



ADVANCING WITH CLASS

THE PHYSICIST





The Knotty-Works Presents:

ADVANCING WITH CLASS

THE PHYSICIST

A NEW CLASS FOR PATHFINDER



Designed, Developed, and Edited by John Buckley

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ADVANCING WITH CLASS — THE PHYSICIST



Introduction

Welcome to the third installment of the Advancing with Class supplements for the Pathfinder Role Playing Game. Unlike the first two Advancing With Class issues, this supplement introduces a brand new class for the Pathfinder Role Playing Game. In the same vein as the previous two, the class presented follows an arcane theme though with a major twist. Where most caster's draw upon the powers of the mind or will this class draws upon the physical energies of the body and the introduction of Physic.




Physic What is it?

It has always been accepted that manipulation of the supernatural relied on factors of the mind, spirit, or personal aura. However, a newly discovered branch of magic has emerged where the practitioner draws upon the realm of physicality. This new branch is simply called Physic by those that have learned to harness its power while those of the more traditional realms do not accept it as a new branch at all but dismiss it as the stuff of charlatans and those that do not have the mettle to master true magic.

Physic is the practice of developing complex but easily learned physical regimens that can affect a change in the practitioner or his surroundings by simply practicing and honing his abilities through physical exercise. However, a true disciple of Physic learn to unlock supernatural abilities that can mimic the effects of spells and prayers of more traditional spell casters, but it takes years of intense focus and dedication to reach obtain the powers of Physic. Those few that manage to unlock the powers of Physic become known as Physicists though other common names include the martial adept or athletic arcanist.

As arcane spells are driven by the native intelligence of the wizard or charismatic aura of the sorcerer and wisdom of the cleric or druid to empower their prayers, Physic relies on a natural attribute of the practitioner. Once an individual begins down the path of Physic he must devote himself to one of three branches: Physical Might, Agility, or Endurance.



The Physicist

Role: Physicists learn to unlock supernatural abilities through intense exercise and meditation, focusing their inner energies to transform themselves or the environment around them. Physicists are spell casters in the same sense as other more traditional classes including the Cleric or Wizard and as such can step into roles both for physical combat as well as empowering their cohorts and companions with the power of Physic. The Physicist combines the martial prowess of the fighter with the supernatural manipulation of the sorcerer where the Physicist can easily step into many different roles depending on his focus of study.

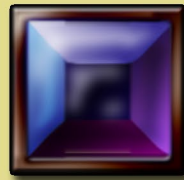
Alignment: Any. The way of Physic requires a lot of self-discipline but those that seek it come from all facets of society and beliefs. Most Physicists see structure in their lives and lawful attitudes seem dominant, but those of a more capricious nature have learned to harness Physic in their own way as well.

Hit Die: d8.

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

Class Skills

The Physicist class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Perception (Wis), Profession



that takes the branch of *Physical Might* may choose to be proficient with either the battle axe, falchion, glaive, greataxe, greatsword, longsword, or scimitar. The Physicist that focuses on the branch of *Endurance* may choose from flail, greatclub, halberd, heavy flail, light hammer, ranseur, sap, shield (any one), or warhammer.

The Physicist is proficient with light and medium armors and all shields (except tower shields). While wearing light armor and/or using a light shield, the Physicist may cast physic spells with no chance of arcane spell failure. However, the chance of arcane spell failure is applied if the Physicist is wearing medium or heavier armor and heavy shields of any type.

Physic Focus (Su): Physic consists of three branches: *Agility*, *Physical Might*, and *Endurance*. The Physicist must choose one of these branches at 1st level and once selected cannot be changed. Selection of the branch limits the type of spells the Physicist may cast as well as other class features including martial weapon proficiency, Physic Infusion, and bonus feats from which the Physicist may choose. A second branch may be chosen at 8th level and the third is gained at 16th level. However, the abilities of those branches selected at later levels are less potent than the branch chosen at 1st level.

Each branch relates directly to one of the three physical attributes: **Strength** for *Physical Might*, **Dexterity** for *Agility*, and **Constitution** for *Endurance*. This relates directly to the Physicist's spell casting ability and the relevant score is used to determine the additional number of spells gained per day (as Intelligence does for a Wizard and Wisdom for the Cleric). This bonus only counts for spells related to the branch chosen at 1st level and treated in the same manner as the cleric's domain spell bonus. Thus a Physicist that studies under the branch of Physical Might with a Strength of 17 would gain an extra 1st level, 2nd level, and 3rd level spell when he gains the respective level to cast them and

(Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha)

Skill Ranks per Level: 2 + Int Modifier.

Class Features

The following are the class features for the Physicist.

Weapon and Armor Proficiency: Physicists are proficient with simple weapons. In addition, the Physicist gains additional proficiency with one additional martial weapon depending on the branch chosen at 1st level (see Physic Focus below). A Physicist that takes the branch of *Agility* may choose to be proficient with either the hand axe, kukri, longbow, rapier, shortbow, short sword, star knife, or throwing axe. A Physicist

the extra spell chosen must be from the initial branch of study.

Initiate Powers (Sp): The Physicist begins with the ability to cast 2 Initiate powers (0-level spells). The Physicist may choose from any initiate power that relates to his Physic Focus or the Utility list and may use those initiate powers as desired with no limit on the number of times they may be used per day. Additional number of Initiate powers are gained as the Physicist gains levels.


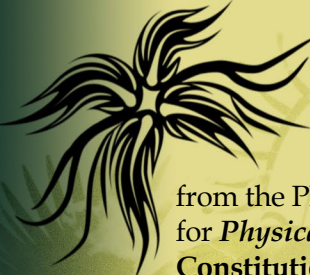
Spells (Sp): The Physicist may cast a number of spells per day as listed on the Physicist Class Progression Level table. The Physicist gains these spells at the beginning of the day through an hour of meditation and exercise and once chosen the spells cannot be changed until the Physicist rests for 8 hours and spends an hour of meditation and exercise. The

Physicist may choose any spells from his branch of study and those spells listed as Utility.

The caster level of the spell is equal to the Physicist's class level for the primary branch while spells cast from the branch chosen at 8th level are cast as if the Physicist was 7 levels less and spells cast from the branch chosen at 16th level are cast as if the Physicist was 15 levels less. This reduction in effective caster level also apply to the level of spell the Physicist may choose from the secondary and tertiary branches. For example, an 18th level Physicist that chose Physical Might at 1st level, Agility at 8th level and Endurance at 16th level could cast 9th level spells from Physical Might, 6th level spells from the branch of Agility, and 2nd level spells from the branch of Endurance. There is no limitation on the number of spells chosen based on the branch but the spell gained

Physicist Class Progression Table

Class Level	BAB	Fort	Ref	Will	Class Abilities	0	1	2	3	4	5	6	7	8	9
1	+0	+2	+2	+0	Physic Focus, Initiate Powers, Spells, Physic Infusion, Bonus Feat	2	1								
2	+1	+3	+3	+0	Physic Adaptation	3	2								
3	+2	+3	+3	+1		3	2	1							
4	+3	+4	+4	+1	Bonus Feat	3	3	2							
5	+3	+4	+4	+1		3	3	2	1						
6	+4	+5	+5	+2	Physic Adaptation	4	3	3	2						
7	+5	+5	+5	+2		4	4	3	2	1					
8	+6/+1	+6	+6	+2	Bonus Feat, 2 nd Branch	4	4	3	3	2					
9	+6/+1	+6	+6	+3		4	4	4	3	2	1				
10	+7/+2	+7	+7	+3	Physic Adaptation	4	4	4	3	3	2				
11	+8/+3	+7	+7	+3		4	4	4	4	3	2	1			
12	+9/+4	+8	+8	+4	Bonus Feat	4	4	4	4	3	3	2			
13	+9/+4	+8	+8	+4		4	4	4	4	4	3	2	1		
14	+10/+5	+9	+9	+4	Physic Adaptation	4	4	4	4	4	3	3	2		
15	+11/+6/+1	+9	+9	+5		4	4	4	4	4	4	3	2	1	
16	+12/+7/+2	+10	+10	+5	Bonus Feat, 3 rd Branch	4	4	4	4	4	4	3	3	2	
17	+12/+7/+2	+10	+10	+5		4	4	4	4	4	4	4	3	2	1
18	+13/+8/+3	+11	+11	+6	Physic Adaptation	4	4	4	4	4	4	4	3	3	2
19	+14/+9/+4	+11	+11	+6		4	4	4	4	4	4	4	4	3	3
20	+15/+10/+5	+12	+12	+6	Bonus Feat	4	4	4	4	4	4	4	4	4	4



from the Physicist's primary attribute (**Strength** for *Physical Might*, **Dexterity** for *Agility*, and **Constitution** for *Endurance*) bonus must be from the first branch chosen at 1st level.

Spells available to the Physicist are also limited in level based on the Physicist's relevant based ability score based on the focus chosen. The relevant score must be equal to 10 + the spell level in order to invoke the spell. Utility spells use the ability score associated with the first Physic branch chosen. When the Physicist gains his secondary branch, the ability score associated with that branch is used to determine the maximum spell level the Physicist may cast from that branch. The same is also true for the tertiary branch gained at 16th level.

Physic Infusion (Sp): The Physicist can spontaneously convert a 1st level or higher spell into a Physic Infusion. The infusion allows the Physicist to channel the energy of the spell into himself or another through touch to grant a temporary bonus to the physical ability score related to the branch chosen at 1st level. This bonus is equal to the spell level +1 sacrificed (with a maximum of +10) for a number of minutes equal to the Physicist's class level. This is an Enhancement Bonus and will not stack with other Enhancement Bonuses for the same ability score. Class abilities that increase the same score such as the Barbarian's Rage ability or the Mutagen effects for an Alchemist will also not stack with the Ability increase gained by the Physic Infusion.

As with spell casting, the Physicist may use this ability to infuse the energy of another branch when acquired through Physic Focus though the spell sacrificed must be of the same branch and the duration is based on the Physicist's adjusted caster level for the secondary or tertiary branch.

Use of this ability is a standard action and requires physical contact if being granted to another individual. The recipient may resist this effect by making a Will save based on the spell level being sacrificed for the infusion. Empowering a Physic Infusion will

provoke attacks of opportunity unless done defensively, requiring a concentration check using the spell level being sacrificed.

