

# MIND OVER MATTER



## BOOK 1 PSION and SOULKNIFE



written by  
Peter K. Ullmann





# Mind over Matter

## Book 1: Psion and

### Credits

*Published by d20pfsrd.com Publishing*

**Design & Development** Peter K. Ullmann

**Editing** John Reyst

**Layout & Typesetting** John Reyst

**Cover Illustration** by Enmanuel Martinez

(<mailto:dibujo2000@gmail.com>)

#### Interior Illustrations:

- ["Secret" by MizuSasori](#)
- ["Aradia Megido" by MizuSasori](#)
- ["Artwork part 3" \(Crow section\) by TazioBettin](#)
- ["ABLogo" by AshiRox](#)
- [Timelapse Lezard by Deevad](#)
- ["27 god symbols - Stock art \(Vortain.png\)" from Black Hand Source](#)
- ["The Torture and Pain" by RunioRedMane](#)

### Compatibility

Mind over Matter: Psion and Soulnife requires the use of Psionics Unleashed: Core Psionics System, © 2010 Dreamscarred Press. See <http://dreamscarredpress.com> for more information on Psionics Unleashed.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

This product is dual licensed OGL and Creative Commons.



Fans of d20pfsrd.com

Join the [Fans of d20pfsrd.com Facebook group](#) to chat about d20pfsrd.com, Pathfinder, or gaming in general!





---

## About Mind over Matter

---

Mind Over Matter focuses directly on the wildly popular psionics rules by Dreamscarred Press. The series brings you new archetypes, psionic powers, feats, and more for psionics-wielding characters.



---

## Psion Class Archetypes

---

There are multitudes of specialties for psionics that already exist in your worlds. From sand-shifting psychokinetics, to nefarious skulltwisters, to psychics that can pry memories from the very stones beneath your feet, to mediums that psychically tattoo themselves in order to meld with the minds of beasts so that they can borrow the powers and strengths that those beasts possess, to things that defy explanation... This is only the beginning to a more enlightened path than many have begun to explore, or it can lead to the dark recesses of the mind, where negative emotions can be formed into frightening spectres of cerebral energies.

This section presents two archetypes for the psion class. Characters may take more than one archetype if they meet the requirements and they do not replace the same abilities.

---

### Psion (Nomad) Archetype: Locus

---

The locus uses her psychic powers to manipulate herself into separate locations at the same time, effectively multiplying herself for brief spans of time. She must maintain a keen grasp on her own mental faculties, not just to process the information being shared in her own consciousness, but to maintain multiple projections of herself. While this can be somewhat limiting at times, the locus is able to lend herself a hand in nearly any situation. After all, if you cannot trust others to get something done, you can only rely upon yourself.

**Class skills:** The locus adds Perception and Bluff to their list of class skills, but removes Fly and Survival.

**Disturbed Space (Su):** Once per day at 8<sup>th</sup> level, the locus is able to take a full melee attack action against any opponent within reach, mentally folding space to strike their target from opposing positions. All of the locus' melee and touch attacks against that target are treated as though the locus was benefitting from flanking.

Alternatively, the locus may make designate one of their attacks against a secondary target within 10 feet of the primary. They may spend 1 power point to extend the attack against the secondary target by 5 feet, and may spend no more than (your Constitution modifier) points to expand their reach. If the locus uses disturbed space in



this fashion, they do not gain the flanking bonus against any target.

- + This ability may be used one additional time for every three levels thereafter, to a maximum of 4 times at 17<sup>th</sup> level.

This ability replaces *inconstant position*.

**Phantom Sighting (Su):** Once per day at 14<sup>th</sup> level, you are able to project a phantom version of your body, briefly, into another location, so long as you maintain psionic focus. Your phantom has all of your character's traits (save hit points) and powers (but not any magical items), and you can use your phantom to interact with others and its environment in any nonphysical fashion. The phantom possesses (your psion level x your Intelligence modifier) hit points, provided that the phantom's hit points do not exceed the total that the locus possesses.

