

SHATTERED SKIES

CAMPAIGN SETTING



BATHFINDER
ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE

ORPHIC

HYBRID CLASS

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ORPHIC

An intermediary between the occult world and the world of the warriors, the orphic joins mental powers to physical fury. Since her prime age, she hears mysterious voices of power or folly speaking in her mind. Whether she learns to control her paranormal gifts or is overwhelmed by them, this condition plunges the orphic in a battle fury neither physical nor spiritual, but of mind and emotions.

Role: An orphic is constantly on the edge between discipline and chaos, mind and body, sanity and madness. She can find a purpose and a sense in the company of others, that help her to remain stable.

Alignment: Any.

Hit Die: d10.

Parent Classes: Barbarian and psychic.

Starting Wealth: 3d6×10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The orphic's class skills are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

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

Spells: An orphic can cast a small number of psychic spells drawn from the medium spell list. To learn or cast a spell, an orphic must have a Charisma score equal to at least 10 + the spell level. She can cast any spells she knows without preparing them ahead of time. The saving throw DC against an orphic's spell is 10 + the spell level + the orphic's Charisma modifier.

Like other spellcasters, an orphic can cast only a certain number of spells of each level per day. Her base daily spell allotment is given on **Table: Orphic**. In addition, she receives bonus spells per day if she has a high Charisma score. The orphic does not need to prepare these spells in advance; she can cast any spell she knows at any time, assuming she hasn't yet used up her allotment of spells per day for the spell's level.

The orphic's selection of spells is limited. At 1st level, an orphic knows two 0-level spells of her choice. An orphic gains more spells as he increases in level, as indicated on **Table: Orphic Spells Known**. Unlike her spells per day, the

number of spells an orphic knows is not affected by her Charisma score, but it is affected by any bonus spells she gains from her discipline. At 5th level and every 3 levels thereafter, an orphic can choose to learn a new spell in place of one she already knows. The new spell's level must be the same as that of the spell being exchanged, and she must choose whether to swap the spell at the same time she gains new spells known for the level.



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TABLE: ORPHIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Discipline, discipline power, fast movement, knacks, mindcasting, mindrage	-	-	-	-
2nd	+2	+3	+0	+0	Uncanny dodge	-	-	-	-
3rd	+3	+3	+1	+1	Phrenic pool	-	-	-	-
4th	+4	+4	+1	+1	Discipline power, logical spell	1	-	-	-
5th	+5	+4	+1	+1	Improved uncanny dodge	1	-	-	-
6th	+6/+1	+5	+2	+2	Phrenic amplification	1	-	-	-
7th	+7/+2	+5	+2	+2	Discipline spell, damage reduction 1/-	1	1	-	-
8th	+8/+3	+6	+2	+2	Discipline power	1	1	-	-
9th	+9/+4	+6	+3	+3	Phrenic amplification	2	1	-	-
10th	+10/+5	+7	+3	+3	Discipline spell, damage reduction 2/-	2	1	1	-
11th	+11/+6/+1	+7	+3	+3	Greater mindrage	2	1	1	-
12th	+12/+7/+2	+8	+4	+4	Discipline power, phrenic amplification	2	2	1	-
13th	+13/+8/+3	+8	+4	+4	Discipline spell, damage reduction 3/-	3	2	2	1
14th	+14/+9/+4	+9	+4	+4	Indomitable will	3	2	2	1
15th	+15/+10/+5	+9	+5	+5	Phrenic amplification	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+5	Discipline power, discipline spell, damage reduction 4/-	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+5	Tireless mindrage	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+6	Phrenic amplification	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-	4	3	3	2
20th	+20/+15/+10/+5/+1	+12	+6	+6	Discipline power, mighty mindrage	4	4	3	2

Discipline (Ex or Sp): An orphic chooses a discipline (similar to a psychic's discipline) at 1st level. She gains a discipline power at 1st level, 4th level, and every 4 levels thereafter. The orphic can benefit of these powers only while mindraging. At 7th, 10th, 13th, and 16th levels, an orphic learns an additional spell derived from his discipline. These spells are in addition to her number of spells known. These spells cannot be exchanged for different spells at higher levels.

Fast Movement (Ex): An orphic's land speed is faster than is normal for his race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the orphic's speed due to any armor worn or load carried. This bonus stacks with any other bonuses to the orphic's land speed.