Bonus Feats (Ex): The Physicist gains additional Bonus Feats at 1st level, 4th level, and every 4 level thereafter through 20th level. The list of Bonus Feats is determined by the Physic Branch chosen at 1st level. Bonus feats cannot be chosen from the secondary or tertiary Branches. The Physicist must meet any prerequisites for any bonus feat chosen.

Agility Branch Feats

Acrobatic¹, Acrobatic Steps¹, Agile Maneuvers¹, Alertness¹, Blind-Fight¹, Charging Hurler³, Close Quarters Thrower³, Clustered Shots³, Combat Patrol², Combat Expertise¹, Combat Reflexes¹, Critical Focus¹, Crossbow Mastery², Deadly Aim¹, Deflect Arrows¹, Deft Hands¹, Disorienting Maneuver³, Distance Thrower³, Dodge¹, Exotic Weapon Proficiency (Ranged only)¹, False Opening³, Fleet¹, Greater Feint¹, Improved Feint¹, Improved Initiative¹, Improved Lightning Reflexes¹, Improved Sidestep², Improved Two-Weapon Fighting¹, Landing Roll³, Lightning Reflexes¹, Lightning Stance¹, Many Shot¹, Mobility¹, Nimble Moves¹, Parting Shot¹, Point Blank Shot¹, Precise Shot¹, Quick Draw¹, Rapid Reload¹, Rapid Shot¹, Shot on the Run¹, Sidestep², Snap Shot³, Spring Attack¹, Stealthy¹, Throw Anything¹, Two Weapon Feint³, Two-Weapon Fighting¹, Weapon Finesse¹, Whirlwind Attack¹, and Wind Stance¹

Endurance Branch Feats

Alertness¹, Back to Back³, Bodyguard², Combat Expertise¹, Combat Reflexes¹, Coordinated Defense², Coordinated Maneuvers², Covering Defense², Defensive Combat Training¹, Diehard¹, Disengaging Feint³, Disengaging Flourish³, Disengaging Shot³, Duck and Cover², Endurance¹, Fast Healer², Felling Escape³, Flanking Foil³, Fortified Armor Training³, Gang Up², Greater Feint¹, Great Fortitude¹, Greater Reposition², Greater Trip¹, Heroic Defiance², Heroic Recovery²,

Improved Back to Back³, Improved Disarm¹, Improved Feint¹, Improved Great Fortitude¹, Improved Iron Will¹, Improved Reposition², Improved Trip¹, In Harm's Way², Iron Will¹, Lookout², Outflank², Paired Opportunists², Run¹, Saving Shield², Shield Focus¹, Shield Wall¹, Stand Still¹, Step Up¹, Swap Places², Swift Aid², Team Up², Toughness¹, Tower Shield Proficiency¹, Two Weapon Defense¹, and Two Weapon Fighting¹

Physical Might Branch Feats

Athletic¹, Bashing Finish², Bleeding Critical¹, Blinding Critical¹, Bloody Assault², Bludgeoner³, Catch Off Guard¹, Charge Through², Chokehold³, Cleave¹, Cleaving Finish³, Crippling Critical², Critical Focus¹, Crushing Blow³, Dazing Assault², Deadly Finish³, Disposable Weapon³, Distance Thrower³, Double Slice¹, Exhausting Critical¹, Exotic Weapon Proficiency (melee or thrown only)¹, Furious Focus², Great Cleave¹, Greater Bull Rush¹, Greater Grapple¹, Greater Overrun¹, Greater Sunder¹, Greater Two Weapon Fighting¹, Improved Bull Rush¹, Improved Critical¹, Improved Grapple¹, Improved Overrun¹, Improved Shield Bash¹, Improved Sunder¹, Improved Two Weapon Fighting¹, Improved Unarmed Strike¹, Improvised Weapon Mastery¹, Intimidating Prowess¹, Lunge¹, Power Attack¹, Punishing Kick², Shield Master¹, Shield Slam¹, Sickening Critical¹, Staggering Critical¹, Stunning Fist¹, Sundering Strike², Throw Anything¹, Tiring Critical¹, Two Weapon Fighting¹, Two Weapon Rend¹, and Vital Strike¹

1 Core Rule Book

2 Advanced Player Guide



3 Ultimate Combat

Physic Adaptation (Su): The Physicist may choose one of the following Adaptations and apply it to a number of spells cast per day equal to the modifier of the ability score associated with the Branch chosen at 1st level (minimum of 1). This number is not affected by the Physicist Infusion ability or other temporary bonuses, but magic items

that increase the ability score on a consistent basis while worn will increase the number of adaptations gained per day. Physic Adaptation can only be applied to spell associated with the Branch chosen at 1st level or Utility spells, they can never be applied to spells chosen from the secondary or tertiary branches chosen. Once chosen, the adaptation may not be changed until the caster achieves another level where another adaption is gained, at which point the Physicist may replace one previous adaption with another one while still gaining another adaptation as well.

Physic Adaptations are similar to Meta-Magic Feats in that the Physicist may either choose to prepare the spell with the adaption or spontaneously add it to the spell cast. When spontaneously added, the length of casting time for the spell is incremented by one, i.e. swift (or free) action becomes a move action, a move action becomes a standard action, and a standard action becomes full round action. For casting times of a full round or longer, the spontaneous addition of the Physic Adaptation does not add any appreciable time to the casting. Only one Physic Adaptation may be added to a spell.





Spells modified by a Physic Adaptation cannot be further modified by a meta-magic feat and vice versa.

Physic Endurance: The caster gains a Fortitude bonus equal to the level of the spell cast for the duration of the spell or a number of rounds equal to the caster's level (whichever is greater). This bonus is an enhancement bonus and will not stack with other enhancement bonuses. This adaptation may be taken at 2nd level or higher and choosing this adaptation multiple times will increase the number of uses per day.

Physic Encouragement: The caster gains a Will bonus equal to the level of the spell cast for the duration of the spell or a number of rounds equal to the caster's level (whichever is greater). This bonus is an enhancement bonus and will not stack with other enhancement bonuses. This adaptation may be taken at 2nd level or higher and may be chosen multiple times. Each time it is taken the Physicist may use the ability an additional number of uses per day as listed above.

Physic Extension: The duration of the spell lasts for an additional amount of time equal to half the original duration for spells with a duration longer than instantaneous. This adaptation may be taken at 2nd level or higher and may be chosen multiple times. Each time it is taken the Physicist may use the ability an additional number of uses per day as listed above. Taking this adaptation multiple times does not increase the duration of a single spell more than half the original duration.

Physic Emanation: The caster gains a Physic Infusion based on his Initial Physic Focus that lasts for the duration of the spell being cast or a number of rounds equal to the caster's level (whichever is greater). This adaptation may be taken at 2nd level or higher and may be chosen multiple times, granting additional number of uses per day as listed above. If the caster already has an active Physic Infusion, this adaptation has no effect.

Physic Endowment: The caster gains a DR/magic equal to the spell level being cast for the duration of the spell being cast or a number of rounds equal to the caster's level (whichever is greater). This adaptation may be taken at 10th level or higher and may be chosen multiple times, granting additional number of uses per day as listed above. If the caster already has an active Physic Endowment of equal or greater strength this adaption has no effect, and if the active Physic Endowment is less than the spell level cast then this effect replaces the current effect with the new duration based on the spell being cast.

Physic Augmentation: The caster gains a Dodge bonus equal to the spell level being cast for the duration of the spell or a number of rounds equal to the caster's level (whichever is greater). This adaptation may be taken at 2nd level or higher and may be chosen multiple times, granting additional number of uses per day as listed above. If the caster is currently under the effects of a physic augmentation, the previous one is dropped and the new one takes effect.

Physic Amplification: The caster may amplify the power of the spell being cast so that one effect will be increased by half. This effect may be applied to a single aspect of the spell such as damage, area of effect, bonuses granted by the spell, etc. The adaptation may be taken at 6th level or higher and may be chosen multiple times, granting additional number of uses per day as listed above.

Physic Transmission: The Physicist may alter a spell with a range of personal and change it to Touch, allowing him to grant another the spell. This adaptation may be taken at 2nd level and may be taken multiple times. Each time this adaptation is gained, the Physicist gains an additional number of times he can use this adaptation per day as listed under the general description above.

Greater Transmission: The Physicist may alter the spell with a range of touch to close range (25 ft. + 5ft./2 levels), allowing him

to cast the spell on a target within range. This adaptation may be taken at 6th level and may be taken multiple times. Each time this adaptation is gained, the Physicist gains an additional number of uses per day as listed under the general description above.

Mass Transmission: The Physicist may alter the spell with a range of touch to cast it on multiple targets with a close range (25 ft. + 5ft./2 levels). The Physicist may affect one individual/level and no two of which can be more than 30 ft. apart. This adaption can only be taken by a 10th level or higher Physicist and this adaptation may be taken multiple times, each time it is taken the Physicist gains an additional number of uses per day as listed under the general description above.

Physic Empowerment: When a spell is enhanced with this adaptation, the Physicist gains temporary hit points equal to the spell level of the spell that was adapted. These hit points last until the spell's duration ends. This adaptation can be taken at 2nd level and each additional time this adaption is gained, the Physicist gains more uses per day as listed above. If another spell is used with this adaptation while a previous one is still in effect, the Physicist only gains the total number of temporary hit points equal to the highest level spell that was used, they do not stack.

