switch which of the chosen tricks or general purposes the target performs for you as a move action by making a successful Charisma check (or Diplomacy, Handle Animal, or Intimidate, if you are trained in any of these skills) against the trick or general purpose's Handle Animal DC + the target's Charisma modifier. If you fail, the target simply does nothing. Failing two consecutive checks causes the spell to automatically end.

OBEDIENCE IV

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** telepath 3

This functions like *obedience III*, except you can discharge the spell as a swift action or a move

action. When you discharge the spell, the target is forced to perform the chosen Handle Animal trick or general purpose for 10 minutes per caster level.

OBEDIENCE V

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** telepath 4

This functions like *obedience III*, except you can discharge the spell as a swift action or a move action. When you discharge the spell, the target is forced to perform the chosen Handle Animal or general purpose for 1 hour per caster level. You can switch which trick or general purpose the target performs for you as a swift action instead of a move action.

OBEDIENCE VI

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** telepath 5
Duration 1 hour/level or until discharged

This functions like *obedience III*, except as noted above. You can discharge the spell as a free action. When you discharge the spell, the target is forced to perform the chosen Handle Animal trick or general purpose for 1 day per caster level. You can switch which trick or general purpose the target performs for you as a free instead of a move action.

OBEDIENCE VII

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** telepath 6
Duration 1 day/level or until discharged

This functions like *obedience III*, except as noted above. In addition, you choose a number of Handle Animal tricks equal to your caster level, and can discharge the spell as a free action. Alternatively, you can choose a general purpose instead of a trick. When you discharge the spell, the target is forced to perform all of the chosen Handle Animal tricks or general purposes for 1 day per caster level.

PAINFUL STRIKE

School necromancy [pain]; **Level** psychic warrior 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

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You imbue your natural weapons with psychic impulses that bring their victim's most painful memories to bare, causing them to deal additional damage. Whenever you successfully hit an opponent with a natural attack, the attack deals an additional 1d6 points of nonlethal damage. This additional damage isn't multiplied on a critical hit.

PERSONAL MIND BLANK

School abjuration; **Level** psychic 7, psychic warrior 6, sorcerer/wizard 7

Range personal

Target you

This functions as *mind blank*, except as noted.

PERSONALITY PARASITE

School enchantment [mind-affecting]; **Level** telepath 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature with an Intelligence of 3 or higher

Duration 1 round/level (D)

Saving Throw Will negates, then Will partial, see text; **Spell Resistance** no

You briefly partition the target's mind, creating a minor personality that is antagonistic to the target's personality. If the target fails its initial Will save against this effect, the target's mind becomes infected by a parasite personality that is able to take its own actions independent from the target on the target's turn. When the spell is first cast, the parasite is subservient to the target's dominant personality, and cannot take any actions other than purely mental ones. If the target is able to cast psychic spells, the parasite personality can cast psychic spells using the target's spell slots or PE from the target's list of spells known; doing so expends the used spell slots or PE as if the target had cast those spells itself.

Each round, the parasite can attempt to wrest control over the target's body from the target's personality. The target must succeed on a Will save at the start of each round or be forced into subservient submission by the parasite for 1 round, causing the parasite to become the dominant personality and the target's personality to become

subservient. While the parasite is dominant, it essentially acts as an NPC under the GM's control while the target's personality is limited to purely mental actions during its turn. On subsequent rounds following its loss of control, the target's personality can attempt a Will save as a full-round action to force the parasite back into subservience.

When the parasite first forms, roll randomly on the following table to determine its personality. Should it become the dominant personality, it acts in accordance with its personality during its turn. Regardless of the parasite's personality, the parasite acts against the interests of the target, though this doesn't mean that the parasite follows your commands or even heeds your advice. The parasite can communicate telepathically with the spell's target. The parasite gains no additional actions or advantages while the target's personality is under the effects of a haste or schism spell, and vice versa.

If the target becomes targeted by a charm or compulsion effect while under the effects of this spell, it must attempt to save against the spell (even if the spell is harmless) rolls twice on the save and uses the better result. If the target fails its save and becomes affected by the charm or compulsion in spite of this, the parasitic personality dissipates and the spell ends.

D10	Personality
1	Angry
2	Dedicated
3	Fearful
4	Greedy
5	Hateful
6	Jealous
7	Lustful
8	Miserable
9	Prideful
10	Remorseful

POWER LEECH

School necromancy; **Level** mesmerist 4, occultist 4, psychic 4

Casting Time 1 standard action

Components V, S

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

Target one creature; see text

Duration concentration, up to 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You engulf the target in dark, cackling energy that drains its psychic potential and replenishes it for yourself. This spell has no effect on a target without the ability to cast psychic spells or spell-like abilities. Each round that you concentrate, the target must succeed on a Will save or immediately lose 1d6 levels of unused psychic spell slots or 1d6 PE (your choice). When draining spell slots with this spell, higher-level spell slots are lost first. A successful Will save prevents you from draining any spell slots or PE from the target that round, but it doesn't end the spell's duration.

When power leech's duration expires or you stop concentrating, you regain a number of levels of psychic spell slots or PE equal to the total number of times during the spell's duration that a target failed a Will save against this spell. You do not regain spell slots or PE from this spell when the spell ends because your concentration was disrupted, such as when you fail a concentration check from being injured while concentrating on the spell.

PROWESS

School divination; **Level** bard 2, bloodrager 2, magus 2, occultist 2, psychic warrior 2

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

You can cast this spell whenever an enemy that you threaten provokes an attack of opportunity. You can cast this spell to make an attack of opportunity against the target without counting the attack against the total number of attacks of opportunity that you can make during a round.

PSYCHIC BLAST I

School divination [mind-affecting]; **Level** mesmerist 3, psychic 3, psychic warrior 3

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30-ft.-radius burst

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes



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You divine the most vulnerable portion of send a psychic shockwave from your mind's eye into the minds of nearby creatures, causing all creatures within the affected area to become stunned.

PSYCHIC BLAST II

School divination [mind-affecting]; **Level** mesmerist 4, psychic 4, psychic warrior 4
Duration 1 round/level

This functions like *psychic blast I*, except as noted. In addition, a creature that succeeds on its saving throw become dazzled for 1 round. This spell can be undercast.