The phantom lasts for (your psion level) minutes (though the locus may end the effect at any time), and attacks that target the phantom do no lasting damage, but if your phantom is reduced below 0 hit points, the effect ends and you are knocked unconscious for (10 – your Constitution modifier) minutes. The phantom may be projected up to a distance of ([your psion level + your Intelligence modifier] x 100) feet away. The phantom is able to move about normally, provided that it does not move further than the maximum distance allowed from the locus' physical body. This ability does not require that the phantom be in the character's line of sight or line of effect. The character is aware of everything that the phantom experienced once the effect ends.

The psion is able to make a single physical standard action via their phantom by spending 3 power points per action, and any single physical free, immediate or swift action by spending 2 power points per action.

A locus is unable to simultaneously use this power at the same time as *disturbed space*, as they already exist in more than one location. A locus is equally unable to use this power in conjunction with the *fission* psychic power, or other similar body-splitting or body-cloning powers.

This ability replaces *accelerated activity*.

**Bilocate (Su):** Once per day at 20<sup>th</sup> level, the locus is able to fully manifest a complete duplicate of herself as a full-round action, for a number of rounds equal to her Constitution modifier (minimum 1). This duplicate

appears in any open location no more than 30 feet away. While the duplicate has mundane versions of any magical items the original possesses, it has all of the same abilities, skills, feats and powers as the original, but any uses of psychic or magical powers count against the character's total uses per day (they are not doubled) and the two characters share the same pool of hit points. Should the duplicate use any magical items that the original possesses, those items are located in the duplicate's space and do not transfer back to the original until the effect ends; if the original uses them, the duplicate may not. They are also both affected by any spell or effect that targets either one of them (both positive and negative). A locus is unable to simultaneously use this power at the same time as *disturbed space* or *phantom sighting*, as they already exist in more than one location. A locus is equally unable to use this power in conjunction with the *fission* psychic power, or other similar body-splitting or body-cloning powers.

This ability replaces *rapid movement*.





## Psion (Telepath) Archetype: Mindreaver

Mindreavers are insidious manipulators that can hide themselves within the psyches of their victims, breaking their will or tearing their minds apart from within. They walk a darker path that most other psions shun, mostly because the use of their powers alters them. Mindreavers are often easily recognized by their distinctive eyes, which most try to conceal. They are not often welcome amongst other psychics, and it is not uncommon for mindreavers to be driven away or hunted by those that deeply mistrust and misunderstand them.

**Alignment:** Any non-good.

**Class skills:** The mindreaver loses Profession as a class skill, but gains Disguise instead.

**Clouded Eyes (Ex):** A mindreaver's eyes develop a shifting grey haze that clearly identifies their dark, inner nature. For every four levels the character possesses, they take a -2 penalty to disguise checks to conceal that they are mindreavers, provided that the target can see their eyes. Anyone who succeeds at a DC 10 Knowledge (Psionics) or DC 15 Perception check realizes that there is something dark and disturbing about the mindreaver. The mindreaver takes a -4 penalty to all positive social interactions with them for the next 24 hours, but also gain a +2 bonus to Intimidate checks to affect them.

**Assault the Tower (Su):** A mindreaver is able to challenge, or even break, the will of their victims. As a swift action, the psion is able to spend power points to impose a -1 Will save penalty to any single target on a one-for-one basis. This penalty lasts until the start of the target's next turn. The mindreaver may not spend any more than ( $\frac{1}{4}$  your psion level, minimum 1) power points in this fashion. However, the mindreaver may spend an additional 3 power points to utilize this power on all creatures with Intelligence 3 or higher within 30', but this ability does not distinguish between friend and foe.

**Reaver's Spear (Su):** At 2<sup>nd</sup> level, the mindreaver is able to manifest an intangible javelin and mentally hurl it at any target within range as a standard action ranged touch attack. The javelin has all of the same characteristics as a real one and is affected by any feats the character possesses that would enhance a real javelin. In addition to the damage, if the attack is successful the target gains the shaken condition for (your Intelligence modifier) rounds. Targets may make a DC (10 + your psion level + your

Intelligence modifier) Will save to take half damage and negate the shaken condition. The psion is also able to spend 2 power points to increase the critical threat range of the weapon by 1 prior to making the attack roll.