Knacks: Orphics learn a number of knacks, or 0-level spells, as noted on **Table: Orphic Spells Known**. These spells are cast like any other spell, but they don't consume slots and can be used again.

Mindcasting (Su): The orphic has the ability to cast spells even while mindraging. Her mindrage does not prevent her from casting spells with emotional components. She can also cast these spells defensively and can make concentration checks for these spells while mindraging. While mindraging, she can cast and concentrate on only her orphic spells (see below); spells from other classes cannot be cast during this state.

Mindrage (Su): Her innate insight in the world of occult gives the orphic great mental powers, but also threatens her sanity and emotional balance.



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At 1st level, an orphic can mindrage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can mindrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from mindraging or spells like *bear's endurance*) don't increase the total number of rounds that an orphic can mindrage per day. The total number of rounds of mindrage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

An orphic can enter a mindrage as a free action. While in a mindrage, an orphic gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the orphic 2 hit points per Hit Die, but these disappear when the mindrage ends and are not lost first like temporary hit points. Unlike a barbarian, an orphic can use any Charisma-, Dexterity-, or Intelligence-based skills or any ability that requires patience or concentration while in a mindrage.

An orphic can end her mindrage as a free action. When the mindrage ends, she's fatigued for a number of rounds equal to twice the number of rounds spent in the mindrage. An orphic cannot enter a new mindrage while fatigued or exhausted, but can otherwise enter mindrage multiple times during a single encounter or combat. If an orphic falls unconscious, her mindrage immediately ends, placing her in peril of death.

Mindrage counts as the barbarian's rage, the bloodrager's bloodrage, and the incarnate's soulrage class features for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Uncanny Dodge (Ex): At 2nd level, an orphic can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. An orphic with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If an orphic already possesses uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Phrenic Pool (Su): An orphic gains a phrenic pool at 3rd level, as the psychic class feature. The maximum number of points in an orphic's phrenic pool is equal to ½ her orphic level + her Charisma modifier.

Logical Spell: An orphic gains Logical Spell at 4th level as a bonus feat.

Improved Uncanny Dodge (Ex): At 5th level, an orphic can no longer be flanked. This defense denies rogues (or other

TABLE: ORPHIC SPELLS KNOWN

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

classes with the sneak attack ability) the ability to sneak attack the orphic by flanking her, unless the attacker has at least four more rogue levels (or levels in the class granting sneak attack) than the target has orphic levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum rogue level required to flank the character.

Phrenic Amplifications: An orphic learns a phrenic amplification, as the psychic class feature, at 6th level and every 3 levels thereafter. The orphic must meet the prerequisites for these amplifications. Her orphic level counts as her psychic level for the purpose of gaining and using her phrenic amplifications. At 12th level, an orphic can select a major amplification whenever she could select a new amplification.



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Damage Reduction (Ex): At 7th level, an orphic gains damage reduction. Subtract 1 from the damage the orphic takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every 3 levels thereafter, this damage reduction increases by 1 point. Damage Reduction can reduce damage to 0, but not below 0.

Greater Mindrage: At 11th level, when an orphic enters a mindrage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3. In addition, upon entering a mindrage, the orphic can apply the effects of an orphic spell she knows of 2nd level or lower to herself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the mindrage. This use consumes an orphic spell slot, as if she had cast the spell; she must have the spell slot available to take advantage of this effect.

Greater mindrage counts as greater rage, greater bloodrage or greater soulrage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Indomitable Will (Ex): At 14th level, an orphic gains a +4 bonus on Will saves to resist enchantment spells while mindraging. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her mindrage.

Tireless Mindrage (Su): At 17th level, an orphic no longer becomes fatigued at the end of her mindrage.

Mighty Mindrage (Su): At 20th level, when an orphic enters a mindrage, the morale bonus to her Strength and Constitution increases to +8, and the morale bonus on her Will saves increases to +4. Furthermore, the spell she can apply to herself at the beginning of a bloodrage due to the greater mindrage class feature is not limited to only spells of 2nd level or lower.

ORPHIC DISCIPLINES

Each orphic must choose from among the following disciplines. Unless otherwise noted, the DC to save against her discipline powers is equal to 10 + $\frac{1}{2}$ the orphic's level + the orphic's Charisma modifier.