PSYCHIC BLAST III

School divination [mind-affecting]; **Level** mesmerist 5, psychic 5, psychic warrior 5

This functions like *psychic blast II*, but targets that fail their Will save become stunned for 1 round per caster level and fall prone. This spell can be undercast.

PSYCHIC BODYGUARD

School divination; **Level** egoist 3
Casting Time 1 round
Components V, S
Range medium (100 ft. + 10 ft./level)
Target you and one willing creature
Duration 1 hour/level or until discharged (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You form a specialized telepathic link between yourself and one other target. Whenever the target attempts a Will save while within range of this spell, you can discharge the spell as a free action, even if it isn't your turn, to also make a Will save. The target may use the result of your Will save in place of its own. Discharging this spell opens up a feedback loop between the target and yourself; whether the target succeeds or fails its Will save, you are affected by the effect the same as your target is regardless of whether the save succeeds or fails. For example, if you discharge this spell when the target is subjected to *phantasmal killer*, both you and the target takes damage if the target's saving throw is successful or are instantly killed if the saving throw fails.

You can discharge this spell anytime after the target rolls a Will save, but it cannot be discharged once the result of that saving throw is revealed.

PSYCHIC EQUILIBRIUM

School transmutation; **Level** psychic 2, psychic warrior 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 min./level (D)

You psychically compensate for your body's weight in relation to virtually any substance. For the spell's duration, any surface will support you so long as you are moving, regardless of your weight, and you ignore all difficult terrain caused by nonmagical environmental hazards. This allows you to move across water, lava, or even spider webs or the thinnest tree branches. When moving this way, you do not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor do you need to make Acrobatics checks to avoid falling on slippery or rough surfaces.

You lose the benefits of this spell if you move more than twice your speed on a given turn or use the run action, and if end your movement on a surface that cannot support you, natural forces such as gravity and water tension immediately take effect, which may cause the surface to break with the usual consequences for you.

PSYCHIC POUNCE

School transmutation; **Level** psychic warrior 4
Casting Time 1 swift action
Components V, S
Range personal
Target you
Duration instantaneous

You infuse your body with psychic energy, allowing you to make a series of rapid attacks while charging towards a foe. You can only cast this spell when you charge an opponent. You can make a full-attack at the end of your charge against the charged opponent. At the end of the turn, you become exhausted for 1d4+1 rounds. The duration of this condition cannot be reduced or directed (but the severity can be reduced to fatigue by effects that would otherwise remove exhaustion). You cannot cast this spell if you are incapable of becoming exhausted or fatigued.

PSYCHIC REFORMATION

School enchantment [mind-affecting]; **Level** psychic 4

Casting Time 10 minutes

Components V, S, M (flawless quart with 250 gp + the gp cost of the retraining to be performed within the mindscape)

Range touch

Target touched creature or up to two touched creatures, see text

Duration concentration, up to 1 minute/level (D)

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

Resistance yes (harmless)

You assist the target in creating a binary mindscape of its own design where it can quickly undergo retraining (see the retraining section in Chapter 3 of *Pathfinder Roleplaying Game Ultimate Campaign*.) The mindscape possesses subjective gravity, rapid time (1 minute of real time equals 1 day within the mindscape), no alignment traits, and normal magic. Each minute that the subject is within the mindscape, it can perform one day's worth of retraining. As you must concentrate on this spell, you cannot perform retraining yourself, but you can act as a trainer for the subject. In addition, you can choose to bring a second touched creature into the mindscape with you in order to act as a trainer for the first subject.

PSYCHOFEEBACK I

School transmutation; **Level** egoist 4, psychic warrior 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level

You alter your body's natural chemistry, allowing you to alter your physical and mental capabilities. When you cast this spell, choose two ability scores. You take a -4 penalty to one of the chosen ability scores and gain a +4 alchemical bonus to the other ability score. You may only have one *psychofeedback* spell active at a time, and you gain no benefit from this spell if you are incapable of accepting its penalty or accept a benefit from another spell or effect that allows you to ignore the penalty. If a penalty granted by this spell equals or exceeds the penalized ability score, you fall unconscious or die as if this penalty were ability damage.

PSYCHOFEEBACK II

School transmutation; **Level** egoist 5, psychic warrior 5

This functions like *psychofeedback I*, but you select four ability scores and take a -2 penalty to one ability score, a -6 penalty to a second ability score, a +2 alchemical bonus to a third ability score, and a +6 alchemical bonus to a fourth ability score.

PSYCHOFEEBACK III

School transmutation; **Level** egoist 6, psychic warrior 6

This functions like *psychofeedback I*, but you select six ability scores and take a -2 penalty to one ability score, -4 penalty to a second ability score, a -6 penalty to a third ability score, a +2 alchemical bonus to a fourth ability score, a +4 alchemical bonus to a fifth ability score, and a +6 alchemical bonus to a sixth ability score.

PSYCHOMETABOLIC

CHIRURGERY

School divination [mind-affecting]; **Level** egoist 9, telepath 9

Casting Time 10 minutes

Components V, S

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

Target one creature

Duration concentration, up to one round/level

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

Resistance yes (harmless)

You attempt to repair any damage to the target's consciousness that it might have sustained. Each round that you concentrate on the spell, you can attempt to identify one mind-affecting effect that is active on the target; if the effect is a spell or spell-like ability, you make a Spellcraft to identify it as if it were a spell being cast (DC 15 + twice the spell's level). If the effect is the result of an extraordinary or supernatural ability possessed by a creature, you make a Knowledge check appropriate to the type of creature that created the effect to identify it as if you were identifying one of the creature's abilities (DC 10 + the monster's CR, with a -5 penalty to the DC if the monster is common or a +5 bonus if the monster is particularly rare). After successfully identifying the effect, you can attempt to remove the effect by making a caster

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level check (1d20 +caster level, maximum +25) against the save DC of the effect, or 11 + the caster level of the effect (or the creature's Hit Dice if the effect does not have a caster level). Success means that the creature is free of the spell, curse, or effect.

This spell can dispel any mind-affecting effect of 9th level or lower, even if that spell is instantaneous or cannot be dispelled by dispel magic. It can even remove effects that can normally be reversed only by *wish* or *miracle*. If the dispelled effect is the result of a curse, this spell does not remove the curse, but it does free the victim from the curse's effects for 24 hours.