At 6<sup>th</sup> level, and every four levels thereafter, the reaver's spear increases its damage dice by a factor of 1 and the range increases by 10', which stacks with other feats, spells or effects that increase the damage dice or range of the javelin.

The mindreaver is able to use this ability (3 + his Intelligence modifier) times per day, and it replaces *mental intrusion*.

**Freak Puppeteer (Sp):** At 8<sup>th</sup> level, the mindreaver gains the ability to take control of others as a standard action, just as if they had used *geth's mind control*. However, the movements of the subject under the mindreaver's control are jerky and grotesque, reducing the Sense Motive check from DC 15 to DC 10 to determine that the subject's behavior is being influenced.

- ⊕ The psion is able to use this ability once per day at 8<sup>th</sup> level, and one additional time per day for every four levels thereafter.

The psion is able to spend 2 power points to use this ability as a move action instead of a standard action.

This ability replaces *telepathy*.

**Cerebral Cyclone (Su):** At 20<sup>th</sup> level, the psion permanently emits a 20' aura of madness. Enemies within this aura are affected by confusion unless they make a DC (25 + your Intelligence modifier) Will save. The confusion effect ends immediately when the creature leaves the area, and creatures that succeed on their saving throw are immune for the next 24 hours.

Additionally, within the range of the aura, the mindreaver may spend 3 power points per target to unleash a black tentacle of mental energy as an attack that stuns the target for (your Intelligence modifier) rounds. The target may make a DC 25 Reflex save to reduce this to a single round of being dazed. These attacks are treated as touch attacks.

The mindreaver is capable of expanding the aura by 5 feet per power point spent, but the expanded range only lasts for a single round.

This ability replaces *guarded thoughts*.



## Psion Feats

---

### Amplified Folding

---

*Your ability to fold space is magnified.*

**Prerequisites:** Fast Step, disturbed space class feature, base attack bonus +6

**Benefit:** By using the disturbed space ability, you may make a single attack at your full base attack bonus as a standard action against two separate foes within reach, gaining the flanking bonus against both foes. You may not attack the same foe multiple times.

**Special:** You can take this feat again at 11<sup>th</sup> level and 16<sup>th</sup> level. Each time you take it, the number of foes that you can target increases by 1.

### Extra Disturbed Space

---

*You can use your disturbed space ability more often.*

**Prerequisites:** Disturbed Space class feature

**Benefit:** You can use your disturbed space ability two additional times per day.

**Special:** You can take this feat multiple times. Its effects stack.

### Folding Force

---

*You create a force pulse to push opponents away.*

**Prerequisites:** Disturbed space class feature, base attack bonus +3

**Benefit:** By using the disturbed space ability, you may spend 2 power points to forgo its normal effects and use it as a bull rush against a single target without charging. When used in this fashion, your character may not take a move action. This does not provoke an attack of opportunity.

### Folding Force, Greater

---

*Your force pulse knocks down any foes near you.*

**Prerequisites:** Improved Folding Force, disturbed space class feature, base attack bonus +9

**Benefit:** When you use your disturbed space ability to bull rush an opponent, you may use that force to bull rush all opponents within a 10' radius.

### Folding Force, Improved

---

*Your force pulse knocks your foes down.*

**Prerequisites:** Folding Force, disturbed space class feature, base attack bonus +6

**Benefit:** When you use your disturbed space ability to bull rush an opponent, the target of your bull rush attempt must make a DC (10 +  $\frac{1}{2}$  your psion level + your Intelligence modifier) Reflex save or be knocked prone, regardless of whether the bull rush attempt was successful or not.





## Psychic Sickness

*When assaulting another creature's mind, you may force them to experience symptoms of physical illness.*

**Prerequisites:** Assault the tower class feature, base attack bonus +6

**Benefit:** When using your assault the tower ability, you may spend two power points to affect the target's Fortitude save instead of their Will save. This does not increase the number of power points that the mindreaver may spend on this ability.