Physicist Spell List

Agility	Endurance	Physical Might	Utility
0 Level			
Guidance ¹	Mending ¹	Bleed ¹	Detect Magic ¹
Mage Hand ¹	Purify Food and Drink ¹	Daze ¹	Detect Poison ¹
Open/Close ¹	Resistance ¹	Mage Hand ¹	Know Direction ¹
Prestidigitation ¹	Stabilize ¹	Open/Close ¹	
Resistance ¹	Virtue ¹	Touch of Fatigue ¹	
1st Level			
Adjuring Step ⁴	Air Bubble ⁴	Ant Haul ²	Compel Hostility ⁴
Anticipate Peril ³	Ant Haul ²	Burst Bonds ²	Deadeye's Lore ⁴
Aspect of the Falcon ²	Cloak of Shade ²	Chill Touch ¹	Delay Poison ¹
Expeditious Retreat ¹	Cure Light Wounds ¹	Ear-Piercing Scream ³	Disguise Self ¹
Feather Fall ¹	Deathwatch ¹	Enlarge Person ¹	Keen Senses ²
Feather Step ²	Diagnose Disease ³	Inflict Light Wounds ¹	Magic Weapon ¹
Grace ²	Endure Elements ¹	Magic Fang ¹	Minor Bear's Endurance*
Jump ¹	Ray of Sickening ³	Mirror Strike ⁴	Minor Bull's Strength*
Liberating Command ⁴	Remove Fear ¹	Ray of Enfeeblement ¹	Minor Cat's Grace*
Long Shot ⁴	Remove Sickness ³	Reduce Person ¹	Negate Aroma ²
Longstrider ¹	Restful Sleep ²	Stone Fist ²	Vocal Alteration ³
Pass without Trace ¹	Tireless Pursuit ²	True Strike ¹	Youthful Appearance ³

1 Core Rule Book

3 Ultimate Magic

5 Advanced Race Guide

2 Advanced Player's Guide

4 Ultimate Combat

* New Spell (See Spells section)

Greater Empowerment: This adaptation is similar to Physic Empowerment but the Physicist gains temporary hit points equal to twice the spell that was adapted. This Adaptation may be taken at 6th level and gaining the adaptation multiple times grants more uses per day. As with Physic Empowerment, if another spell is given this adaptation while a previous spell was also adapted and currently in effect, the temporary hit points gained will be from the highest level power (they do not stack). This

also applies for spells adapted with Physic Empowerment and in such a case the level of the spell takes precedence over the adaptation being used. If a Physicist has 4 temporary hit points from a 4th level spell adapted with Physic Empowerment and then uses a 3rd level spell adapted with Greater Empowerment, the Physicist's temporary hit points would not increase above 4 as the previous spell was of a higher level than the spell adapted with Greater Empowerment.

Physicist Spell List Continued

Agility	Endurance	Physical Might	Utility
2nd Level			
Acute Senses ³	Aid ¹	Aspect of the Bear ²	Alter Self ¹
Bestow Weapon Proficiency ⁴	Blessing of Courage and Life ²	Barkskin ¹	Animal Aspect ⁴
Blur ¹	Calm Emotions ¹	Bestow Weapon Proficiency ⁴	Bear's Endurance ¹
Certain Grip ⁴	Communal Ant Haul ⁴	Communal Ant Haul ⁴	Bloodhound ²
Fiery Shuriken ⁴	Communal Endure Elements ⁴	Effortless Armor ⁴	Bull's Strength ¹
Glide ²	Cure Moderate Wounds ¹	Elemental Touch ²	Cat's Grace ¹
Invisibility ¹	Delay Pain ³	Ghoul Touch ¹	Darkvision ¹
Levitate ¹	Delay Poison ¹	Inflict Moderate Wounds ¹	Disguise Other ³
Mirror Image ¹	False Life ¹	Instant Armor ²	Ghostly Disguise ³
Pilfering Hand ⁴	Instant Armor ²	Knock ¹	Heroism ¹
Returning Weapon ⁴	Lesser Restoration ¹	Rage ¹	Hunter's Eye ²
Shatter ¹	Resist Energy ¹	Returning Weapon ⁴	Perceive Cues ²
Spider Climb ¹	Shield Other ¹	Sickening Strikes ⁵	Warding Weapon ⁴
3rd Level			
Aspect of the Stag ²	Blindness/Deafness ¹	Beast Shape I ¹	Arcane Sight ¹
Blink ¹	Communal Delay Poison ⁴	Burrow ³	Badger's Ferocity ³
Burst of Speed ⁴	Contagion ¹	Communal Returning Weapon ⁴	Clairaudience/Clairvoyance ¹
Communal Returning Weapon ⁴	Cure Serious Wounds ¹	Deadly Juggernaut ⁴	Communal Darkvision ⁴
Communal Spider Climb ⁴	Elemental Aura ²	Enlarge Person, Mass ¹	Countless Eyes ³
Displacement ¹	Haste ¹	Force Punch ³	Fearsome Duplicate ⁵
Feather Step, Mass ²	Nap Stack ²	Greater Magic Fang ¹	Gaseous Form ¹
Fly ¹	Protection From Energy ¹	Inflict Serious Wounds ¹	Greater Animal Aspect ⁴
Haste ¹	Remove Blindness/Deafness ¹	Keen Edge ¹	Nondetection ¹
Slow ¹	Remove Disease ¹	Locate Weakness ⁴	Physic Connection*
Twilight Knife ²	Resinous Skin ⁴	Monstrous Physique I ³	See Invisibility ¹
Water Walk ¹	Slow ¹	Pain Strike ²	Water Breathing ¹

Ultimate Empowerment: This adaptation is similar to Greater Empowerment but the Physicist gains temporary hit points equal to four times the spell that was adapted. This Adaptation may be taken at 18th level. As with Greater Empowerment, if another spell is given this adaptation while a previous power was also adapted and currently in effect, the temporary hit points gained will be from the highest level spell (they do not stack). This also applies for spells adapted with Physic

Empowerment and Greater Empowerment and in such a case the level of the spell takes precedence over the adaptation being used. If a Physicist has 8 temporary hit points from an 8th level spell adapted with Physic Empowerment and then uses a 3rd level spell adapted with Ultimate Empowerment, the Physicist's temporary hit points would not increase above 8 as the previous spell was of a higher level than the spell adapted with Ultimate Empowerment.

Physicist Spell List Continued

Agility	Endurance	Physical Might	Utility
4th Level			
Air Walk ¹	Absorb Toxicity ⁴	Aspect of the Wolf ²	Arcane Eye ¹
Aspect of the Wolf ²	Communal Resist Energy ⁴	Beast Shape II ¹	Cloud Shape ⁵
Communal Water Walk ⁴	Cure Critical Wounds ¹	Detonate ²	Echolocation ³
Dimension Door ¹	Death Ward ¹	Enervation ¹	Greater Darkvision ³
Dimensional Anchor ¹	Elemental Body I ¹	Fear ¹	Lesser Simulacrum ³
Freedom of Movement ¹	Greater False Life ³	Inflict Critical Wounds ¹	Mass Bear's Endurance ¹
Greater Invisibility ¹	Lesser Globe of Invulnerability ¹	Mass Enlarge Person ¹	Mass Bull's Strength ¹
Shadow Step ³	Neutralize Poison ¹	Mass Reduce Person ¹	Mass Cat's Grace ¹
Shout ¹	Restoration ¹	Monstrous Physique II ³	Spell Immunity ¹
Telekinetic Charge ⁴	Stoneskin ¹	Stoneskin ¹	True Form ²
5th Level			
Communal Air Walk ⁴	Breath of Life ¹	Beast Shape III ¹	Break Enchantment ¹
Hostile Juxtaposition ⁴	Communal Protection from Energy ⁴	Communal Stoneskin ⁴	Greater Heroism ¹
Interposing Hand ¹	Communal Stoneskin ⁴	Mass Inflict Light Wounds ¹	Mind Fog ¹
Overland Flight ¹	Elemental Body II ¹	Mass Pain Strike ²	Prying Eyes ¹
Shadow Walk ¹	Life Bubble ²	Monstrous Physique III ³	Repulsion ¹
Telekinesis ¹	Mass Cure Light Wounds ¹	Slay Living ¹	Seeming ¹
Teleport ¹	Planar Adaptation ²	Suffocation ²	Telepathic Bond ¹
6th Level			
Astral Projection, Lesser ³	Elemental Body III ¹	Beast Shape IV ¹	Age Resistance ³
Ethereal Jaunt ¹	Globe of Invulnerability ¹	Enemy Hammer ²	Communal Spell Immunity ⁴
Forceful Hand ¹	Greater Contagion ³	Form of the Dragon I ¹	Stone to Flesh ¹
Mass Invisibility ¹	Heal ¹	Harm ¹	Transformation ¹
Mislead ¹	Mass Cure Moderate Wounds ¹	Mass Inflict Moderate Wounds ¹	True Seeing ¹
Plane Shift ¹	Raise Dead ¹	Monstrous Physique IV ³	Veil ¹

Physicist Spell List Continued

Agility	Endurance	Physical Might	Utility
7th Level			
Grasping Hand ¹	Elemental Body IV ¹	Destruction ¹	Greater Arcane Sight ¹
Greater Hostile Juxtaposition ⁴	Greater Restoration ¹	Form of the Dragon II ¹	Greater Spell Immunity ¹
Greater Teleport ¹	Mass Cure Serious Wounds ¹	Giant Form I ¹	Instant Summons ¹
Mass Fly ²	Mass Planar Adaptation ²	Mass Inflict Serious Wounds ¹	Lesser Create Demiplane ³
Phase Door ¹	Temporary Resurrection ³	Waves of Exhaustion ¹	Simulacrum ¹
8th Level			
Clenched Fist ¹	Iron Body ¹	Form of the Dragon III ¹	Animal Shapes ¹
Moment of Prescience ¹	Mass Cure Critical Wounds ¹	Frightful Aspect ⁴	Create Demiplane ³
Temporal Stasis ¹	Regenerate ¹	Giant Form II ¹	Discern Location ¹
Walk Through Space ⁴	Resurrection ¹	Mass Inflict Critical Wounds ¹	Greater Age Resistance ³
Wind Walk ¹	Statue ¹	Temporal Stasis ¹	Greater Prying Eyes ¹
9th Level			
Astral Projection ¹	Clone ¹	Foresight ¹	Etherealness ¹
Crushing Hand ¹	Energy Drain ¹	Implosion ¹	Greater Create Demiplane ³
Foresight ¹	Mass Heal ¹	Time Stop ¹	Heroic Invocation ⁴
Time Stop ¹	True Resurrection ¹	Wail of the Banshee ¹	Shapechange ¹



The Physicist (Psionic Version)

Built upon the idea of mind over body, The Physicist can manipulate aspects of his own body, those of others, or even the environment around him by focusing on a physical aspect such as physical strength, agility, or endurance. Although the power springs from the Physicist's own mind, it is focused in such a way that it reflects in his physical stature and abilities.