Abomination

There is an obscure and unholy presence in your mind. This might be a monstrous ancestor whose blood still flows within you, a past evil incarnation which still haunts your spirit, or a powerful and unknowable psychic force that intrudes upon your mind. Like a psychic disease, this influence consumes part of your brain, creating a dark counterpart to your

normal self. Every time you mindrage, you're drawing on this dangerous force— and potentially giving it a greater hold on you.

Bonus Spells: *ray of enfeeblement* (7th), *alter self* (10th), *excruciating deformation* (13th), *black tentacles* (16th).

Discipline Powers: Your mindrage allows the dark influences to take over, and it can be difficult to come back from the brink.

Dark Half (Su): At 1st level, by allowing the dark forces to overcome you, you enter a state of instinctual cruelty when you mindrage. While you're manifesting your dark half, you inflict 1 extra point of damage with your attacks and become immune to fear effects. Whenever you deal damage, you can cause one creature that took damage from the spell to also take 1 point of bleed damage. The amount of bleed damage increases to 2 points at 5th level and to 1d6 points at 13th level. You can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than casting spells using psychic magic, using phrenic amplifications, or attempting to return to normal. You can attempt to return to your normal self, thus ending your mindrage, as a free action, but must succeed at a concentration check with a DC equal to 10 + your caster level. If you fail, you continue to manifest your dark half and can't attempt to change back for 1 round.

Transcendental Warrior (Sp): When entering a mindrage, you can choose one of the following spells and apply its effects to yourself: *anticipate thoughts*, *enshroud thoughts*, *levitate*, or *tactical acumen*. These effects last for as long as you continue mindraging, regardless of the spell's normal duration.

Morphic Form (Ex): At 8th level, you gain resistance 5 against one damage type while mindraging. The damage type you resist to changes at random each time you manifest your dark half, determined by rolling on the table below.

d%	Resistance
1–20	Acid
21–40	Electricity
41–65	Fire
66–80	Cold
81–100	Sonic

Preterite Knowledge (Su): At 12th level, your dark half gives you suggestions about dealing with present dangers and challenges. Once per mindrage, you can roll twice on any one die roll and take the better result.



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Psychic Safeguard (Su): At 16th level, you project mental defenses while in a mindrage, gaining spell resistance equal to 8 + your orphic level.

Dark Communion (Su): At 20th level, you become one with your dark half. You benefit of your energy resistance and spell resistance even when not mindraging. While manifesting your dark half, this spell resistance increases to 16 + your orphic level. In addition, once per day while in a mindrage, you may cast *bilocation*.

Dream

Your grasp on reality was always tenuous at best, even more so than for other orphics. The waking world seemed to lack of consistency, while the horrible creatures in your dreams were far too real. In time, you discovered that something was actually talking to you and attacking you from the dreamworld, and you had to learn how to fight it. When you mindrage, you are asleep and dreaming– but not less lethal for that.

Bonus Spells: *sleep* (7th), *oneiric horror*, *greater* (10th), *deep slumber* (13th), *sleepwalk* (16th)

Discipline Powers: Your mindrage blurs the line between the real world and the oneiric dimensions.

Sleepwalking Fight (Su): At 1st level, while mindraging, you perceive the world around you as your own dream and are able to influence it in your favor. You don't take the normal –2 penalty on your Armor Class for being in a mindrage, and once per mindrage, you can negate the damage from a received hit. Since you are already asleep, sleep effects from other sources cannot affect you during a mindrage, but any spell and effect that specifically targets sleeping creatures affects you normally.

Lucid Dreamer (Su): At 4th level, you're so conscious of your own dream that nothing can surprise you. While mindraging, you gain a bonus on Perception and Sense Motive skill checks equal to ½ your orphic level. This bonus stacks with bonuses from other sources (like the Alterness feat).

My Dream, My Rules (Ex): Since it is your dream, no one can fool you. At 8th level, while entering a mindrage, you can choose to apply the effects of either *dream shield* or *thought shield II* to yourself. *Dream shield* affects you as if you were asleep. These effects last for as long as you continue mindraging, regardless of the spell's normal duration.

Numbing Wounds (Ex): At 12th level, you can draw enemies in your oneiric reality when you damage them. You gain Tiring Critical as a bonus feat. At 16th level, you gain Exhausting Critical. You don't have to meet the prerequisites for these feats.