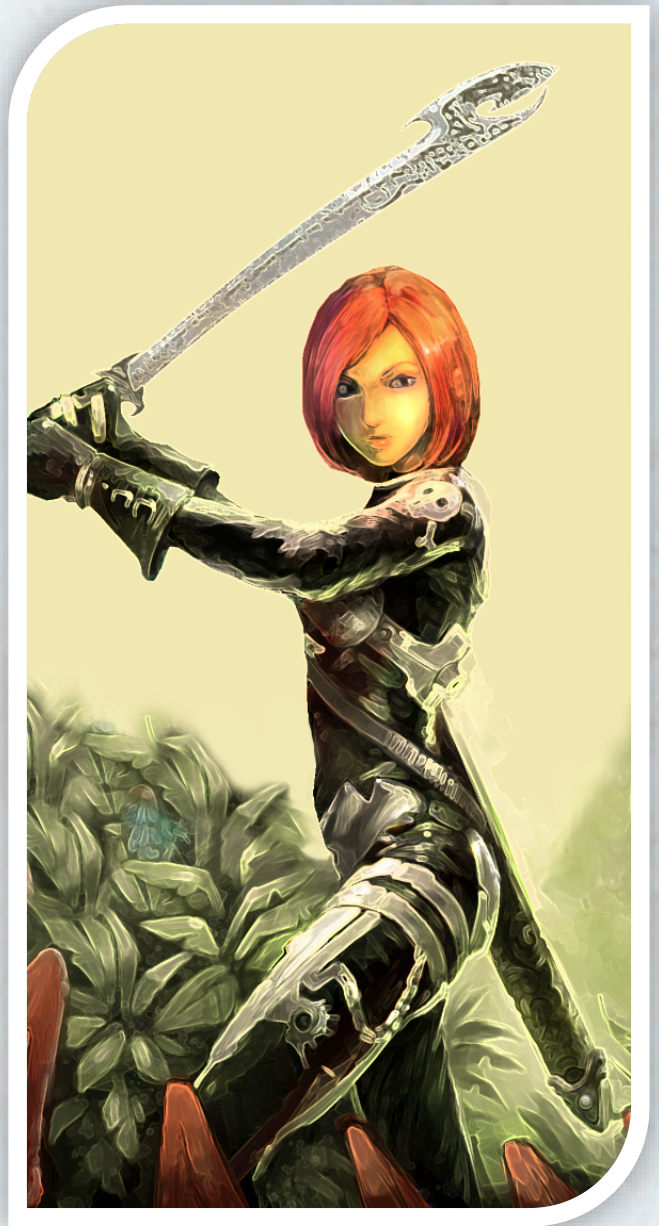
## Terrorhaze

*Your gimlet glare frightens even the hardiest of souls.*

**Prerequisites:** Clouded Eyes class feature, Intimidate 8 ranks

**Benefit:** You gain a gaze special attack. When another creature within 30 feet meets your gaze, you may spend 1 power point to force the target to make a Will save at DC (10 +  $\frac{1}{2}$  your psion level + your Charisma modifier) or gain the shaken condition for (1 + your Charisma modifier) rounds.

However, the terrorhaze subtly affects the mindreaver's personality. They now take a permanent -2 penalty to all Bluff and Diplomacy checks, as they find it more difficult to relate to others.





## Soulknife Class Archetypes

Those that walk the path of the soulknife hone their minds, much like their blades, to cut to the heart of all knowledge. Some of that knowledge propels the mind to great creations that are stronger than steel and can be sharper than diamonds. Other points of knowledge are wicked and alluring, the kind of mental disciplines that stem from darker emotions, like greed or sloth. The mysteries of the soulknife are not as easily laid bare as their enemies are laid low. One can only look to uncover the mysteries and decide for themselves whether they can be used to build a better world.

This section presents two archetypes for the soulknife class. Characters may take more than one archetype if they meet the requirements and they do not replace the same abilities.

### Soulknife Archetype: Attenuator

Using a combination of study, psychic energies, their mind blades and pressure points, the attenuator is able to weaken, disable, and eventually cripple their foes. This requires precise movements and intensive study of the weaknesses of various foes that the attenuator may encounter, including those that wield psychic powers of their own.

**Class skills:** The attenuator loses Profession, Craft and Swim as class skills, but gains Acrobatics, Knowledge (Arcana), and Knowledge (Nature) in return.