Role: The Psionic Physicist learns to master his own body through intense exercise and meditation much like the arcane Physicist. Combining the unlocked powers of her own inner being, the Psionic Physicist may alter the reality around her including the ability to alter the physical abilities of others. Although generally used to increase the martial prowess of others as well as herself, the Psionic Physicist may step into a support role as well as warrior or scout in aid of her party.

Alignment: Any. As with arcane Physicist, most seek structure in all they do and tend to be lawful in nature. However, many famous Psionic Physicists have sought balance or even the wonders of chaos that Physic may unleash.

Hit Die: d8.

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

Class Skills

The Psionic Physicist class skills are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), Survival (Str), and Swim (Str)

Skill Ranks per Level: 2 + Int Modifier



Class Features

The following are class features of the Psionic Physicist.

Weapon and Armor Proficiency: Psionic Physicists are proficient with simple weapons. In addition, the Psionic Physicist gains additional proficiency with additional martial weapons depending on the branch chosen at 1st level (see Physic Focus below). A Psionic Physicist that takes the branch of Agility may choose to be proficient with either the hand axe, kukri, longbow, rapier, shortbow, short sword, star knife, or throwing axe. A Psionic Physicist that takes the branch of Physical Might may choose to be proficient with either the battle axe, falchion, glaive, greataxe, greatsword, longsword, or scimitar. The Psionic Physicist that focuses on the branch of Endurance may choose from flail, greatclub, halberd, heavy flail, light hammer, ranseur, sap, shield (any one), or warhammer.

The Psionic Physicist is proficient with light and medium armors and all shields

(except tower shields). Armor does not interfere with the manifestation of powers, but generally at least one hand must be free to manifest a power.

Physic Focus (Su): Physic consists of three branches, Agility, Physical Might, and Endurance regardless of whether the user is harnessing it through arcane or Psionic means. As with the Arcane Physicist, the Psionic Physicist must choose one of these branches at 1st level and once selected cannot be changed. Selection of the branch limits the type of powers the Psionic Physicist may manifest as well as other class features including martial weapon proficiency, Physic Infusion, and bonus feats from which the Psionic Physicist may choose. A second branch may be chosen at 8th level and the third is gained at 16th level. However, the abilities of those branches selected at later levels are less potent than the branch chosen at 1st level.

Each branch relates directly to one of the three physical attributes: Strength for Physical Might, Dexterity for Agility, and Constitution for Endurance. This relates directly to the Psionic Physicist's manifesting ability and the relevant score is used to determine the additional number of power points gained per day (as Intelligence does for a Psion). Thus a Psionic Physicist that studies under the branch of Physical Might with a Strength of 17 would gain an extra power point at 1st level, 3 at 2nd level, and 4 at 3rd level. The Psionic Physicist does not gain any additional power points when attaining the secondary or tertiary branches.

Initiate Powers (Sp): The Psionic Physicist begins with the ability to cast 3 Initiate powers (0-level talents) in addition to Detect Psionics. The Physicist may choose from any initiate power that relates to his Physic Focus or the Utility list and may use those initiate powers as desired with no limit on the number of times they may be used per day as long as she maintains Psychic Focus. Additional number of Initiate powers are gained as the Physicist

gains levels, replacing a known power for two talents.

Power Points and Powers (Sp): The Psionic Physicist's ability to manifest Physic powers is limited by the number of Power Points the Physicist has available. Her base allotment of Power Points is listed in the table below.

As noted under Physic Focus above, the Psionic Physicist gains an additional number of Psionic Points per day based on the ability score associated with the Branch chosen at first level.



The Psionic Physicist begins knowing two Physicist powers that may be drawn from the Physicist's primary branch or utility branch. (Exception: The feat Expanded Knowledge does allow a Psionic Physicist to learn powers

from other classes.) The Psionic Physicist gains an additional power every odd level thereafter. The total number of powers a Physicist can manifest in a given day is only limited by his daily allotment of power points. A Psionic Physicist may manifest any power that has a total power point cost equal to or lower than the Physicist's class level.

The Psionic Physicist is limited to the level of the powers that may be chosen based on her class level as listed on the table below. This also applies to powers gained from the secondary and tertiary branches at higher levels. The manifester level of powers chosen from the secondary branch is considered to be 7 levels less than the manifester's actual level. The manifester level of powers chosen from the tertiary branch is considered to be 15 levels

The Psionic Physicist Class Progression Table

Class Level	BAB	Fort	Ref	Will	Class Abilities	Power Points / Day	Powers Known	Max. Power Level Known
1	+0	+2	+2	+0	Physic Focus, Initiate Powers, Physic Infusion, Collective	2	2	1st
2	+1	+3	+3	+0	Physic Adaptation	5	2	1st
3	+2	+3	+3	+1	Spirit of Many	10	3	2nd
4	+3	+4	+4	+1	Bonus Feat	17	3	2nd
5	+3	+4	+4	+1		25	4	3rd
6	+4	+5	+5	+2	Physic Adaptation	34	4	3rd
7	+5	+5	+5	+2		44	5	4th
8	+6/+1	+6	+6	+2	Bonus Feat, 2 nd Branch	55	5	4th
9	+6/+1	+6	+6	+3		67	6	5th
10	+7/+2	+7	+7	+3	Physic Adaptation	80	6	5th
11	+8/+3	+7	+7	+3		94	7	6th
12	+9/+4	+8	+8	+4	Bonus Feat	110	7	6th
13	+9/+4	+8	+8	+4		130	8	7th
14	+10/+5	+9	+9	+4	Physic Adaptation	150	8	7th
15	+11/+6/+1	+9	+9	+5	Collective (Planar)	170	9	8th
16	+12/+7/+2	+10	+10	+5	Bonus Feat, 3 rd Branch	200	9	8th
17	+12/+7/+2	+10	+10	+5		230	10	9th
18	+13/+8/+3	+11	+11	+6	Physic Adaptation	260	10	9th
19	+14/+9/+4	+11	+11	+6	Collective (Interdimensional)	300	11	9th
20	+15/+10/+5	+12	+12	+6	Bonus Feat	340	11	9th



less than the manifester's actual level. Since secondary and tertiary branch powers are manifested at a drastically lower manifesting level, the same rules apply for the number of power points that may be spent for those additional powers.

The Psionic Physicist is limited to manifest powers whose associated ability score based on the focus chosen is at least equal to the power level + 10. Thus, a Psionic Physicist that has chosen the Endurance branch must have a Constitution of 11 to manifest 1st level power, 12 to manifest 2nd level powers, etc. This also applies to the secondary and tertiary branches when they are attained.

The Psionic Physicist must choose which powers to manifest upon meditating after resting for 8 hours. He may select any powers available to him based on his focus or utility branch each day, but once chosen he cannot change them until he rests again. The Difficulty class for saving throws against the Psionic Physicist's powers is 10 + the power's level + the appropriate ability score based on branch or the primary branch chosen for utility powers.


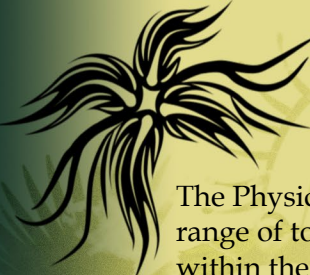
Physic Infusion (Sp): The Psionic Physicist can spontaneously convert power points into a Physic Infusion by expending her Psionic Focus. This ability allows the Physicist to grant a bonus to the ability score associated with the primary Physic branch chosen at 1st level equal to 1 (+½ for each power point expended—unlike most rounding bonuses, round the bonus gained upwards). The Psionic Physicist may expend a number of Psionic Points equal to her class level with a maximum bonus of +10 for a number of minutes equal to the Psionic Physicist's class level. This ability may be manifested on the Psionic Physicist or she may use it to enhance another through touch and is a standard action. Empowering a Physic Infusion does provoke attacks of opportunity unless done defensively, requiring a concentration check. The effective power level of the Infusion is determined by the number of power

points spent for powers of equal level. This is an Enhancement Bonus and will not stack with other Enhancement Bonuses for the same ability score. Class abilities that increase the same score such as the Barbarian's Rage ability or the Mutagen effects for an Alchemist will also not stack with the Ability increase gained by the Physic Infusion.

Once the Psionic Physicist gains the secondary and tertiary branches, this Infusion may be used to enhance the ability scores for those branches as well. As with the powers obtained from these branches, the effective manifester level is much more limited for these infusions.

Collective (Su): The Physicist has learned to harness the power of Physic to connect to willing minds through a network of cooperative individuals. As a standard action the Physicist may join any number of willing individuals—who has at least a Wisdom of 1—into his collective up to a number equal to the modifier associated with his primary branch + an additional individuals equal to half his class level (minimum of 0). Only individuals within medium range (100 ft. + 10 ft./class level) of the Physicist.

The Physicist may choose to remove a single member as a free action on his turn and any member may voluntarily drop the connection as a free action during the member's turn. A member that travels outside of the effective range of the collective, is reduced to a Wisdom of 0 or is otherwise rendered unconscious or killed are automatically removed from the collective and lose all of the benefits of being in the collective. A null psionics field will suppress the collective connection until the member leaves the field. The Physicist is aware of the general status of members of the collective and will automatically be aware when a member leaves the collective. The Physicist only knows whether or not the individual is a member and within range of the collective.



The Physicist may manifest powers with a range of touch to one or more willing targets within the collective including powers that have been altered by a Physic Adaptation such as Physic Transmission. The member only has to be within range of the collective to automatically gain the effects of the power, regardless of whether or not the Physicist can physically touch the member. All other non-range restrictions still apply. Any power with the Network descriptor may be manifested in this manner regardless of their actual ranges or targets. If the Physicist has other class levels that allows him to manifest powers or cast spells with a range of touch may also be manifested to any member of the collective.

Upon reaching 15th level, the effective range of the Physicist's Collective spans the entire plane occupied by the Physicist.

Upon reacting 19th level, the Physicist's effective range has no practical limits and can reach across other planes and dimensions.

Physic Adaptation (Su): The Psionic Physicist may choose one of the following Adaptations and apply it to a number of powers manifested per day equal to the modifier of the ability score associated with the Branch chosen at 1st level. Physic Adaptation can only be applied to a power associated with the Branch chosen at 1st level or Utility spells, they can never be applied to powers chosen from the secondary or tertiary branches chosen. Once chosen, the adaptation may not be changed until the caster achieves another level where another adaption is gained, at which point the Psionic Physicist may replace one previous adaption with another one while still gaining another adaptation as well. Manifesting any Adaptation increases the number of Power Points as listed in the description.