Nightmare Beasts (Sp): At 16th level, any creature who is victim of your tiring critical or exhausting critical is considered asleep for the purpose of spells and abilities that can affect it. This effect lasts as long as you mindrage. Once per mindrage, you may cast *phantasmal killer* on each creature who is affected this way.

My Own Reality (Su): At 20th level, you live in your own mind all the time. You gain immunity to illusions and fear effects constantly, even when you are not mindraging. In addition, while mindraging, you can apply the effects of *subjective reality* to yourself.

Faith

Deities or divine heralds speak to your soul– or so you think. Whether your abilities truly come to you as a divine gift or are simply enhanced by the power of your belief, none can say. Some may mistake you for a paladin or a warrior priest, and you often collect your thoughts in prayer or chant aloud at length before entering battle.

Bonus Spells: *bless* (7th), *spiritual weapon* (10th), *magic vestment* (13th), *guardian of faith* (16th).

Discipline Powers: Your powers serve to protect or cure you and your allies, or to smite your god's foes.

Deity (Ex): At 1st level, choose a deity to worship. Your alignment must remain within one step of your deity's or you lose access to all this discipline's bonus spells and discipline powers.

Consecrated Weapon (Su): at 1st level, you gain the power to enhance your weapon as a paladin or a warpriest. Your weapon counts as having your deity's alignment or yours for the purposes of overcoming damage reduction.

At 12th level, you can enhance your weapon with a weapon special ability based on your deity's alignment or yours (*anarchic* for chaos, *unholy* for evil, *holy* for good, and *axiomatic* for law). If both you and your deity are true neutral, you must choose one of these abilities at 12th level, and cannot change it later. At 16th level, you can add the *brilliant energy* or *ghost touch* abilities to your weapon. This effect lasts until the end of your mindrage.

Divine Energy: At 4th level, you can channel spell energy into cure or inflict spells. This ability functions similarly to the cleric's ability to spontaneously cast cure or inflict spells, and the type of spells you can convert depends on your alignment in the same way. The cure or inflict spells don't count as being on your psychic spell list for the purposes of any other effects. Each day, while mindraging, you can convert up to one spell from each spell level you can cast. Each time you



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use this ability to convert a spell, you regain 1 point in your phrenic pool. The maximum number of points you can regain in this way per day is equal to your Charisma modifier.

Resilience of the Faithful (Su): At 8th level, you gain a +2 resistance bonus on all saving throws while mindraging. This bonus increases by 1 for every 4 levels you possess beyond 8th.

Catholicon (Sp): At 12th level, once per day during a mindrage, when a foe's attack would reduce you to negative hit points, you can cast heal on yourself as an immediate action.

Prayer Aura (Su): At 16th level, while mindraging, you extend an aura around you that bolsters your allies and makes your enemies less effective. These rounds don't need to be consecutive. This functions as the *prayer* spell, granting your allies a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks and imposing a -1 penalty on your enemies' rolls of those types. If you are chaotic, lawful, good, or evil, the penalty from your aura changes to -2 against creatures of an opposing alignment. The penalty doesn't change further for a creature that opposes you on two alignment axes (such as a chaotic evil creature fighting a lawful good orphic).

Canonization (Su): At 20th level, you become the perfect vessel for your deity's will. Your DR becomes 10/chaos, evil, good, or law, depending on your deity's alignment or yours (if both you and your deity are true neutral, choose one). You have this benefit constantly, even when not mindraging. In addition, when mindraging, you may cast divine vessel once per day.

Lore

The stories you grew with, stories of sublime heroes and black-hearted villains, keep singing in your head. You know you can become the matter of legends like the characters you love. Sometimes you almost feel as you were channeling their souls, and explode with rage if someone desecrates your passion.

Bonus Spells: *heightened awareness* (7th), *perfect placement* (10th), *find fault* (13th), *foretell failure* (16th).

Discipline Powers: You use your intelligence and knowledge to become a true force in a battle.

Knowledge is Power (Ex): At 1st level, you add all Knowledge skills to your list of class skills.

You also add your Intelligence modifier on attack rolls, combat maneuver checks and to your CMD in addition to your Strength modifier.

Illuminating Answers (Ex): At 4th level, when you use a divination spell while mindraging, you gain a +2 bonus to your caster level. If the spell is successful, you regain 1 point in your phrenic pool. The maximum number of points you can regain in this way per day is equal to your Charisma modifier.