PSYCHOMETABOLIC REGENERATION

School necromancy; **Level** egoist 8

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level (D)

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

Resistance yes (harmless)

You accelerate the target's natural ability to heal itself to astounding levels. The target gains fast healing 10 for the spell's duration. In addition, the target of this spell can reattach severed limbs or body parts if they are brought together within 1 hour of the severing. Reattaching a severed limb severely taxes the capabilities of this spell; reattaching a limb takes 1 minute of work and a successful DC 20 Heal check. If the check is successful, the limb is reattached and this spell's duration is reduced by 4 additional minutes. If this reduces the spell's duration to 0 minutes the spell ends. If the spell has less than 4 minutes remaining, the reattachment fails.

PSYCHOMETABOLIC REVIVIFY

School necromancy; **Level** egoist 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration concentration, up to 1 round/level

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

Resistance yes (harmless)



This spell cures 1 point of hit point damage per caster level you possess (maximum 25 hit points of damage), and the target gains fast healing 5 for as long as you concentrate. If cast upon a creature that has died within 5 minutes, apply the healing from this spell to the creature. If the creature's hit point total is at a negative amount less than its Constitution score at any point during its duration or when the spell's duration expires, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total does not reach a negative amount less than its Constitution score, it remains dead. Creatures brought back to life through *psychometabolic revivify* gain a temporary negative level that lasts 1 day.

Creatures slain by death effects cannot be saved by *psychometabolic revivify*. This spell cannot bring nonliving creatures such as constructs or undead back to life.

PSYCHOMETABOLIC SUSPENSION

School necromancy; **Level** psychic 6, psychic warrior 6

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration 1 min./level

You enter a state of suspended animation just before suffering a lethal blow. You can cast this spell whenever you would otherwise die. Instead of dying, you enter a state of suspended animation wherein all of your life functions cease; you do not age, breathe, grow hungry or thirsty, heal hit points naturally, or sleep while in this state, and are unconscious. After casting this spell, no amount of hit point or ability damage can cause you to die, and you automatically succeed on all saving throws that you make against death effects. You still be dealt hit point damage, ability damage, and ability drain while under the effects of this spell, however. Once you cast *psychometabolic suspension*, you remain in stasis until your negative hit point total is less than your Constitution score and your total amount of Constitution damage and drain is less than your Constitution score. Because you do not heal hit points naturally while in suspended animation, only magical healing can assist your revival.

Psychometabolic suspension cannot prevent your death if you are decapitated or your brain is severely damaged. If a foe makes a coup de grace attempt on you while you are under the effects of this spell, you still must make a Fortitude save (DC equals the damage dealt) or die.

PSYCHOPORTATIVE LOBOTOMY

School conjuration (teleportation); **Level** nomad 7

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 min./level

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

Resistance no

You selectively remove portions of the target's brain by teleporting them out of the target's body, causing extreme brain damage. An affected creature takes 4d6 points of Intelligence drain. Creatures without brains (such as oozes) or that are immune to critical hits (such as elementals) are immune to this effect.

PSYCHOPORTATIVE REPOSITION

School conjuration (teleportation); **Level** nomad 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature/level

Duration instantaneous

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

Resistance yes (harmless)

This spell functions like *dimension door*, except as noted above. Targets choose the location that this spell teleports them to, and they always arrive at exactly the desired spot—whether by simply visualizing the area or by stating direction. Targets can bring along objects as long as their weight doesn't exceed that individual creature's maximum load. A target cannot bring another willing creature along with them unless you also transfer that creature's location by selecting it as a target for this spell.

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PSYCHOPORTATIVE STRIKE

School conjuration (teleportation); **Level** psychic warrior 2

Casting Time 1 swift action

Components V, S

Range melee

Target creature attacked

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You can cast this spell only when you successfully hit an opponent with a melee attack or touch attack. You and the target swap positions if the target fails its Will save. A creature transferred into a space that it can only occupy while squeezing automatically begins squeezing. If the space is too small for the creature to occupy even when squeezing, the creature is instead transferred into a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, the creature takes an additional 2d6 points of damage and are shunted into a free space within 1,000 feet. If there is no free space within 1,000 feet, the creature takes an additional 4d6 points of damage and the spell simply fails.

PSYCHOPORTATIVE SUMMONS

School conjuration (teleportation); **Level** psychic warrior 5

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You attempt to snare the target into a space that is adjacent to yours in order to make a devastating strike against it. On a failed Will save, the target is transferred into an open space that is adjacent to yours. If you have reach or are wielding a reach weapon, you can instead transfer the creature into any space within your reach.

In addition, any creature teleported by this effect provokes an attack of opportunity from any creature that threatens the space that it is transferred into.

PSYCHOPORTATIVE TRAJECTORY I

School divination; **Level** psychic warrior 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

You imbue your ranged attacks with psychic insight, allowing them to follow a path that you imagine without being hindered by physical laws. Whenever you make a ranged attack with a thrown weapon or a projectile weapon, you may allow your attack to take any available path to reach its target, as if it were a creature. The attack can move a number of feet equal to its range increment, and its movement ends as soon as it enters an opponent's, at which point you make your attack roll to see if you hit the target and deal damage. The target of your attack doesn't gain any cover bonuses to its AC so long as your weapon doesn't need to pass through any creatures or objects that would otherwise grant the target cover; if the source of cover is within the target's space, your attack cannot bypass the target's cover bonus.

PSYCHOPORTATIVE TRAJECTORY II

School divination; **Level** psychic warrior 5

This functions as *psychoportative trajectory I*, but your attack's movement is equal to twice its range increment. In addition, your attacks ignore any concealment (but not total concealment) that your target possesses.

PSYCHOPORTATIVE TRAJECTORY III

School divination; **Level** psychic warrior 6

This functions as *psychoportative trajectory I*, but your attack's movement is equal to three times its range increment. In addition, your attacks ignore any concealment (but not total concealment) that your target possesses, and you can roll any such miss chance twice and choose the better result.

RESTORE EXTREMITY

School transmutation; **Level** cleric 4, druid 4, egoist 4, shaman 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

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

Resistance yes (harmless)

You restore a severed body part to the target that has been severed for no more than 1 day per caster level. The original extremity must be present when this power is cast; creating new body parts is beyond the scope of this spell. Restore extremity removes penalties associated with lost body parts, but it doesn't remove any ability damage, ability drain, or hit point damage caused by the wound, nor can this spell restore a dead creature to life.