**Gauge Weakness (Ex):** As a full-round action, the attenuator makes a DC (10 + CR) Knowledge (of the type appropriate to the target) check to determine any weaknesses that the target may possess. Success grants the attenuator a +1 circumstance bonus to attack rolls against the target for every four attenuator levels thereafter, to a maximum of +5 at 17<sup>th</sup> level. This ability lasts for (3 + your Wisdom modifier) rounds and the attenuator may use this ability twice per day at 1<sup>st</sup> level, and one additional time per day for every four attenuator levels beyond 1<sup>st</sup> to a maximum of 6 times per day at 17<sup>th</sup> level.

At 5<sup>th</sup> level, and every three levels thereafter, the time to gauge a target's weaknesses is reduced, first to a standard action, then a move action, and finally a swift action at 11<sup>th</sup>

level. The gauge weakness ability cannot be reduced below a swift action.

This ability replaces the soulknife's *bonus feat*.

**Pressure Strike (Ex):** At 6<sup>th</sup> level, the attenuator may take a full-round action to make a single strike with her soulknife intended to weaken or disable their opponents. On a successful strike, the strike does no damage, but it applies the fatigued condition to the target for (your Dexterity modifier, minimum 1) rounds. The target may make a DC (10 + ½ your soulknife level + your Dexterity modifier) Fortitude save to reduce the condition to one round. The attenuator may use this ability (3 + your Dexterity modifier) times per day.

At 10<sup>th</sup> level, the attenuator applies the exhausted condition instead of the fatigued condition. At 14<sup>th</sup> level, this improves to dazed, and at 18<sup>th</sup> level, it improves to stunned.

This ability replaces *throw mind blade*.

**Disruptive Force (Su):** At 10<sup>th</sup> level, the attenuator is able to make a standard action attack with her soulknife against the target of her gauge weakness ability. If the attack is successful, the target's ability to use psionic powers or spells is handicapped, and the target must make a DC (10 + ½ your soulknife level + your Wisdom modifier) Fortitude check as a free action or be unable to use their psychic powers or spells that round. The disruptive force effect lasts for (your Wisdom modifier, minimum 1) rounds.

The target is still able to use any spell-like or supernatural class abilities that they possess. Targets already handicapped by this ability may not be affected by further uses of it until the original duration expires. The attenuator may use this ability (your Dexterity modifier, minimum 1) times per day.

This ability replaces *psychic strike*.

**Attenuation Mastery:** At 20<sup>th</sup> level, twice per day as a standard action, the attenuator is capable of emitting a 10' field that functions both as a *null psionics field* and an *antimagic field* for (3 + your Wisdom modifier) minutes. The attenuator is immune to the effects of their own field, but not to the effects of a *null psionics field* from another source.

This ability replaces *mind blade mastery*.



## Soulknife Archetype: Manic Magpie

Most soulknives utilize their awesome psychic skills to create their own special blades and wield them against their foes. The manic magpie specializes in stealing the weapons of others and using them to best effect. Such as the character grows in power, they find, within themselves, the ability to even steal psychic powers and magical effects and use them for their own purposes.

**Class skills:** The manic magpie adds Sleight of Hand to his list of class skills, but loses Swim.

**Magpie's Claws (Su):** A mental magpie automatically gains the feat *combat expertise*. Additionally, they do not provoke attacks of opportunity when attempting a disarm or steal combat maneuver.

If the character ever acquires either the *improved disarm* or *improved steal* feats, he gains a +1 competence bonus to Sleight of Hand checks in addition to the benefit granted by those feats.

This ability replaces *bonus feat* and *throw mind blade*.

**Magpie's Greed (Su):**

At 3<sup>rd</sup> level, once per day, the manic magpie is able to steal one-handed weapons out of the hands of their foes. Doing so requires both hands to be empty and a Sleight of Hand check against the target's touch AC. The target of the theft may make a Reflex check to avoid having their weapon stolen. The difficulty is equal to the manic magpie's Sleight of Hand check. Should the manic magpie succeed, they may wield the weapon as if they had just drawn it. At 7<sup>th</sup> level, the manic magpie is capable of stealing two-handed weapons from their opponents.