Blade of Reason (Ex): At 8th level, you gain the studied combat investigator class ability as though you were an investigator of 3 levels lower than your orphic level. You can study only one enemy for each mindrage, and the effects last until the mindrage's end.

Counterword (Su): At 12th level, your knowledge of ancient enchantments allows you to counter magic effects and



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spells that depend on language or written texts while mindraging, like a bard does with sound-based ones. This works otherwise as the countersong bardic performance, except that you use Knowledge (arcana) checks rather than Perform checks, and the counterword ability may rely on audible or visual components, depending on the countered effect. You could, for example, prevent a *symbol* spell from working by blurring the symbol with a sword swipe, or cut a book marked with *explosive runes*, but also cry a harsh call to a friend to counter a *command* spell.

Words are Weapons (Sp): At 16th level, the power of ancient symbols of power is open to you. Once per mindrage, as a standard action, you can draw a luminous rune in the air with your weapon or your finger. The rune acts as any one *symbol* spell (a *symbol* spell is any spell with *symbol* in its name) affecting everyone within the radius that can see it. The symbol and its effects last for only one round. You can only reproduce a *symbol* spell of a level equal to $\frac{1}{2}$ your orphic level or less. Once you have used a particular symbol, you can't draw the same symbol again for 24 hours.

Legendary Hero (Su): At 20th level, you are a real battle sage. You can use any spell trigger or spell completion magic item without an Use Magic Device check. You are also immune to language-dependent or written spells and effects. You have these benefits constantly, even when not mindraging.

Pain

You constantly feel the suffering of the world around you. Since you were a child, you could do nothing to stop this mental invasion. In time, you learned to use the pain and draw strength from it. Whether this transformed you in a cruel sadist or a compassionate stoic, your mindrage releases all the devastating energy of your inner agony.

Bonus Spells: *persuasive goad* (7th), *pain strike* (10th), *vampiric touch* (13th), *mass pain strike* (16th).

Discipline Powers: Your powers allow you to cause, relieve, and endure pain.

Painful Reminder (Su): At 1st level, while mindraging as a swift action, you can cause an enemy to take 1d6 points of nonlethal damage if you dealt damage to that enemy since the start of your previous turn. This damage increases to 2d6 at 8th level and to 3d6 at 15th level. If your painful reminder deals at least 5 points of damage, you regain 1 point in your phrenic pool. The maximum number of points you can regain in this way per day is equal to your Charisma modifier.

Power From Suffering (Ex): At 4th level, you gain Clarity of Pain as a bonus feat. You have not to meet the feat's prerequisites. You can use this ability once per mindrage, but without any other limit of uses in a day. At 12th level, you gain Exorcising Mutilation too.

Live On (Sp): At 8th level, once per mindrage you can use lay on hands as though you were a paladin of 3 levels lower than your orphic level. You also gain access to mercies as though you were a paladin of 3 levels lower than your orphic level. You can target only yourself with lay on hands or mercies gained from this discipline. This stacks with lay on hands abilities gained from other sources.

Agony Backlash (Su): At 12th level, whoever tries to probe your mind is shocked by the pain inside. When you roll a successful save against a mind-affecting effect during a mindrage, the creature attacking you must succeed at a Will save (at the same DC) or suffer 1d6 points of nonlethal damage every 2 orphic levels you possess and be staggered for 1 minute.

Agonizing Wound (Su): At 16th level, whenever you confirm a critical hit against a creature during a mindrage, you can also make that creature frightened or sickened (your choice) for a number of rounds equal to your Charisma modifier. If you expend two uses of this ability, you can instead have the creature become dazed, nauseated, or panicked for 1 round. The creature can attempt a Will saving throw to negate this effect. This is a mind-affecting pain effect.

Conquered Pain (Su): At 20th level, you have won your internal battle with pain. You become immune to nonlethal damage inflicted by others and to magical pain effects. Whenever you confirm a critical hit against a creature, you inflict an amount of additional damage equal to $\frac{1}{2}$ your orphic level. You have these benefits constantly, even when not mindraging.

Psychodelia

Whether you began taking drugs to escape the voices in your head or used them to expand your perceptions, you soon found that your powers were inextricably tied to these substances. They nourish your mindrage and make you able to project the phantasmagoria you see on others, for good or bad.

Bonus Spells: *contact high* (7th), *mad hallucination* (10th), *synesthesia* (13th), *confusion* (16th).