SCHISM

School transmutation; **Level** telepath 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You split your mind into two independent parts. Each part functions autonomously from one another, acting like two character's sharing the same body. Your second mind does not control your body, but it can take one standard action per turn starting the round after you cast this spell. Your second mind can only perform purely mental actions (such as casting a psychic spell), and such actions are in addition to any actions that you normally take during your turn.

When your second mind casts a spell or spell-like ability, its caster level is equal to your caster level -6. Likewise, its Hit Dice for such effects is equal to your Hit Dice -6. Additionally, it is limited to casting spells that are at least 3 levels lower than the highest spell level that you can cast. Having your primary mind and second mind casting spells during the same round is strenuous, and both your minds take a -2 penalty to their respective caster level during any round that both minds cast one or more spells.

Both your minds can communicate with one another telepathically. Both minds draw from the same pool of character resources, such as abilities with uses per day, spell slots, and so on. If you are affected by a charm or compulsion effect while you

are under the effects of *schism*, you can roll any saving throw that you gain to resist the effect twice and use the higher result. If you have the psychic focus class feature, your second mind cannot benefit from your psychic focus.

SCRY TRAP

School divination; **Level** mesmerist 6, occultist 6, psychic 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell** **Resistance** no

You surround yourself with psychic defenses that lash out at those who would attempt to spy on you from afar. Whenever a scrying spell or effect targets you or includes you within its targeted area, the creature using the effect must succeed on a Will save or take 1d6 points of damage per caster level (maximum 25d6) as psychic energy lashes out at them. Either way, the scrying attempt fails and you become aware that a creature attempted to scry upon you.

SENSORY CASCADE

School enchantment [mind-affecting]; **Level** mesmerist 4, psychic 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 15-ft.-radius burst

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You scramble the sensory systems of all creatures within the affected area, causing them to stumble about helplessly for the spell's duration. The target loses all of its senses (such as blindsight, tremorsense, and scent) and becomes blinded and deafened. The target cannot make a full attack, and actions other than movement or total defense have a 75% chance to fail. The target can negate this failure chance by increasing the amount of time that it takes to perform the action; free, swift, move, and standard actions take 1 round to perform without this failure chance, while actions

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that take 1 or more rounds take twice the number of rounds to perform. Any action other than a free action that a target takes while under the effect of this spell provokes an attack of opportunity.

Starting on its next turn after being affected by this spell, the target can attempt a Will save at the start of its turn in order to temporarily regain its senses. This Will save doesn't require an action to make, but if the target is successful, it becomes staggered for 1 round. During this round, all other effects of this spell are suspended for that target.

SHARED SUSTENANCE

School transmutation; **Level** psychic 3, psychic warrior 3

As *sustenance*, except as noted.

SKATE

School transmutation; **Level** psychic 1, psychic warrior 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration 1 min./level (D)

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

You can grant the target the ability to ignore friction, allowing it to slide along the ground as if it were as smooth as ice. If the target is a creature, the target gains a +15-foot enhancement bonus to its movement speed and a +20 bonus on Acrobatics checks and Reflex saves to avoid falling prone as a result of a slippery surface (including magically-treated surfaces, such as *grease*). If the target is an object, its weight is reduced to one-tenth of its normal weight for the purpose of dragging it along the ground.

SOJOURN I

School conjuration (teleportation); **Level** nomad 0

Casting Time 1 move action

Components V, S

Range personal

Target you plus up to 50 lbs. of objects

Duration instantaneous

You distort space around you with your psychic powers, allowing you to move much further than normal with little effort. As part of casting this

spell, you immediately teleport from your current location to any spot within 10 feet. You cannot bring other creatures with you. This movement does not provoke attacks of opportunity. You cannot take a 5-foot step during any turn that you cast this spell, and you cannot cast this spell if you have already taken a 5-foot step during your turn.

SOJOURN II

School conjuration (teleportation); **Level** nomad 1

Casting Time 1 swift action

This functions like *sojourn I*, except as noted above. This spell can be undercast.

SOJOURN III

School conjuration (teleportation); **Level** nomad 2

This functions like *sojourn II*, but you immediately teleport from your current location to any spot within a distance equal to your base speed, up to a maximum distance of 30 feet + 5 feet per 6 caster levels you possess. This spell can be undercast.

SOJOURN IV

School conjuration (teleportation); **Level** nomad 3

This functions like *sojourn II*, but you immediately teleport from your current location to any spot within a distance equal to your base speed, up to a maximum distance of 30 feet + 5 feet per 6 caster levels you possess. In addition, you can cast this spell and take 5-foot steps during the same turn. This spell can be undercast.

SOJOURN V

School conjuration (teleportation); **Level** nomad 4

This functions like *sojourn II*, but you immediately teleport from your current location to any spot within a distance equal to your base speed, up to a maximum distance of 30 feet + 5 feet per 6 caster levels you possess. In addition, you can cast this spell and take 5-foot steps during the same turn. This spell can be undercast.

SOJOURN VI

School conjuration (teleportation); **Level** nomad 5

This functions like *sojourn II*, but you immediately teleport from your current location to any spot within a distance equal to twice your

base speed, up to a maximum distance of 60 feet + 10 feet per 6 caster levels you possess. In addition, you can cast this spell and take 5-foot steps during the same turn. This spell can be undercast.

SOJOURN VII

School conjuration (teleportation); **Level** nomad 6

This functions like *sojourn VI*, but you immediately teleport from your current location to any spot within a distance equal to three times your base speed, up to a maximum distance of 90 feet + 10 feet per 6 caster levels you possess. In addition, you can cast this spell and take 5-foot steps during the same turn. This spell can be undercast.

SOLICIT PSICRYSTAL

School divination; **Level** psychic 3

Casting Time 1 swift action

Components V, S

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

Target your psicrystal

Duration 1 round/level (D)

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

Resistance yes (harmless)

You can only cast this spell if have a psicrystal and you are already concentrating on a spell. Instead of ending your concentration on your spell, casting this spell transfers the responsibility of maintaining concentration on the spell to your psicrystal. Your psicrystal uses your concentration check bonus should it be required to make a concentration check to continue concentrating on the spell. When this spell's duration end, any spell that the psicrystal is maintaining automatically ends as well.