At 11<sup>th</sup> level, they are capable of stealing away the weapons of other soulknives and weapons created by spells, which do not dissipate when the manic magpie takes them. They are able to hold onto these weapons for (3 + your Wisdom modifier) rounds before the weapons

dissipate as if their duration had expired. Should the manic magpie take the weapon of another soulknife, the original owner may treat the weapon as having been broken and create another on their action.

When the manic magpie takes the weapon of another soulknife, they may use any of the benefits or enhancements that were active upon the mind blade at the time it was taken, including any blade skills that the original owner was applying to their mind blade, even magical enhancements or blade skills that the manic magpie does not possess or meet the requirements for. Such benefits expire as they normally would.

At 15<sup>th</sup> level, the manic magpie may apply any one blade skill that they currently possess to a stolen weapon, regardless of what type of weapon it is, and on top of any other benefits that may apply to the weapon at the time of its theft. At 19<sup>th</sup> level, this increases to two.

⊕ At 6<sup>th</sup> level, and every three levels thereafter, the manic magpie may use magpie's greed one additional time per day, to a maximum of six times per day at 18<sup>th</sup> level.

This ability replaces *psychic strike*.

**Magpie's Magic (Su):** At 20<sup>th</sup> level, the manic magpie may expend one use of Magpie's Greed to snatch and redirect a

spell or psionic power that is targeting him or an adjacent ally. The manic magpie makes a DC (20 + your spell or psionic power level) Sleight of Hand check; success grants the manic magpie the ability to declare a new target as the target of the spell or psionic power. The new target must be a valid target for the spell or psionic power's effect, and the redirected spell or psionic power behaves in all ways as if its new target were the original target.

The spell or psionic power must target one creature. You must declare using this ability after the spellcaster's or psionic's target is declared, but before the target's saving throw or attack roll is made. This power replaces *mind blade mastery*.





## New Blade Skills

The following blade skills are able to be selected by any soulknife that meets the requirements.

***Bent Blade Trick:*** Whenever a soulknife throws their mind blade, they are able to do so in such a fashion as to make the blade arc around targets that are standing directly in the way of their true target. The target of your attack no longer benefits from soft cover against your *throw mind blade* ability.

***Driving Attack:*** As a move action, the soulknife may choose to follow along the path her mind blade as she throws it. This action teleports the character as far as her movement allows in a direct line along the path of the attack, until they are adjacent to their target. If any of the character's movement remains, they may use the remainder if they wish to do so. If the character teleports to an adjacent square to their target, they retain possession of their mind blade without having to recreate it.

***Psionic Bane:*** The soulknife may, as a standard action, charge her blade with menacing psychic energies. Upon a successful attack, regardless of whether the attack does damage or not, the target must make a DC (10 + your soulknife level) or lose (your Intelligence modifier, minimum 1) power points. The soulknife must be 8<sup>th</sup> level to select this skill.

***Spiritbright Blade:*** As a standard action, the soulknife may imbue her blade with the *ghost touch* quality for (your Wisdom modifier, minimum 1) rounds. The soulknife must be 4<sup>th</sup> level to select this skill.



## Soulknife Feats

### Avaricious Nature

*You can use your magpie's greed ability more often.*

**Prerequisites:** Magpie's Greed class feature

- **Benefit:** You can use your magpie's greed ability two additional times per day.

**Special:** You can take this feat multiple times. Its effects stack.

### Extra Pressure Strike

*You can use your pressure strike ability more often.*

**Prerequisites:** Pressure Strike class feature

- **Benefit:** You can use your pressure strike ability two additional times per day.

**Special:** You can take this feat multiple times. Its effects stack.

### Improbable Throw

*When wielding your soulknife, you are able to strike out at distant targets without your blade ever leaving your hand.*

**Prerequisites:** Far Shot, Mind Over Matter, soulknife level 15<sup>th</sup>

**Benefit:** When the character makes a ranged attack with a thrown mind blade, the attack is made normally, but the mind blade does not actually leave the character's hand. It is merely a psychic projection of the mind blade.