Physic Adaptations are similar to Meta-Psionic Feats and the Psionic Physicist may apply more than one adaption to a power as long as they do not grant the same or similar bonuses. Thus the Psionic Physicist could use Physic Emanation and Physic Endowment but

he could not combine Physic Transmission and Greater Transmission. Powers modified by a Physic Adaptation can be further modified by a meta-psionic feats as long as the total power point cost does not exceed the Physicist's manifester class level.

Physic Endurance: The caster gains a Fortitude bonus equal to the level of the power level manifested for the duration of the power or a number of rounds equal to the manifester's level (whichever is greater). This bonus is an enhancement bonus and will not stack with other enhancement bonuses. This adaptation may be taken at 2nd level or higher and choosing this adaptation multiple times will increase the number of uses per day.

Physic Encouragement: The cater gains a Will bonus equal to the level of the power level manifested for the duration of the power or a number of rounds equal to the manifester's level (whichever is greater). This bonus is an enhancement bonus and will not stack with other enhancement bonuses.

Physic Extension: The duration of the power lasts for an additional amount of time equal to half the original duration for powers with a duration longer than instantaneous. This adaptation may be taken at 2nd level or higher and may be chosen multiple times. Each time it is taken the Psionic Physicist may use the ability an additional number of uses per day as listed above. Taking this adaptation multiple times does not increase the duration of a single power more than half the original duration. If the power's duration may be augmented, this adaption adds to the overall duration including time added by the augmentation.

Physic Emanation: The manifester gains a Physic Infusion based on his Initial Physic Focus that lasts for the duration of the power level manifested or a number of rounds equal to the manifester's level (whichever is greater). This adaptation may be taken at 2nd level or higher and may be chosen multiple times, granting additional number of uses

per day as listed above. If the caster already has an active Physic Infusion, this adaptation has no effect. This adaptation costs one additional power point.

Physic Endowment: The caster gains a DR/Psionic equal to the power level being manifested for the duration of the power manifested or a number of rounds equal to the manifester's level (whichever is greater). This adaptation may be taken at 10th level or higher and may be chosen multiple times, granting additional number of uses per day as listed above. If the manifester already has an active Physic Endowment of equal or greater strength this adaption has no effect, and if the active Physic Endowment is less than the spell level cast then this effect replaces the current effect with the new duration based on the spell being cast. This adaptation costs an additional 3 power points.

Physic Augmentation: The manifester gains a Dodge bonus equal to the power level being manifested for the duration of the power or a number of rounds equal to the manifester's

level (whichever is greater). This adaptation may be taken at 2nd level or higher and may be chosen multiple times, granting additional number of uses per day as listed above. If the manifester is currently under the effects of a physic augmentation, the previous one is dropped and the new one takes effect. This adaptation costs an additional power point.

Physic Amplification: The manifester may amplify the power being manifester so that one effect will be increased by half. This effect may be applied to a single aspect of the power such as damage, area of effect, bonuses granted by the power, etc. The adaptation may be taken at 6th level or higher and may be chosen multiple times, granting additional number of uses per day as listed above. This adaptation costs an additional 2 power points.

Physic Transmission: The Psionic Physicist may alter a power with a range of personal and change it to Touch, allowing him to grant another the power. This adaptation may be taken at 2nd level and may be taken multiple times. Each time this adaptation is gained, the

Physicist Power List

Agility	Endurance	Physical Might	Utility
0 Level			
Distract	Fortify, Lesser	Blinding Flash	Conceal Thoughts
Far Hand	Psionic Repair	Far Hand	Crystal Light
Float	Sense Poison	Telekinetic Punch	Detect Psionics
Trick Shot	Vim	Unearthly Terror	
1st Level			
Absorb Weapon	Biofeedback	Absorb Weapon	Call Weaponry
Burst	Deceleration	Claws of the Beast	Compression
Catfall	Deflect Missiles	Demoralize	Elfsight
Chameleon	Force Screen	Dissipating Touch	Expansion
Circumstance Shield	Fortify	Hammer	Know Direction and Location
Dazzling Swordplay	Inertial Armor	Metaphysical Weapon	Locate Secret Doors
Inevitable Strike, Roshan's	Natural Healing	Prescience, Offensive	Metamorphosis, Minor
Metaphysical Weapon	Thicken Skin	Prevenom Weapon	Precognition, Defensive
Skate	Vigor	Stomp	Precognition, Offensive

All Powers can be found in the Ultimate Psionics Rulebook by Dreamscarred Press

Psionic Physicist gains an additional number of times he can use this adaptation per day as listed under the general description above. This adaptation costs an additional power point.

Greater Transmission: The Psionic Physicist may alter the power with a range of touch to close range (25 ft. + 5ft./2 levels), allowing him to manifest the power on a target within range. This adaptation may be taken at 6th level and may be taken multiple times. Each time this adaptation is gained, the Psionic Physicist gains an additional number of uses per day as listed under the general description above. This adaptation costs an additional 2 power points.

Mass Transmission: The Psionic Physicist may alter the power with a range of touch to manifest it on multiple targets with a close range (25 ft. + 5ft./2 levels). The Psionic Physicist may affect one individual/level and no two of which can be more than 30 ft. apart. This adaption can only be taken by a 10th level or higher Psionic Physicist and this adaptation may be taken multiple times, each time it is taken the Psionic Physicist gains an additional number of uses per day as listed under the general description above. This adaptation costs an additional 3 power points.

Physic Empowerment: When a power is enhanced with this adaptation, the Psionic Physicist gains temporary hit points equal to

Physicist Power List Continued

Agility	Endurance	Physical Might	Utility
2nd Level			
Body Equilibrium	Body Adjustment	Dissolving Touch	Animal Affinity, Lanis's
Deflect	Body Purification	Dissolving Weapon	Breach
Defy Gravity	Empathic Condition Relief	Inflict Pain	Detect Hostile Intent
Dimension Swap	Empathic Transfer	Painful Strike	Distracting Strikes
Hustle	Endorphin Surge	Proximity Strike	Everyman
Prowess	Energy Adaptation, Specified	Psionic Lion's Charge	Heightened Vision
Sidestep	Resist Toxin	Strength of My Enemy	Sustenance
Wall Walker	Share Pain	Wintry Grasp	Thought Shield
3rd Level			
Danger Sense	Ectoplasmic Cocoon	Empathic Feedback	Escape Detection
Dimension Slide	Ectoplasmic Form	Graft Armor	Expose Weakness
Evade Burst	Empathic Transfer, Hostile	Graft Weapon	Metamorphosis
Physical Acceleration	Graft Armor	Sharpened Edge	Touchsight
Time Hop	Share Pain, Forced	Vampiric Blade	Ubiquitous Vision
4th Level			
Flexible Trajectory	Energy Adaptation	Backlash	Aura Sight
Flight	Hidden Body	Battle Transformation, Galen's	Correspond
Fold Space	Immovability	Psychokinetic Charge	Detect Remote Viewing
Slip the Bonds	Inertial Barrier	Truevenom Weapon	Sense as One
Vanishing Strike	Intellect Fortress	Vanishing Strike	Steadfast Perception
Zealous Fury, Zelladraith's	Wall of Ectoplasm	Weapon of Energy	Telekinetic Maneuver

the power level being manifested. These hit points last until the power's duration ends. This adaptation can be taken at 2nd level and each additional time this adaptation is gained, the Physicist gains more uses per day as listed above. If another power is used with this adaptation while a previous one is still in effect, the Psionic Physicist only gains the total number of temporary hit points equal to the highest level spell that was used, they do not stack. This adaptation costs one additional power point.



Greater Empowerment: This adaptation is similar to Physic Empowerment but the Psionic Physicist gains temporary hit points equal to twice the power that was adapted. This Adaptation may be taken at 10th level and gaining the adaptation multiple times grants more uses per day. As with Physic Empowerment, if another power is given this adaptation while a previous power was also adapted and currently in effect, the temporary hit points gained will be from the highest level power (they do not stack).

This also applies for powers adapted with Physic Empowerment and in such a case the level of the power takes precedence over the adaptation being used. If a Psionic Physicist has 4 temporary hit points from a 4th level power adapted with Physic Empowerment and then uses a 3rd level power adapted with Greater Empowerment, the Psionic Physicist's temporary hit points would not increase above 4 as the previous power was of a higher level than the power adapted with Greater Empowerment. This adaptation costs and additional 3 power points.

Ultimate Empowerment: This adaptation is similar to Greater Empowerment but the Psionic Physicist gains temporary hit points equal to four times the power that was adapted. This Adaptation may be taken at 18th level. As with Greater Empowerment, if another power is given this adaptation while a previous power was also adapted and currently in effect, the temporary hit points gained will be from the highest level power (they do not stack). This also applies for

Physicist Power List Continued

Agility	Endurance	Physical Might	Utility
5th Level			
Barrage	Adapt Body	Biting Cold	Catapsi
Planar Travel	Oak Body	Prowess as One	Clairtangent Hand
Psychoport	Power Resistance	Psychic Crush	Pierce the Veils
Upheaval	Psionic Revivfy	Summoning Strike	Psychofeedback
6th Level			
Ethereal Passage	Body of Iron	Breath of the Black Dragon	Cosmic Awareness
Sustained Flight	Heal Injuries	Brutalize Wounds	Metamorphosis, Major
Temporal Acceleration, Willian's	Suspend Life	Defer Fatality	Precognition, Greater
7th Level			
Divert Teleport	Ectoplasmic Cocoon, Mass	Energy Conversion	Energy Wave
8th Level			
Psychoport, Greater	True Metabolism	Recall Death	Matter Manipulation
9th Level			
Psychoportation Circle	Regenerative Aura	Timeless Body	Metamorphosis, True



power adapted with Physic Empowerment and Greater Empowerment and in such a case the level of the power takes precedence over the adaptation being used. If a Physicist has 8 temporary hit points from an 8th level spell adapted with Physic Empowerment and then uses a 3rd level power adapted with Ultimate Empowerment, the Psionic Physicist's temporary hit points would not increase above 8 as the previous power was of a higher level than the power adapted with Ultimate Empowerment. This adaptation costs and additional 5 power points.