SPELLWARDING FORTRESS

School abjuration [force]; **Level** magus 4, occultist 4, psychic 4, sorcerer/wizard 4, witch 4

Casting Time 1 immediate action

Components V, S

Range 20-ft.

Target 20-ft. radius centered on you

Duration 1 round

Saving Throw none; **Spell Resistance** yes

You project a telekinetic field that damages magical and supernatural forms of attack. Spells, spell-like abilities, and supernatural abilities that affect one or more creatures within the

field have their variable, numeric effects reduced by half. This includes (but isn't limited to) ability damage, hit point damage, and magical healing. This reduction doesn't affect the duration of such abilities, and it is applied before damage reduction, evasion, energy resistance, and hardness. Effects that increase variable, numeric effects of spells, spell-like abilities, or supernatural abilities (such as the Empower Spell feat) cancel and are canceled by this spell, while effects that maximize variable, numeric effects (such as Maximize Spell) ignore a *spellwarding fortress* and function normally as maximized spells, spell-like abilities, or supernatural abilities.

SPONTANEOUS ADAPTATION

School transmutation; **Level** alchemist 5, cleric 5, druid 5, psychic 5, psychic warrior 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 hour/level (D)

Your body instantly adapts to even the most hostile environments. You no longer need to breathe and are unaffected by all harmful environmental effects, including (but not limited to) cold and heat dangers, high, low, and inverted gravity, high altitude, and radiation. This spell doesn't protect you from dangers that aren't environment effects, such as poisonous plants and animals, effects that penalize your movement, and damage from extreme environmental features such as acid, lava, fire, and lightning.

STEADFAST PERCEPTION

School divination; **Level** psychic 4, psychic warrior 4, sorcerer/wizard 4,

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

You greatly enhance your perceptive abilities, granting you a +6 enhancement bonus on Perception checks and on saving throws against illusions.

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STRENGTH SAP

School conjuration (healing) [acid, air, fear, mind-affecting]; **Level** psychic warrior 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You siphon away your enemies' strength for your own use. Whenever you successfully hit an enemy with a melee attack, your opponent takes 1 point of Strength damage in addition to your attack's normal damage. You can only deal a maximum of 1 point of Strength damage to each

opponent per round using this spell. In addition, for every 2 points of Strength damage that you deal to an opponent using this spell, you gain a +1 bonus on attack rolls, damage rolls, and combat maneuver checks against that specific opponent.

SUSPEND LIFE

School necromancy; **Level** psychic 6, psychic warrior 6

Casting Time 1 full-round action

Components V, S

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

Target one creature

Duration concentration + 10 rounds; see text

Saving Throw Will negates; **Spell Resistance** yes

You place the target into a trance so deep that it is almost in suspended animation. Unlike most spells with a duration of concentration, *suspend life* lasts as long as the target maintains concentration, rather than you. Spells and effects that detect life (including the *lifesense* ability) detect the target as being dead while it is in this state. While suspended, the target remains aware of its surroundings.

The target feels as though two hours passes for every month that actually passes; as a result, it feels the passage of one day for every year that actually passes. The target's biological processes slow down to match the rate that it experiences time, allowing a living target to go without water for 1 year plus a number of years equal to its Constitution score, after which it must make a Constitution check every half-month (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage as it begins dehydrating. Likewise, a living target can go without food for 3 years in growing discomfort. After this time, it must make a Constitution check each year (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage as it starves. The target ages at the rate you experience time, allowing it to age 1 day for every year that passes.

A monk (*Pathfinder Roleplaying Game Pathfinder Unchained*) can select this spell as a ki power beginning at 10th-level, but can only target himself with the spell.



SUSTENANCE

School transmutation; **Level** psychic 2, psychic warrior 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 24 hours

You psychically sate your body, providing it with a day's worth of nourishment appropriate for a creature of its type. You does not require food or water for the spell's duration.

SWARM OF CRYSTALS I

School conjuration (creation); **Level** shaper 1

Casting Time 1 standard action

Components V, S

Range 15 ft.

Area cone-shaped spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** no

You spray forth a cone of razor-sharp shards of ectoplasm that slice through everything in their path. Any creature in the area of the spray takes 1d4 points of piercing damage per caster level (maximum 5d4).

SWARM OF CRYSTALS II

School conjuration (creation); **Level** shaper 2

This functions like *swarm of crystals I*, but the target takes 1d6 points of damage per caster level (maximum 5d6). This spell can be undercast.

SWARM OF CRYSTALS III

School conjuration (creation); **Level** shaper 3

Range 30 ft.

This functions like *swarm of crystals I*, but the target takes 1d6 points of damage per caster level (maximum 10d6) and the area of the cone is 30 feet. This spell can be undercast.

SWARM OF CRYSTALS IV

School conjuration (creation); **Level** shaper 4

Saving Throw Reflex partial; **Spell Resistance** no

This functions like *swarm of crystals III*, but the target takes 1d6 points of damage per caster level (maximum 15d6) and one shard becomes lodged a the creature's flesh if it fails its Reflex

save, causing the creature to become sickened until all shards are removed. Removing one shard requires a DC 20 Heal made as a full-round action. If multiple shards are embedded into the creature's body, for every 5 by which the check result exceeds the Heal DC, one additional shard can be removed. On a failed check, a shard is still removed, but the process deals 2d4 points of damage to the victim. This spell can be undercast.

SWARM OF CRYSTALS V

School conjuration (creation); **Level** shaper 5

This functions like *swarm of crystals VI*, but 1d4 shards are embedded into a creature that fails its Reflex save, and a creature takes bleed damage each round equal to the number of shards embedded into its body (including from undercast versions of this spell). This bleed damage cannot be reduced except by making a successful DC 20 Heal check or applying any amount of magical healing to the creature after all embedded shards have been removed.

SWARM OF CRYSTALS VI

School conjuration (creation); **Level** shaper 6

Range 60 ft.

This functions like *swarm of crystals V*, but the target takes 1d6 points of damage per caster level (maximum 20d6) and 2d4 shards are embedded into a creature that fails its Reflex save. A creature takes bleed damage each round equal to the number of shards embedded into its body (including from undercast versions of this spell). This bleed damage cannot be reduced except by making a successful DC 20 Heal check or applying any amount of magical healing to the creature after all embedded shards have been removed.