Discipline Powers: You distort your own mind and perceptions, and can impress your altered states onto others.



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Drugged Mindrage (Ex): At 1st level, while mindraging, you can assume a drug as a move action that does not provoke attacks of opportunity. The damage caused by the drug doesn't occur until the end of your mindrage, in addition to the normal fatigue suffered. You take only half as much ability damage (minimum 1) by all drugs consumed during a mindrage. You also gain a +4 bonus on saving throws to avoid becoming addicted to a drug or to overcome being addicted.

Toxic Body (Su): At 4th level, while mindraging, your body exudes any one drug you have ever consumed. You choose the drug at the beginning of your mindrage and cannot change it later. If the drug is inhaled, any creature adjacent to you must roll a successful save or be affected. If it is an ingested drug, it can affect every foe that injures you with a bite attack. If it is an injury drug, it can affect every foe you damage with a natural attack.

Warped Brain (Su): At 8th level, your mind becomes difficult to comprehend. When another creature uses a mind-affecting spell or ability against you, that creature must attempt a Will save. If it fails, it becomes nauseated for 1 round. This ability triggers even if you succeed at your save (or are otherwise unaffected by the spell or ability), but doesn't apply if you're a willing subject of the spell. This is a mind-affecting effect.

Substance Resistance (Ex): At 12th level, you become immune to poisons and drug addiction as long as you are mindraging.

Hallucinogenic Aura (Su): At 16th level, a mental field emanates from you, touching the minds of those nearby. Any creature within 30 feet of you must succeed at a Will save or be confused for 1d4 rounds. A creature that succeeds at its saving throw is immune to your hallucinogenic aura for 24 hours. A creature that fails its save doesn't need to continue making saves while it's confused by this aura, and becomes immune for 24 hours once its confusion ends. This is a mind-affecting effect. You're immune to your own hallucinogenic aura, as well as that of any other orphic or psychic.

Living Pharmakon (Su): At 20th level, you can control the effects of any addictive substance that enters your body. You no more suffer damage from consuming drugs, even when not mindraging. Your immunity to poison and drug damage becomes permanent. In addition, you may cast *alleviate addiction*, *imbue with addiction* and *create drug* (any drug you ever entered in contact with) at will.

Rapport

Instead of hearing the whispers of unearthly creatures, you rather hear the inner voices of sentient creatures around you. Through bonding your psyche with another person, you're able to be a better warrior and enhance your abilities and the abilities of the ones you care for.

Bonus Spells: *linked legacy* (7th), *shield other* (10th), *coordinated effort* (13th), *telepathy* (16th)

Discipline Powers: Your powers allow many persons to fight as one mind and one body.

Emotional Bond (Su): At 1st level, whenever you mindrage, you create an empathic link between yourself and your allies, allowing you to monitor their emotional states. All subjects of this ability must remain within 10 feet of you. You can link with a number of allies equal to your Charisma modifier. This bond lasts until the end of your mindrage, or until you go unconscious or voluntarily end the bond as a free action. If the bond ends, you can establish a new bond at will while you are still mindraging. This link allows you to monitor emotions, detecting when allies become angry, surprised, confused, fearful, or the like, but doesn't allow them to communicate specific details. You can also easily tell whether a subject is unconscious. If a subject dies or moves to a different plane than you, your bond with that creature is severed. The distance between you and the subjects doesn't affect the bond as long as you're on the same plane of existence.

When you or a subject of your emotional bond must attempt a saving throw, the person attempting the save can gain a bonus equal to your Charisma bonus on the save as an immediate action. This ability can be used once per mindrage. Allies using this ability don't need your permission, since the emotional connection is so direct, though you know when one of the uses has been expended. If the ally's saving throw is successful, you regain 1 point in your phrenic pool. At 4th level, the bond also gives you the benefits of the *status* spell with all subjects of the emotional bond.

Share Memory (Sp): At 4th level, you can use *share memory* at will, but only with a willing target.

Team Player (Ex): At 8th level and 16th level, you gain a bonus teamwork feat. You can use these feats only during a mindrage.

Life Shared (Su): At 12th level, you can redirect any damage taken by a subject of your emotional bond to another, up to a limit of 5 hp for each orphic level you possess. At 20th level, you can also transfer a condition from a subject of the



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bond to another. The transferred condition returns to the original subject at the end of your mindrage, while the transferred damage remains to the subject who received it.