Spirit of Many (Su): A 3rd level Psionic Physicist gains the ability to manifest the same power amongst multiple members of the collective at the same time. In addition, even if a member is out of range or normally immune to the power, the power will still be effective on that member. Whenever the Physicist manifests a power with the Network descriptor on members (and only on members) of his collective, the power loses the mind-affecting descriptor if originally applied and is treated as a Supernatural ability (bypassing Spell or Power Resistance). Members are not allowed a saving throw initially, though if the power allows subsequent saving throws they apply as normal. In addition the power automatically gain the augment that each target beyond the first for the power only costs one additional power point so long as the target is a member of the collective.

Bonus Feats (Ex): The Psionic Physicist gains additional Bonus Feats starting at 4th level, and every 4 level thereafter through 20th level. The list of Bonus Feats is determined by the Physic Branch chosen at 1st level. Bonus feats cannot be chosen from the secondary or tertiary Branches. The Psionic Physicist must meet any prerequisites for any bonus feat chosen except for class specific requirements such as Soulnife or Psion.

Agility Branch Feats

Acrobatic¹, Acrobatic Steps¹, Agile Maneuvers¹, Alertness¹, Blind-Fight¹, Combat

Patrol², Combat Expertise¹, Combat Reflexes¹, Crippling Assault⁴, Critical Focus¹, Crossbow Mastery², Deadly Aim¹, Deadly Throw⁴, Deflect Arrows¹, Deft Hands¹, Dodge¹, Exotic Weapon Proficiency (Ranged only)¹, Fell Shot⁴, Fleet¹, Focused Precision⁴, Greater Feint¹, Greater Psionic Shot⁴, Hawkeye⁴, Improved Feint¹, Improved Initiative¹, Improved Lightning Reflexes¹, Improved Sidestep², Improved Two-Weapon Fighting¹, Intimidating Shot⁴, Knockdown Shot⁴, Lightning Reflexes¹, Lightning Stance¹, Many Shot¹, Mobility¹, Nimble Moves¹, Parting Shot¹, Point Blank Shot¹, Precise Shot¹, Psionic Dodge⁴, Psionic Precise Shot⁴, Psionic Shot⁴, Quick Draw¹, Rapid Reload¹, Rapid Shot¹, Returning Throw⁴, Shot on the Run¹, Sidestep², Spring Attack¹, Staggering Shot⁴, Stealthy¹, Throw Anything¹, Twin Throw⁴, Two-Weapon Fighting¹, Weapon Finesse¹, Whirlwind Attack¹, and Wind Stance¹

Endurance Branch Feats

Alertness¹, Back to Back³, Body Fuel⁴, Bodyguard², Combat Expertise¹, Combat Reflexes¹, Coordinated Defense², Coordinated Maneuvers², Covering Defense², Deep Focus⁴, Defensive Combat Training¹, Diehard¹, Duck and Cover², Endurance¹, Fast Healer², Fortified Armor Training³, Gang Up², Ghost Attack⁴, Greater Feint¹, Great Fortitude¹, Greater Reposition², Greater Trip¹, Heroic Defiance², Heroic Recovery², Improved Back to Back³, Improved Disarm¹, Improved Feint¹, Improved Great Fortitude¹, Improved Iron Will¹, Improved Reposition², Improved Trip¹, In Harm's Way², Iron Will¹, Lookout², Mind Over Body⁴, Outflank², Overchannel⁴, Paired Opportunists², Psionic Body⁴, Psionic Charge⁴, Psionic Meditation⁴, Psionic Stamina⁴, Run¹, Saving Shield², Shield Focus¹, Shield Wall¹, Speed of Thought⁴, Stand Still¹, Step Up¹, Swap Places², Swift Aid², Team Up², Toughness¹, Tower Shield Proficiency¹, Two Weapon Defense¹, and Two Weapon Fighting¹

Physical Might Branch Feats

Athletic¹, Bashing Finish², Bleeding Critical¹, Blinding Critical¹, Bloody Assault²,

Catch Off Guard¹, Charge Through², Cleave¹, Crippling Critical², Critical Focus¹, Dazing Assault², Deep Impact⁴, Double Slice¹, Exhausting Critical¹, Exotic Weapon Proficiency (melee or thrown only)¹, Focused Sunder⁴, Furious Focus², Great Cleave¹, Greater Psionic Fist⁴, Greater Psionic Weapon⁴, Greater Two Weapon Fighting¹, Improved Bull Rush¹, Improved Critical¹, Improved Grapple¹, Improved Overrun¹, Improved Shield Bash¹, Improved Sunder¹, Improved Two Weapon Fighting¹, Improved Unarmed Strike¹, Improvised Weapon Mastery¹, Intimidating Prowess¹, Lunge¹, Piranha Strike⁴, Power

Attack¹, Power Channeler⁴, Psionic Disarm⁴, Psionic Overrun⁴, Psionic Shield Bash⁴, Psionic Sunder⁴, Psionic Weapon⁴, Reckless Offense⁴, Ricochet⁴, Shield Master¹, Shield Slam¹, Sickening Critical¹, Staggering Critical¹, Stunning Fist¹, Sundering Strike², Throw Anything¹, Tiring Critical¹, Two Weapon Fighting¹, Two Weapon Rend¹, Unavoidable Strike⁴, and Vital Strike¹ and Wounding Attack⁴

1 Core Rule Book

2 Advanced Player Guide

3 Ultimate Combat

4 Ultimate Psionics

New Archetypes

Disciple of Brawn

Raw Strength is the focus for some Physicist to the exclusion of all others. The Disciple of Brawn sees perfection in his own strength and ability to perform super human acts of muscular acumen to overcome almost any type of situation. This focus goes well beyond the ability to damage opponents to feats of staggering might.

Weapons and Armor Proficiency (Ex): The Disciple of Brawn is proficient with light armor but not shields. These Physicists to their own strength over the benefits of any real defensive abilities.

Disciples are proficient with simple weapons and all two handed martial melee weapons.

Physic Focus (Su): The Disciple of Brawn must choose Physical Might for the Primary Physic Focus at 1st level.

Strength of Devotion (Su): Disciples of Strength have the ability to lift and carry loads well beyond their normal means. As a result, their effective Strength score for calculation of encumbrance, lifting and dragging capacities is increased by +4. This modifier

is increased by +2 at 5th, 10th, 15th, and 20th levels. This enhancement does not get applied if the Disciple gains a magical bonus to his encumbrance or lifting abilities (such as the Ant Haul spell).

Once the Disciple of Brawn reaches 8th level, he may grant the effects of the Ant Haul spell to another by touch. This effect lasts for a number of hours equal to the Disciple's class level. The Physicist may use this ability a number of times per day equal to 3 plus his Strength modifier.

Another advantage gained their devotion grants the Disciple of Brawn the ability to gain a bonus of twice their Strength bonus while wielding two handed melee weapons. If the Disciple has the Power Attack feat, this ability doubles the damage bonus for wielding two handed weapons rather than the normal 50%.

This ability replaces the ability to gain access to the second and tertiary Physic Branches at 8th and 16th levels.

Nimble Athleticist

For some Physicists, focusing on a particular branch to the exclusion of others seems to grant special abilities. In the case of the Nimble Athleticist, Agility is their sole

devotion and can perform acrobatic feats that would be considered supernatural by some.

Weapons and Armor Proficiency (Ex): The Nimble Athleticist is only proficient with simple weapons and light armor. They are not proficient with shields. However, as a swift action the Nimble Athleticist may make an Acrobatics check with a DC equal to the attacker's BAB +10 to gain a temporary +1 Dodge AC bonus against any attacks from one particular opponent per round. For every 5 points achieved above the DC, the Nimble Athleticist gains an additional +1 to the Dodge AC bonus for that round.

Physic Focus (Su): The Nimble Athleticist must choose Agility for the Primary Physic Focus at 1st level.

Acrobatics Mastery (Su): The Nimble Athleticist may move at his normal movement rate while moving on difficult surfaces including ledges starting at 1st level with a successful Acrobatics check. At 4th level the

Nimble Athleticist may move at his normal movement rate in and through threatened without incurring the +10 DC penalty and may attempt to stand from prone as a move action without provoking attacks by making an Acrobatics check with the same DC as if moving through a threatened square. At 6th level the Nimble Athleticist may move through a threatened area while carrying a medium load with a successful Acrobatics check. At 8th level, the Nimble Athleticist is no longer considered flat footed while moving across difficult terrain as long as a successful acrobatics check is made. At 12th level, the Nimble Athleticist may move through a threatened area while carrying a heavy load with a successful Acrobatics check.

In addition, the Nimble Athleticist adds half his class level to any calculations regarding jumping either horizontally or vertically. At 15th level the Nimble Athleticist is always considered to have a running start for any jump even if he does not have the space or movement to do so.

This ability replaces the ability to gain access to the second and tertiary Physic Branches at 8th and 16th levels.

Physic Disciple

Accomplished in the ways of Physic, there are those that have spent their time honing their martial skills with their own bodies, becoming living weapons. The Physic Disciple mixes the practices of Physic with more traditional methods of unarmed martial techniques of the monk.

Weapons and Armor Proficiency (Ex): The Physic Disciple is proficient with Simple weapons and one of the following weapons: kama, nunchaku, sai, shuriken, siangham, or temple sword.

The Physic Disciple is not proficient with any armor or shields. If the Disciple dons armor or uses a shield he loses the Disciple AC benefits and Flurry of Blow abilities.





Disciple Abilities (Ex): At 1st level, the Physic Disciple gains the Improved Unarmed Strike as a bonus feat. As with the Monk, unarmed attacks gain his full Strength bonus for damage and he may choose to deal nonlethal damage with no penalty to his roll. He causes damage with his unarmed attacks as a Monk and gains the Flurry of Blows ability beginning at 4th level as a Monk, treating his class level as a Monk - 3. The Physic Disciple also gains the Stunning Fist feat as a bonus feat at 4th level.

The Physic Disciple also gains an AC bonus as a Monk of the same level with the same restrictions, being unencumbered and unarmored.

This ability replaces the Physicist normal bonus feats gained at 1st, 4th, 8th, 12th, 16th, and 20th levels.