SYNESTHETE

School transmutation; **Level** psychic 1, psychic warrior 1

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

Range personal

Target you

Duration 10 min./level (D)

You alter your body so you receive one kind of sensory input (hearing, sight, smell, taste,

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or touch) when a different sense is stimulated. For instance, you can choose to receive hearing when you inhale through your nose, or sight when your feet touch the floor. You can shift your senses between these options once per round as a swift action.

If you are blinded or deafened, you can use this spell to shift your vision or your hearing to one of your other senses, effectively allowing you to temporarily your blindness or deafness at the cost of one of your other senses. If you use this spell to double up on a sense (such as gaining sensory input from your eyes and hands simultaneously), you gain a +4 circumstance bonuses on Perception checks using that sense. Giving up a sense causes you to take penalties, loses abilities, and gain negative conditions appropriate to the sense lost. For instance, a creature without hearing cannot use blindsight while a creature without touch cannot use tremorsense. Losing your sense of touch is particularly deadly; without it you take a -4 penalty to your Strength and Dexterity.

TELEKINETIC HAMMER

School transmutation [force]; **Level** psychic 2, psychic warrior 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You amplify the kinetic force of your touch, imbuing a light touch with the force of a berserker's mace. Your successful melee touch attack deals 1d8 points of force damage + your highest mental ability score modifier (Intelligence, Wisdom, or Charisma). Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

You can make a full-attack with this touch attack as a full-round action on any round after it has been cast, allowing you to make a number of attacks up to the total number that you could make with a manufactured weapon. Each attack made during the full-attack reduces the spell's remaining duration by 1 minute, as normal.

TELEPATHIC LINK

School divination [language-dependent, mind-affecting]; **Level** psychic 1

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

Range 20 ft.

Target you and one other willing creature

Duration 1 min./level (D)

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

Resistance yes (harmless)

You forge a short telepathic bond with the target. This functions like telepathy, except the range is 20 feet and you cannot communicate with the target if you do not share a common language. Both you and the target can dismiss this spell at any time.

TEMPORAL ACCELERATION

School transmutation; **Level** nomad 6

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

You speed up both your body and your ability to process time to such superhuman extremes that all other creatures seem frozen, though in truth they are still moving at normal speed. You immediately take a full round's worth of actions within the amount of time that it takes you to cast this spell; you may take 1 swift action, 1 standard action, and 1 move action. Alternatively, you may take a second move action in place of a standard action, or one full-round action in place of a standard action and a move action. After performing these actions, you immediately return to normal time and can take any actions that you have remaining for your turn.

Actions take during this spell's duration do not provoke attacks of opportunity unless the attacker has a means to move as fast as you are moving under the effects of this spell. You cannot target other creatures with attacks, spells, or other abilities while under the effect of this spell. However, a spell or effect that you use that affects an area and has a duration longer than 1 round has its normal effect on creatures in the area once you have expended all of the additional actions granted

by this spell (or elect not to take them) and return to normal time. The durations of any effects that you have active on yourself or that you cast are reduced by 1 round as a result of casting this spell.

You can affect an unattended object with any spell or effect you possess while under the effect of this spell, but not an object that is being held, carried, or worn by another creature. You can, however, affect creatures with combat maneuvers, gaining a +6 circumstance bonus to the maneuver and resolving all attempts against the target's flat-footed CMD. You cannot enter an area protected by antimagic field while under the effects of this spell, or any other area with an effect neutralizes 6th-level spells. Normal and magical fire, cold, acid, and the like can still harm you, and you are still subject to physics and other physical limitations while under the effects of this spell as if you were moving at normal speed (you cannot walk on water, you can move through air, and so on).

TEMPORAL REGRESSION

School conjuration (teleportation); **Level** nomad 9

Casting Time 1 immediate action

Components V, S, M (a drop of mercury)

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 *temporal 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 and your companions previously gained by already living through the immediate future.

Altering the time stream in such a fashion is mentally taxing and you suffer 2 points of ability damage to Charisma, Intelligence, and Wisdom. This damage cannot be ignored through any special effects or abilities, but can be healed as any other ability damage.

THICKEN CUTICLE I

School transmutation; **Level** egoist 0, psychic warrior 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

You thicken the outer covering of your body, such as your skin, fur, or exoskeleton. Any natural armor bonus that you possess increases by 1; if you do not have a natural armor bonus normally, you treat your base natural armor bonus as 0 for the purpose of this effect. All bonuses granted by this spell stack with those of any polymorph effect for which you are both the target and the source. Polymorph effects cast on you by other creatures do not stack with this spell.

THICKEN CUTICLE II

School transmutation; **Level** egoist 1, psychic warrior 1

Duration 1 hour/level (D)

School conjuration (healing) [acid, air, fear, mind-affecting]; **Level** egoist 1, psychic warrior 1

This functions like *thicken cuticle I*, except as noted above. In addition, the natural armor bonus granted by the spell increases to +2.

THICKEN CUTICLE III

School transmutation; **Level** egoist 2, psychic warrior 2

Duration 1 hour/level (D)

This functions like *thicken cuticle I*, except as noted above. In addition, the natural armor bonus granted by the spell increases to +2 and you select one of the following energy types when you cast the spell: acid, cold, electricity, fire, or sonic. You gain resistance 5 against the energy type chosen, meaning that each time you are subjected to such damage (whether from a magical or natural source), that damage is reduced by 5 points before being applied to your hit points. This resistance, however, does not protect your equipment and it absorbs only damage. You can still suffer unfortunate side effects. Unlike most kinds of energy resistance, the resistance gained from this spell stacks with resistances gained from other sources (but not from multiple castings of this spell).

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THICKEN CUTICLE IV

School transmutation; **Level** egoist 3, psychic warrior 3

Range touch

Target creature touched

This functions like *thicken cuticle III*, except as noted above. In addition, you choose two types of energy instead of one.

THICKEN CUTICLE V

School transmutation; **Level** egoist 4, psychic warrior 4

This functions like *thicken cuticle IV*, except you choose three types of energy instead of one and gain a 25% chance to ignore the extra damage from critical hits and sneak attacks, functioning like the *fortification* special armor ability.