Shared Skill (Ex): At 16th level, each time you set up an emotional bond, you can choose one Intelligence- or Charisma- based skill from the list of orphic's class skills. Any subject of your bond can use your bonus instead of his own when attempting checks with that skill as long as the bond lasts.

All For One, One For All (Su): At 20th level, you can choose a number of allies equal to your Charisma modifier. With these allies, your emotional bond becomes permanent, even when you are not in a mindrage. In addition, once for mindrage, when you confirm a critical hit you can choose to cast *geas/quest* on the foe you damaged.

Self-Perfection

The voice you hear in your mind is your own- that of a future yourself, more evolved and next to the ascension to a superior state of being. You try to reach that condition by honing both your mental and physical attributes. The focus you find while exercising, fasting, and otherwise tending to your body enables you to show great physical power and resilience while mindraging.

Bonus Spells: *expeditious retreat* (7th), *bear's endurance* (10th), *haste* (13th), *freedom of movement* (16th).

Discipline Powers: Your powers alter your body through your force of will.

AC Bonus (Ex): At 1st level, while in a mindrage, if unarmored and unencumbered, you add your Charisma bonus to your AC and CMD. The bonus to AC applies even against touch attacks or when you're flat-footed. You lose these bonuses when you're immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Physical Push (Su): At 4th level, by channeling your psychic energy, you can make your body capable of greater physical feats. When you attempt a Strength-, Dexterity-, or Constitution- based ability check or skill check, you can gain a bonus on the check equal to your Charisma bonus. You can use this ability once for mindrage. Using this ability is part of the action used to attempt the skill check (if any). If you succeed at the check, you regain 1 point in your phrenic pool.

Bodily Purge (Su): You can heal your own wounds and maladies with the power of thought alone. At 8th level, you gain access to a daily pool of healing energy. This pool

starts with 3d8 dice per day, and gains 1 additional d8 for every 2 orphic levels you possess beyond 8th. Once per mindrage, you can use up any number of these dice to regain a number of hit points equal to the result of rolling that many d8s. For example, at 8th level you could regain 3d8 hit points all at once, 1d8 hit points three separate times, or 1d8 hit points once and 2d8 hit points at a different time.

In addition, you can expend 2 dice from this pool to instead gain the benefit of *lesser restoration* (affecting yourself only). At 12th level, you can expend 3 dice from this pool to instead gain the benefit of *neutralize poison*, *remove disease*, or *restoration* (affecting yourself only). To use restoration to dispel a permanent negative level, you must expend 4 dice from this pool instead of 3. Use your orphic level as your caster level for these effects.

Astonishing Reflexes (Ex): At 12th level, you gain the evasion ability. At 20th level, this upgrades to improved evasion. This ability only works when you are wearing light armor, medium armor, or no armor.

Pure Body (Ex): At 16th level, you gain immunity to diseases and poisons.

Arete (Ex): At 20th level, you have achieved the excellence of self. You gain spell resistance equal to your orphic level +10, and become immune to Strength, Dexterity and Constitution damage and drain. You have these benefits constantly, even while not mindraging.

Tranquility

You are a living paradox: a warrior capable to fight with a terrible, peaceful rage. While the voices in your mind became louder and louder, wilder and wilder with age, you were taught -or learned by yourself- how to seal them out to avoid becoming mad. You found a wonderful inner peace in this state of deep concentration. Now you use that same peace in battle, becoming a rock of serenity and stability when all the world around you becomes crazy.

Bonus Spells: *telepathic projection* (7th), *silence* (10th), *mantle of calm* (13th), *mass daze* (16th)

Discipline Powers: Your stable mind protects you and your allies.

Eye of the Storm (Su): At 1st level, you don't really enter a mindrage but rather achieve a state of absolute calm and lucidity that enables you to make great physical and mental deeds. Rather than the normal bonuses and penalties, when mindraging you gain a +4 morale bonus to any one ability score (your choice, made each time you enter a mindrage), or a +2 morale bonus to any two ability scores.



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This bonus increases to +6 (or +4 on one ability score and +2 on another, or +2 to any three ability scores) when you gain greater mindrage, and to +8 (or +2/+2/+2/+2, or +4/+2/+2, or +4/+4) when you gain mighty mindrage. When mindraging this way, you take no penalties to AC. In addition, your Will bonus increases to +4 against enchantment spells or effects. If you succeed at the saving throw, you regain 1 point in your phrenic pool, up to a number of points equal to your Charisma bonus.