Physic Prowler

The art and secrets of Physic is not so sacrosanct that only purists find its power appealing. Many have found the use of Physic very appealing when applied to less than legal activities. Cut throats, burglars, and other larcenous figures have taken to the vigorous study in order to perform acts of thievery well beyond the grasp of the normal pilferer.

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (Local) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha)

Skill Ranks per Level: 4 + Int modifier

Weapon and Armor Proficiency: The Physic Prowler is proficient with light armor and may cast Physic spells while wearing light armor with no chance of arcane spell failure.

The Physic Prowler is proficient with all simple weapons, the rapier, short sword, and sap. One additional martial weapon may be chosen from the normal Physicist

weapons list based on the Physic Focus chosen at 1st level.

Physic Focus: Although most Physic Prowlers prefer the branch of Agility, there is no restriction as to which branch the Prowler may take at 1st level.

Sneak Attack: The Physic Prowler gains the Sneak Attack ability identical to the Rogue ability of the same name. At 1st level the Physic Prowler causes 1d6 points of additional damage to a target that is denied a Dexterity bonus to AC or is being flanked by the Prowler with a melee weapon or within 30 feet with a ranged weapon. This damage increases an additional 1d6 at 3rd level and every three levels thereafter with a maximum of 7d6 at 18th level.

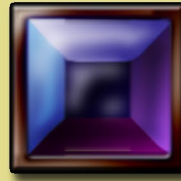
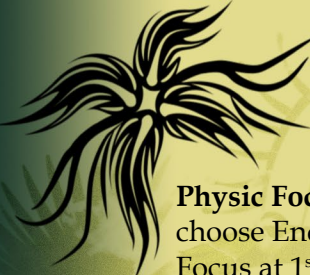
This ability replaces the bonus feats normally gained by the Physicist.

Stoic Athleticist

There are those that see the secrets of Endurance as the ultimate key of survival. These Physicists focus on the branch of Endurance to the exclusion of the others to gain greater powers of defending their allies and withstanding devastating attacks.

Weapons and Armor Proficiency (Ex): The Stoic Athleticist is proficient with Light, Medium, and Heavy armors as well as all shields including Tower Shields. When wearing Medium armors the Stoic Athleticist's chance of arcane failure is reduced by 20% (with a minimum of 0%). Heavy armors chance of arcane failure is reduced by 30% when donned by the Stoic Athleticist. The chance of Arcane failure is reduced by 10% for any shields wielded, though if casting a spell requiring gestures, at least one hand must be free to cast the spell.

The Stoic Athleticist is proficient with Simple weapons and one martial weapon associated with the branch of Endurance.



Physic Focus (Su): The Stoic Athleticist must choose Endurance for the Primary Physic Focus at 1st level.

Indomitable Defense (Su): The Stoic Athleticist gains a DR/- equal to half his Physicist class level upon reaching 2nd level. In addition, once he gains this ability the Stoic Athleticist may sacrifice a spell to increase the damage reduction by a factor of 2. Sacrificing spells for this ability may increase the Stoic Athleticist's DR by +10 and the duration of this additional DR is equal to the Athleticist's class level in rounds. This benefit will not stack with other magical or natural enhancements granting the Stoic Athleticist damage reduction.

New Spells

The following spells are arcane in nature and may be available to other arcane spell casters as permitted by the Game Master.

Minor Bear's Endurance

School: Transmutation
Level: Physicist 1, Sorcerer/
Wizard 1
Casting Time: 1 swift action
Target: Personal (You)
Duration: 1 minute

This spell functions like [Bear's Endurance](#) but only grants a +2 Enhancement bonus to the caster's Constitution. The caster gains the benefit of additional hit points, Fortitude saving throws and Constitution checks for the duration of the spell.



Upon reaching 8th level, the Stoic Athleticist may temporarily transfer this defense to another through touch for a number of rounds equal to his class level. He may do this for a number of times per day equal to 3 plus his Constitution modifier. The Stoic Athleticist may revoke this ability as a free action but it will not return until the beginning of his next full turn. As with the Stoic Athleticist, transferred DR will not stack with other magical or natural enhancements that offer damage reduction.

This ability replaces the ability to gain access to the second and tertiary Physic Branches at 8th and 16th levels.

Minor Bull's Strength

School: Transmutation
Level: Physicist 1, Sorcerer/
Wizard 1
Casting Time: 1 swift action
Target: Personal (You)
Duration: 1 minute

This spell functions like [Bull's Strength](#) but only grants a +2 Enhancement bonus to the caster's Strength. The caster gains the benefit of a +1 to hit in melee combat, +1 damage with melee and thrown weapons, and +1 to Strength based checks.

Minor Cat's Grace

School: Transmutation
Level: Physicist 1, Sorcerer/
Wizard 1
Casting Time: 1 swift action
Target: Personal (You)
Duration: 1 minute

This spell functions like [Cat's Grace](#) but only grants a +2 Enhancement bonus to the caster's Dexterity. The caster gains the benefit of +1 to his Dexterity, +1 to hit with thrown or ranged weapons, and +1 to all Dexterity based checks.



Physic Connection

School: Necromancy
Level: Physicist 3
Casting Time: 1 standard action
Components: V, S
Range: Touch
Target: living creature touched
Duration: 1 hour/level
Saving Throw: Fort negates
Spell Resistance: Yes

This spell creates a magical connection between the Physicist and the creature touched. Once connected the Physicist may

cast touch based spells or infusions on the recipient regardless of distance as long as the recipient is on the same plane of existence. The target may resist the initial connection or any later spells that allow a saving throw as desired. A Physicist may have more than one active connection at a time but must designate the target of later spells. An individual may only be the recipient of one connection, and later connections will replace an existing one. The spell grants no knowledge of the recipient's location or general health or well being.

New Feats



General Feats

Greater Endurance

You scoff at harsh conditions and find little that can wear you down

Prerequisites: [Endurance](#), BAB +5

Benefit: You are considered to be the recipient of the Endure Elements spell, though equipment carried is not so protected. You also gain +4 bonus on any saving throws against the effects of fatigue regardless of the source of fatigue.

Greater Evocation

Evocation spells you cast are more potent.

Prerequisites: Ability to cast evocation spells

Benefit: Your caster level is considered one level higher for any evocation spell you cast in regards to potency and duration. This does not stack with other feats or class abilities that may increase your effective caster level when casting evocation spells.

Greater Transmutation

Transmutation spells you cast are more potent.

Prerequisites: Ability to cast transmutation spells

Benefit: Your caster level is considered one level higher for any transmutation spell

you cast in regards to potency and duration. This does not stack with other feats or class abilities that may increase your effective caster level when casting transmutation spells.



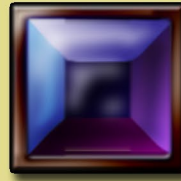

Physic Feats

Accomplished Transmuter

You have studied the art of transmutation to the point where you can emulate the effects of a transmutation spell not normal available to other Physicists

Prerequisites: Physic Focus, Intelligence equal to at least 10 + the spell level of the spell chosen and ability to cast spells as the level chosen

Benefit: You have learned to cast a transmutation spell not normally available to you based on your focus. This spell does not have to be on the Physic spell list but it must be from the school of transmutation. You must also have an Intelligence equal to the spell level of the new spell +10, not the ability score associated with your focus. However, once you learn the spell, the DC and other effects tied to your primary ability score will use the one associated with the branch chosen at 1st level. As with your other spells, you must prepare this one daily with the others once you have taken this feat. Once the spell has been selected it cannot be changed and if you lose class levels to the point you



cannot cast spells of the level of the chosen spell you lose the ability to cast this spell until you regain your class levels.

Extra Adaptations

You have learned to adapt your powers of Physic to a greater degree

Prerequisites: Physic Adaptations

Benefit: You gain two additional adaptations per day for one of your chosen adaptations. You must choose what adaptation will gain these additional number of uses per day when this feat is first chosen. If you later choose to change the adaptation for another one, this feat automatically applies to the new chosen adaptation.

Fractured Physic Control

You have learn the secrets of tapping into all the branches of Physic with limited success

Prerequisites: Physic class and ability to cast 3rd level spells

Benefit: You have learned to tap into all three branches of Physic with limited success. You may prepare a spell from another branch of Physic other than the primary branch chosen at first level once per day. Your effective spell caster level is treated as one level less than your current level and only one spell from another branch may be chosen per day based on this feat. The spell level may be any available based on your adjusted level for casting the spell with the minimum of a 1st level as a 1st level caster. The ability associated with the focus must be at least equal to or greater than the spell +10 in order to cast it.

This effect does not replace or alter your ability to gain access other branches upon achieving higher levels (8th and 16th).

Greater Fractured Physic Control

Your abilities to master the magics of Physic regardless of the branch is even more accomplished than most.



Prerequisites: Physic Class, Fractured Physic Control and ability to cast 5th level spells



Benefit: You can replace up to three spells per day from branches other than your primary branch. Your effective caster level is still one level less than your current caster level and spell levels available are still limited based on this adjusted caster level.

As with Fractured Physic Control, this effect does not replace or alter your ability to access other branches upon achieving higher levels (8th and 16th).

Greater Prowess

Your skill set is nearly supernatural in effect

Prerequisites: One skill based feat for Strength or Dexterity based skills (Acrobatics, Deft Hands, etc.) and Physic Focus class feature



Benefit: Choose a feat that grants bonuses to one or more Strength or Dexterity based skills (such as Acrobatics, Deft Hands, Skill Focus, or Stealthy). This feat grants an additional bonus to those skills equal to the ability score modifier based on the primary branch chosen at 1st level. This stacks with the bonuses gained for the other skill based feat, but not other enhancement bonuses gained from spells or magic effects.

Infusion Durability

Your Physic Infusions last much longer than expected

Prerequisites: Physic Infusion class ability, Infusion Fulfillment

Benefit: Your Physic Infusions last for an extra number of minutes equal to the ability modifier based on the ability being infused. Thus if Dexterity is being infused, the effect would last an additional number of minutes based on your Dexterity adjustment.

Infusion Fulfillment

Your Physic Infusions are empowered by your indomitable will.