THICKEN CUTICLE VI

School transmutation; **Level** egoist 5, psychic warrior 5

This functions like *thicken cuticle V*, but you can reselect the three types of energy resistance that you gain from this spell as a swift action. Each time you do so, you reduce the duration of this spell by 1 hour. You cannot reselect the energy resistances provided by this spell if doing so would reduce its duration to 0 or fewer hours.

THICKEN CUTICLE VII

School transmutation; **Level** egoist 6, psychic warrior 6

This functions like *thicken cuticle VI*, but the natural armor bonus provided by the spell is +6 and the chance to ignore the extra damage from critical hits and sneak attacks is 50%.

TIME HOP

School conjuration (teleportation); **Level** nomad 3

Casting Time 1 full-round

Components V, S

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

Target one creature

Duration 1 round + 1 round/4 levels

Saving Throw Will negates; **Spell Resistance** yes

You fold space and time around one target, propelling it into the future. If the target fails its Will save, it instantly vanishes from the

timeline for the spell's duration. No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the last space it occupied (or the nearest possible space, if the original space is now occupied).

TIME HOP, MASS

School conjuration (teleportation); **Level** nomad 8

Target up to one creature/level

Saving Throw Will negates; **Spell Resistance** yes

As *time hop*, except as noted above.

TIMELESS BODY

School necromancy; **Level** psychic 9

Casting Time 1 full-round

Components V, S

Range personal

Target you

Duration 1 round

You wrap yourself in temporal energy, making you temporarily unalterable. For the spell's duration, you ignore all effects that target you from, beginning the moment you finish casting this spell and ending at the end of your next turn. While timeless body is in effect, you are immune to all damage and effects that target you during the spell's duration (existing effects and damage are not affected by this spell). This also grants you immunity to helpful (even harmless) effects such as healing magic, *heroism*, or *haste*.

The casting time of this spell cannot be reduced by any effect, such as the Quicken Spell feat.

TORNADO BLAST

School evocation [air]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Target cylinder (40-ft. radius, 120 ft. high)

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** no

You form a slender vortex of violent, 300 mph winds. When cast, the vortex forms from your outstretched hands and strikes one creature, object,

or point in space within range as a ranged touch attack. This attack has no range increment. If the attack is targeted at a creature or object, it takes 8d6 points of damage if the touch attack is successful. Regardless of whether the ranged touch attack hits, the vortex whips into a massive tornado centered upon the targeted point. If the attack targeted a creature or object, this point can be anywhere within the target's space. Creatures within the affected area are subject to tornado-force winds that deal 17d6 falling damage, both from being battered and slammed into the ground and having other objects slammed into it. A successful Reflex save reduces the damage by half.

In addition, any Huge or smaller creatures that take any amount of damage from this spell are picked up moved 1d4x10 feet away from its original space, moving in a straight line away from the targeted point. If this movement forces a creature to hit a relocated barrier, it stops movement and takes an additional 1d6 points of falling damage for each 10 feet of movement that it is unable to make.

TOUCH OF THE SEASONS

School evocation [see text]; **Level** bloodrager 3, kindler 3, magus 3, psychic warrior 3

Casting Time 1 standard action

Components V, S

Range melee or ranged attack (up to one/level)

Target creature attacked

Duration instantaneous

Saving Throw Fortitude partial or Reflex partial, see text; **Spell Resistance** yes

You imbue your weapon attacks with raw elemental energy. Choose one of the following energy types: acid, cold, electricity, or fire. Whenever you successfully hit an opponent with a weapon attack (including a natural attack or unarmed strike), you may deal half of the weapon's damage as energy damage

of the chosen type. In addition, opponents that are successfully dealt any amount of energy damage as a result of this spell take an additional effect, depending upon the type of energy chosen. This spell gains an energy descriptor matching the chosen energy type.

Acid: Spring's essence causes the acidic damage of your attack to linger and grow, becoming increasingly deadly with time. On the next 2 rounds after being hit by an attack that deals any amount of acid damage to the target, the target takes 1d6 points of acid damage per 2 caster levels (maximum 7d6). Each round, the target can attempt a Fortitude save to reduce the damage by half.

Cold: Winter's harsh chill rains sleet and rime down upon your foes, freezing them in place. Any target dealt



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any amount of cold damage from your attack becomes entangled and anchored to its space for 1 minute per caster level unless it succeeds on a Reflex save.

Electricity: Autumn's rapid changes and thunderous storms disorient you're foes, making them vulnerable to subsequent attacks. Any target dealt any amount of electricity damage from your attack becomes stunned for 1 round unless it succeeds on a Fortitude save.

Fire: Summer's searing heat engulfs the target, consuming its body and mind. Any target that takes any amount of fire damage from your attack becomes outlined in summer's fire (functioning like *faerie fire*) for 1 round per caster level. While outlined in fire, the target takes damage as if it had caught on fire and is sickened.

TOUCHSENSE

School transmutation [force]; **Level** kindler 3

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

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

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no

You generate a subtle telekinetic field of mental contact that allows you to "feel" your surroundings, even when you are unable to see. This functions like blindsense out 20 feet. This sense can be detected by other creatures with a telekinetically based sense of touch, such as other creatures with *touchsense* or the touchsight wild talent. You cannot benefit from this spell if you do not have a sense of touch.

TRACK PSYCHIC IMPRESSIONS

School divination; **Level** medium 1, mesmerist 1, occultist 1, psychic 1, spiritualist 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

You can identify and follow the psychic impressions left behind by the auras of intelligent creatures, allowing you to follow these imprints like tracks. For the spell's duration, you can track any creature with Intelligence 3 or greater using Spellcraft instead of Survival. Effects that protect a creature from being tracked by physical means (such as *pass without trace*

or a druid's trackless step class ability) do not prevent a creature from being tracked psychically using this spell. You cannot use *track psychic impressions* to track a creature under the effects of *mind blank*, and *nondetection* prevents you from locating the psychic impressions of a creature unless you succeed on a caster level check, as described by the spell.

ULTRABLAST

School divination [mind-affecting]; **Level** psychic 7

Casting Time 1 standard action

Components V, S

Range 15-ft.

Area 15-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

You unleash a psychic blast that overloads the minds of nearby opponents with a torrent of psychic information. This attack deals 1d8 points of damage per caster level (maximum 25d8) to all creatures within 15 feet of you and causes them to become exhausted and stunned for 1 round. Creatures within this area that succeed on a Will save take half damage and become fatigued for 1 round instead of exhausted and stunned. This attack has no effect on creatures without an Intelligence score.