This permits the character to either throw their weapon multiple times as a part of a full-round action, or throw their weapon *and* make melee attacks in the same full-round action. The soulknife may also benefit from any defensive action or ability that requires them to have their weapon in hand



## Mind Over Matter

---

*You are able to increase the range of your thrown mind blades.*

**Prerequisites:** Soulknife level 10<sup>th</sup>

**Benefit:** The range of all thrown mind blades is increased by 10'. Should the character possess the *enhanced range* blade skill, this feat applies before the range is doubled.

**Special:** You can take this feat multiple times. Its effects stack.

## Mindlight Ammunition

---

*You are able to increase the range of your thrown mind blades.*

**Prerequisites:** Mind Bolt class feature, base attack bonus +4

**Benefit:** The soulbolt can take a swift action to imbue a single piece of ammunition with the *brilliant energy* special ability.

## Psicrystal Consumption

---



*By cannibalizing part of another psychic's mind, you gain access to a small part of their personality for a brief time.*

**Prerequisites:** Snatch Psicrystal, Magpie's Greed class feature, base attack bonus +11

**Benefit:** By concentrating on a loose psicrystal that you have in your possession for an hour of uninterrupted time, you may absorb the psicrystal into yourself, gaining the psicrystal's personality benefit for a number of hours equal to the owner's level. By doing so, you destroy the psicrystal.

## Snatch Psicrystal

---

*Using your magpie's greed ability, you are able to steal loose psicrystals away from their owners.*

**Prerequisites:** Magpie's Greed class feature, base attack bonus +8

**Benefit:** The character may expend two uses of their Magpie's Greed ability to steal a held psicrystal that the target possesses. The psicrystal may not be docked in any item. If the manic magpie is successful in taking the psicrystal away from its owner, the owner loses all of the benefits of the psicrystal until they regain possession of it.

## Tension Bash

---

*You can use your pressure strike ability to inflict nonlethal damage.*

**Prerequisites:** Pressure Strike class feature, Strength 13

**Benefit:** When using your pressure strike ability, your attacks do 1d3+1 points of nonlethal damage in addition to its normal effects. When your base attack bonus reaches +10, and every four levels thereafter, the damage increases by 1d3+1 (to a maximum of 4d3+4 at 18<sup>th</sup> level).

## Tension Hammer

---

*You can use your pressure strike ability to inflict lethal damage.*

**Prerequisites:** Tension Bash, Pressure Strike class feature, base attack bonus +11

**Benefit:** When using your pressure strike ability, you may instead choose to have your attacks do 1d3+1 points of lethal damage instead of any nonlethal damage. When your base attack bonus reaches +14, and every three levels thereafter, the damage increases by 1d3+1 (to a maximum of 4d3+4 at 20<sup>th</sup> level).



## New General Feats

The following feats are available to any character that meets the prerequisites for the feats.

### Augmented Intellect

*Your intellect is far keener than anyone had ever anticipated.*

**Prerequisites:** Manifester level

**Benefit:** Whenever you spend power points to enhance an effect, you do so as if your manifestor level were one higher.

### Critical Insight

*When you perform at the peak of your abilities, you are able to refocus your psionic might.*

**Prerequisites:** Power point reserve, character level 7<sup>th</sup>

**Benefit:** When you roll a natural 20 on any attack roll, your soulknife regains 1 power point. You cannot exceed your maximum power point reserve.

### Enhanced Manifestation

*You have mastered the ability to express your power.*

**Prerequisites:** Intelligence 17, Augmented Intellect

**Benefit:** When using your psychic powers or psionic class abilities, you may treat your manifestor level as if it were two levels higher (to a maximum of your character level).

### Meditative Empowerment

*Through the power of meditation, you are able to recover some of your psychic strength.*

**Prerequisites:** Intelligence 17, Knowledge (Any) 5 ranks

**Benefit:** You may enter a meditative trance and, after an hour of maintaining this trance uninterrupted, you regain a number of power points equal to your character level, which you may use that day, but are lost when you sleep or otherwise rest for the day. You may not have any more

unspent power points than your maximum number of power points for the day; anything above that limit is automatically lost.