Prerequisites: Physic Infusion class ability

Benefit: When you use you Physic Infusion, you add a +2 bonus to the ability modifier above that granted by the spell transformed. The duration and other effects of the infusion do not change and the +10 maximum benefit also applies.

Note: You cannot convert Initiate Powers (0-level spells) with this feat.

Infusion Transportability

You have learned to channel your infusions beyond your physical touch

Prerequisites: Physic Infusion class ability, BAB +3 or higher

Benefit: You can target your Infusion on to allies within close range (25 ft. + 5 ft/2 caster levels) rather than by touch. Infusing in this method is still a standard action

and will provoke unless done defensively (requiring a concentration check using the spell level being sacrificed).

Maximize Infusion

Your Physic Infusions break the physical barriers of your class

Prerequisites: Physic Infusion class ability, Infusion Fulfillment

Benefit: The maximum benefit of the Physic Infusion increases from +10 to +12. Thus a sixth level spell can be sacrificed to gain the +12 bonus or a fifth level spell imbued with the Infusion Fulfillment feat ability.

Mutagenic Physic

You have learned that your mutagens and physic infusions are mystically connected.

Prerequisites: Class levels in Physicist and Alchemist

Benefit: Your class levels for Physicist and Alchemist are combined when determining the duration of your Mutagen or your Physic Infusion.

Raging Physic

You have discovered that your raging ability and physic infusions are mystically connected.

Prerequisites: Class levels in Physicist and Barbarian



Benefit: Your class levels for Physicist and Barbarian are combined when determining the duration for your Raging or your Physic Infusion.

Split Infusion

You have learned to infuse more than one person at a time

Prerequisites: Physic Infusion class ability, BAB +5

Benefit: You can split the bonus granted by the Infusion between two people (and one of the targets can be yourself). The bonus must be the same for both targets, thus sacrificing a 3rd level spell would grant a +3 bonus to both individuals. The duration stays the same and other limitations apply such as touching the targets while empowering the Infusion



and the total of +10 maximum benefit (both individuals would gain a maximum of +5 to the ability chosen).

Ultimate Fractured Physic Control

You have reached the pinnacle of physic achievement and can access most of the magics of Physic.

Prerequisites: Physic Class, Greater Fractured Physic Control, and ability to cast 7th level spells

Benefit: You can replace a number of spells per day equal to one plus half your class level from any branch of Physic. In addition your effective caster level is based on your actual caster level, your effective caster level is not diminished in any way from this feat.

As with Greater Fractured Physic Control, this effect does not replace or alter your ability to access other branches upon achieving higher levels (8th and 16th).



Psionic Feats

Regenerative Focus

Your Psionic Focus regenerates over time once expended

Prerequisites: Autohypnosis 5 ranks

Benefit: Once you expend your Psionic Focus it slowly recharges itself over time. It takes 10 rounds minus half your manifester class levels with a minimum of one full round. You may perform other tasks as normal while the Psionic Focus regenerates, though defending against mental attacks will prevent this regeneration as well as being knocked unconscious, frightened, or staggered.

Normal: It takes a full round to regain your Psionic Focus.



Magic Items

Fizzique

This alchemical concoction has different effects depending on who imbibes it. If consumed by someone that does not have the Physic

Infusion ability, it acts as either a potion of Bull's Strength, Bear's Endurance or Cat's Grace determined randomly by the game master (roll a d6: 1-2 Bear's Endurance, 3-4 Bull's Strength, and 5-6 for Cat's Grace).

When consumed by a Physicist, the imbiber may convert it to an additional Physic Infusion equal to the level sacrificed to make the potion (see below) or the highest level spell the Physicist may cast (whichever is less) when used within 3 rounds of drinking the liquid. If the Physicist does not convert it to a Physic Infusion, it automatically grants the Physicist the effects of Bear's Endurance, Bull's Strength, or Cat's Grace depending on his primary focus.

Physicists may create these potions with the **Brew Potion** feat. The cost is identical to creating potions as found in the Core Rule Book and requires the Physicist to sacrifice a spell of the level desired for the effect. These potions require at least a 2nd level spell to be effective, using 1st level spells will cause the potion to automatically spoil and become ineffective.

Rings of Connection

Aura faint enchantment; CL 5th
Slot ring; Price 27,000 gp; Weight —

Description

These rings come in pairs and will have the same insignia on both rings. When worn by two different people, with at least one being a spell caster, the ring allows the spell caster to cast a touch based spell on the other ring bearer regardless of distance. The magic only functions on the same plane of existence.

Construction

Requirements: [Forge Ring](#), Physic Connection
Cost: 13,500 gp



Alternate Spell Lists

It is possible for additional spells to be added to the Physicist's spell list from other 3rd party sources. Below lists the general considerations when evaluating whether a spell is applicable for the Physicist and which branch it may fall under.

As a general rule, transmutation spells that affect one or more living creatures may be usable by the Physicist. If the spell impacts movement, dexterity based skills or abilities it would fall under the branch of Agility. If the spell impacts damage, hardness, or armor class not related to agility it would fall under the branch of Endurance. If the spell can be used to cause or enhance damage or alter the recipient's strength or size it would fall under the branch of Physical Might.

Transmutation spells that alter the recipient's appearance it may fall under Utility. Spells from other schools may also be applicable, use the current spell list as a general guideline as to whether or not it may be used by a Physicist. The Game Master has the final say as to whether or not a spell may be accessible to the Physicist.

The following spells may be used by the Physicist and are from the Spell Works Compendiums produced by the Knotty-Works.

Spell Works Compendium I

Spell (Branch)	Physic Spell Level
Archer's Frenzy I (Agility)	Level 1
Archer's Frenzy II (Agility)	Level 2
Archer's Frenzy III (Agility)	Level 3
Archer's Frenzy IV (Agility)	Level 4
Archer's Touch I(Agility)	Level 2
Archer's Touch II(Agility)	Level 3
Archer's Touch III(Agility)	Level 4
Archer's Touch IV(Agility)	Level 6
Archer's Touch, Mass (Agility)	Level 8
Berserker's Frenzy I (Phys. Might)	Level 1
Berserker's Frenzy II (Phys. Might)	Level 2

Berserker's Frenzy III (Phys. Might)	Level 3
Berserker's Frenzy IV (Phys. Might)	Level 5
Bestow Talented Weapon Proficiency (Agility, Phys. Might)	Level 3
Bruiser's Blessing I (Phys. Might)	Level 2
Bruiser's Blessing II (Phys. Might)	Level 4
Bruiser's Blessing, Mass (Phys. Might)	Level 5
Champion's Blood (Endurance)	Level 2
Champion's Blood, Mass (End.)	Level 5
Champion's Heart I (Endurance)	Level 3
Champion's Heart II (Endurance)	Level 4
Champion's Heart III (Endurance)	Level 6
Champion's Might I (Endurance)	Level 3
Champion's Might II (Endurance)	Level 4
Champion's Might III (Endurance)	Level 6
Champion's Wit I (Utility)	Level 3
Champion's Wit II (Utility)	Level 4
Champion's Wit III (Utility)	Level 6
Foegel's Fairly Improved Firmament (Endurance)	Level 4
Foegel's Final Firmament (Endurance)	Level 6
Foegel's Focus (Utility)	Level 2
Foegel's Forceful Freedom (Endurance)	Level 2
Foegel's Fortitude (Endurance)	Level 2
Foegel's Fundamental Firmament (Endurance)	Level 2
Gunslinger's Boon (Agility)	Level 2
Knight's Touch (Utility)	Level 5
Ruffian's Blessing I (Phys. Might)	Level 2
Ruffian's Blessing II (Phys. Might)	Level 3
Ruffian's Blessing III (Phys. Might)	Level 4
Ruffian's Blessing, Mass (Phys. Might)	Level 5
Ruffian's Resiliency (Endurance)	Level 4
Soldier's Touch (Utility)	Level 3
Squire's Touch (Utility)	Level 2
Squire's Touch, Mass (Utility)	Level 5
Titan's Strength (Phys. Might)	Level 5
Titan's Strength, Mass (Phys. Might)	Level 9
Unstoppable Force I (Phys. Might)	Level 3
Unstoppable Force II (Phys. Might)	Level 4
Unstoppable Force III (Phys. Might)	Level 6

Spell Works Compendium II

Spell (Branch)	Physic Spell Level
Absorb Energy (Endurance)	Level 3
Arrow Attraction (Agility)	Level 3
Attraction to Energy (Endurance)	Level 4
Bull's Grace (Utility)	Level 3
Bull's Grace, Mass (Utility)	Level 6



Fabulous Fumble (Agility).....	Level 2
Fool's Cunning (Utility)	Level 3
Fool's Cunning, Mass (Utility)	Level 6
Hare's Strength (Utility).....	Level 2
Hare's Strength (Utility).....	Level 6
Knave's Wisdom (Utility)	Level 3
Knave's Wisdom, Mass (Utility)	Level 6
Lackadaisical Retreat (Agility).....	Level 2
Post Haste (Agility).....	Level 4
Reductive Hight (Phys. Might)	Level 2
See Only Invisibility (Utility)	Level 3
Sloth's Endurance (Utility)	Level 2
Sloth's Endurance, Mass (Utility)	Level 6
Slow Surprise (Agility).....	Level 4
Spirit of Faintheartedness (Utility)	Level 7
Timid Heart (Utility).....	Level 3
Wretch's Splendor (Utility).....	Level 3
Wretch's Splendor, Mass (Utility)	Level 6

(Utility)	Level 2
Cat's Grace [Unshackled]	
(Utility)	Level 2
Enlarge Person [Unshackled]	
(Phys. Might)	Level 1
False Life [Unshackled] (Endurance)	Level 2
Haste [Unshackled] (Agility).....	Level 3
Juxita's Detestable Diminishment	
(Phys. Might)	Level 5
Juxita's Phenomenal Growth	
(Phys. Might)	Level 5
Reduce Person [Unshackled]	
(Phys. Might)	Level 1
Remove Fear [Unshackled]	
(Endurance).....	Level 1
Second Chance of Life [Trigger Effect]	
(Endurance).....	Level 3
Slow [Unshackled] (Agility)	Level 3

Spell Works Compendium III

Spell (Branch)Physic Spell Level

Bear's Endurance [Unshackled]	
(Utility)	Level 2
Bull's Strength [Unshackled]	



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