UPHEAVAL

School conjuration (creation) [earth]; **Level** bloodrager 4, druid 6, magus 6, ranger 4, sorcerer/wizard 6, shaper 6

This spell functions like *stone call*, but it deals 6d6 points of damage to creatures in the affected area.

VAMPIRIC WEAPON

School necromancy; **Level** psychic warrior 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

You infuse yourself with necromantic power, causing melee attacks that you make with manufactured and natural weapons to leech the life essence from your victims. Each time you hit an opponent with a melee attack, you heal a number of hit points equal to half the weapon damage dealt by

the attack; bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses do not alter the amount of healing gained from this effect. You cannot heal more hit points than the creature has hit point remaining in this manner.

You do not heal hit point damage when your attacks deal nonlethal damage to an opponent, when attacking a creature with fast healing or regeneration, or when you attack a creature with a number of Hit Dice equal to less than half of your Hit Dice. Casting *fission* on yourself and then attacking your duplicate does not grant you any healing.

VANISHING STRIKE

School illusion (glamer) [light]; **Level** psychic warrior 4

Casting Time 1 full-round action

Components V, S

Range personal

Target you

Duration instantaneous, then 1 round/level (D)

Saving Throw Will partial; **Spell Resistance** no

You create a dazzling burst of light that leaves your enemies open for attack, then quickly cloak yourself and dart away. During any round that you cast this spell, you create a flash of light that makes it difficult for opponents to react to your spellcasting. If casting this spell provokes an attack of opportunity from one or more creatures, an opponent cannot make an attack of opportunity against you for casting this spell unless it succeeds on a Will save.

As long as your casting of this spell isn't disrupted, you immediately make a melee attack against one opponent within reach at your full base attack bonus. Regardless of whether or not your attack is successful, you become invisible for 1 round per caster level as you bend the lingering traces of light around you, cloaking you from sight. In addition, you teleport 30 feet away from your current location and are hidden, as if you had made a successful Stealth check to hide from all opponents whose threatened area you occupied when you cast this spell.

WEAPON OF ENERGY

School evocation [see text]; **Level** psychic warrior 4

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

Range personal

Target you

Duration 1 round/level

You enshroud your weapons (including natural weapons and unarmed strikes) with raw elemental energy, causing them to become especially wicked. Any successful attacks with your claws or unarmed strikes deal an additional 1d6 points of acid, cold, electricity, or fire damage (chosen by you when you cast this spell). Claw of energy gains an elemental descriptor matching the chosen energy type. On a critical hit, this additional damage increases to 1d10 points of damage if the weapon's critical multiplier is x2, 2d10 if its critical multiplier is x3, or 3d10 if its critical multiplier is x4 or higher. This additional damage is not, however, multiplied on a critical hit.

Multiple castings of this spell do not stack the additional damage.

WITHER I

School necromancy; **Level** egoist 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fort negates; **Spell Resistance** yes

Your touch disrupts the target's physical strength, sapping the energy from its muscles and body. The target takes 2d4 points of Strength damage. A successful Fortitude save reduces the damage by half. If you critically hit with this touch attack and confirm the critical, the Strength damage is multiplied by x2 and the target takes half of the damage dealt as Strength drain instead of Strength damage as the target's muscle mass visibly shrinks.

WITHER II

School necromancy; **Level** egoist 5

This functions like *wither I*, but the target takes 4d4 points of Strength damage. While suffering any amount of Strength damage from this spell, the target moves at half speed and cannot run or charge. This spell can be undercast.

WITHER III

School necromancy; **Level** egoist 6

Saving Throw Fort half; **Spell Resistance** yes

This functions like *wither II*, except as noted above. This spell can be undercast.

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MAGIC ITEM

The following magic item allows characters that make use of PE greater flexibility in their psychic powers.

DORJES

Price 1,000 gp (1 PE), 2,000 gp (2 PE), 4,500 GP (3 PE), 8,000 gp (4 PE), 12,500 gp (5 PE), 18,000 gp (6 PE), 24,500 gp (7 PE), 32,000 gp (8 PE), 40,500 gp (9 PE)

Slot — CL 17th **Weight** negligible

Aura transmutation

This slender crystal is flawlessly cut from ectoplasmic residue that has been crystalized through extreme amounts of pressure and psychic power. The resulting jewel possesses a permanent psychic significance that creatures who utilize psychic energy (PE) can tap into to refuel their powers. Once per day on command, when the wielder of a *dorjes* casts a spell or uses an ability that requires the expenditure of PE, such as the psychic magic universal ability or a psion's vocation magic class ability, the wielder can tap into the *dorjes* instead of spending PE from her ability. In order to do so, the *dorjes*'s value must equal or exceed the amount of PE necessary to cast the spell or activate the ability. Using a *dorjes* doesn't reduce the PE cost of an ability, and a wielder cannot combine the use of a *dorjes* with spending PE from an ability.



CONSTRUCTION REQUIREMENTS

Cost 500 gp (1 PE), 1,000 gp (2 PE), 2,250 GP (3 PE), 4,000 gp (4 PE), 6,250 gp (5 PE), 9,000 gp (6 PE), 12,250 gp (7 PE), 16,000 gp (8 PE), 20,250 gp (9 PE)

Craft Wondrous Item, creator must possess an amount of PE equal to or greater than twice the *dorjes*'s associated amount.

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Interior Illustrations: Jacob E. Blackmon; Critical Hit!; Christian Janke;
JESockArt; Bradley K McDevitt; and Ernanda Souza
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Designer: Alexander Augunus

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It's all fun and games until
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KILL THINGS WITH YOUR MIND!

There's a long history of mental powers in fantasy roleplaying games—beloved by some, hated by others. In the Pathfinder Roleplaying Game rather than have psionic powers, with their own rules and a science-fiction tone, the game introduced psychic magic in *Pathfinder Roleplaying Game Occult Adventures*. For people who prefer psychic magic, but don't want to miss out on the ideas originally presented as psionics, *Ultimate Occult* re-presents the mentalist, psion, and psychic warrior as psychic magic classes, fully compatible with the existing psychic magic rules, and with updates to the spells and options the classes need to be functional, balanced, and fun!