Beacon of Peace (Ex): At 4th level, you gain the Peacemaker feat as a bonus feat. You have not to meet the feat's prerequisites. You also add the following spells to your spell list (but not to your list of spells known) at the indicated levels. All these spells count for the purposes of the Peacemaker feat.

1st level: *calm animals, forbid action, peace bond, peacebond, sanctuary, veil of positive energy*

2nd level: *ablative barrier, admonishing ray, calm emotions, charitable impulse, miserable pity*

3rd level: *mantle of calm, marks of forbiddance*

4th level: *forbid action, greater, hymn of mercy, hymn of peace, joyful rapture, oath of peace, serenity, soothe construct, stay the hand*

Calming Presence (Su): At 8th level, you become a calming force. Once per mindrage, you can use calm emotions as a spell-like ability. The effects last until the end of your mindrage.

Lethal Placidity (Ex): At 12th level, you can attain a state of total fighting concentration, allowing you to notice all the weaknesses of an enemy. While mindraging, you may choose to focus on a single foe only; once chosen, the target of this ability cannot be changed. You gain a bonus on weapon attacks and damage rolls against your chosen adversary equal to half your orphic level. This effect remains until your target is dead or your mindrage expires.

Purge Disquiet (Su): At 16th level, you can banish mental distress. While mindraging, you become immune to fear spells and effects and to the confused condition. As a standard action, you can choose a willing creature that is either within 30 feet or in telepathic contact with you. For all the duration of your mindrage, you suppress any fear effect or confused, cowering, frightened, panicked, or shaken condition affecting that creature. You can suppress only one effect at a time with this ability.

Absolute Peace (Su): At 20th level, you have achieved total harmony with the universe. You are immune to all fear and emotion spells and effects. This immunity is constant, even

when you are not mindraging. Once per day during a mindrage, you can sequester yourself in your own mental "safe place" to meditate and heal. This functions as *psychic asylum*, except that both effects that are currently affecting your mind or your body expend their duration while you are in the safe place.

RACIAL FAVORED CLASS OPTIONS

Aasimar: Add +¼ to the damage inflicted to undead or evil outsiders while mindraging.

Dhampir: Add ½ to the orphic's effective class level when determining the power of her pain discipline powers.

Drow: Gain ¼ resist vs. mental control and fear effects.

Dwarf: Increase the orphic's total number of mindrage rounds per day by 1.

Elf: Add 1 foot to the orphic's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the orphic's fast movement class feature, and applies under the same conditions and that feature.

Gnome: Increase the total number of points in the orphic's phrenic pool by 1/3 point.

Half-Elf: Gain 1/6 of a new phrenic amplification.

Halfling: Gain a +¼ dodge bonus to AC while mindraging against creatures at least one size category larger than the orphic.

Half-Orc: Increase the orphic's total number of mindrage rounds per day by 1.

Human: Add ¼ to the orphic's effective class level when determining the power of her discipline powers.

Tiefling: Increase the orphic's total number of mindrage rounds per day by 1.



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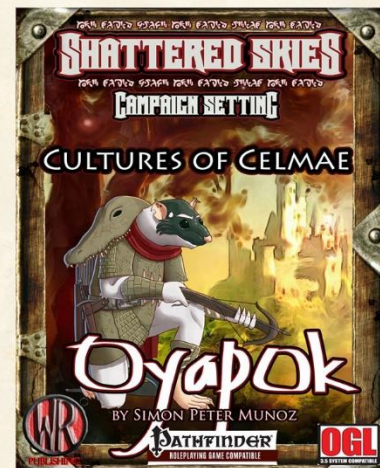
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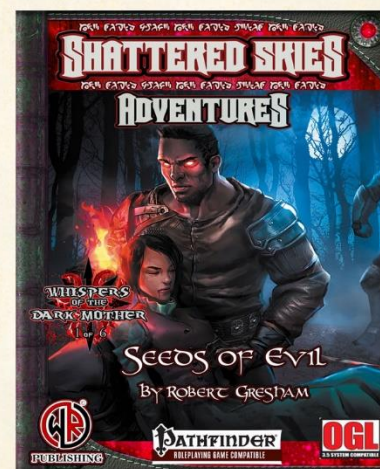
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