## New Powers

The following powers are just a small taste of what the mysteries of the mind hold. Use them wisely.



### Ego Lash

**Discipline:** Telepathy [Mind-Affecting]; **Level:** Dread 5, psion/wilder 4

#### MANIFESTING

**Display:** Mental

**Manifesting Time:** 1 standard action

#### EFFECT

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 min./level

**Saving Throw:** None; **Power Resistance:** Yes

**Power Points:** Dread 9, psion/wilder 7

#### DESCRIPTION

This fell power was developed by elder mindreavers of a now-extinct clan to use against a rival clan of psychics that wielded strange powers through psionic tattoos in a war that has long-since been forgotten.



With but a touch, you transfer some of your darkest terrors and deepest guilt from your own mind to the mind of your target in a concentrated assault upon their psyche. Your successful melee touch attack applies a 1d6 penalty to the target's Wisdom score. If the target's Wisdom is reduced to 0, they must make a DC 20 Will save. Failure indicates that they are afflicted with a permanent insanity and all of their ability damage is instantly restored.

When a target goes insane, roll on the following table to determine what form of insanity strikes.

TABLE: RANDOM INSANITY

d%	Insanity
1 – 8	Amnesia
9 – 20	Delirium (see Delirium sidebar)
21 – 48	Mania/Phobia
49 – 63	Multiple Personality Disorder
64 – 71	Paranoia
72 – 83	Psychalgia (see Psychalgia sidebar)
84 – 88	Psychosis
89 – 100	Schizophrenia

### New Affliction: Delirium

**Type** insanity; **Save** Will DC 20

**Onset** 1d6 days

**Effect** -6 penalty to Intelligence-based checks, chance of becoming confused, chance of altering attitude

#### DESCRIPTION

Creatures suffering from delirium experience severe confusion and disorientation. Delirium is generally acquired due to a decline in cognitive faculties, and usually manifests in those of advanced age. Typical symptoms include attention deficits, difficulty remembering information or details, disorganized behavior, or even severe mood changes.

Each time a character afflicted by delirium finds himself in a stressful situation (such as combat), he must make a Will save against his insanity's DC. Failure indicates that he becomes confused for 1d4 rounds.

Whenever the character uses their Bluff, Diplomacy, Intimidate or Perform skills, they must also make a Will save against their insanity's DC. Failure indicates that the character's attitude toward the person they are using the skill on changes. Consult the table below to determine how the character's attitude changes

TABLE: RANDOM ATTITUDE CHANGE

d%	Attitude Change
1 – 5	Attitude positively changes by 2 degrees
6 – 10	Attitude positively changes by 1 degree
11 – 15	Attitude negatively changes by 1 degree
16 – 20	Attitude negatively changes by 2 degrees

### New Affliction: Psychalgia

**Type** insanity; **Save** Will DC 16

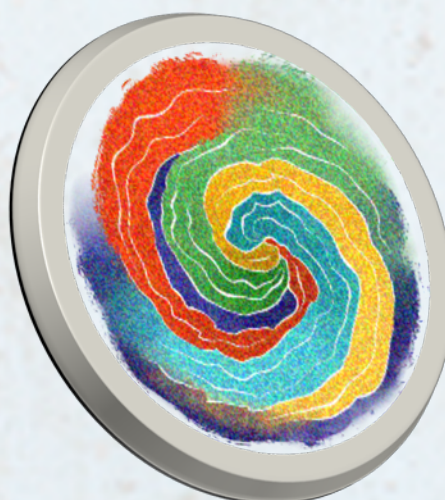
**Onset** immediate

**Effect** Wracking pains (see below)

#### DESCRIPTION

A creature suffering from psychalgia thinks they feel debilitating pain where no pain actually exists. It is very difficult to act through this discomfort. Characters afflicted with psychalgia must make a Will save against their insanity's DC any time they fail a Strength, Dexterity or Constitution-based skill check or attack roll. Failure indicates that the character suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks for the next (1d20) minutes.

For full details on insanity, see the *Pathfinder RPG Gamemastery Guide*.





## Radiant Banner

**Discipline:** Metacreativity (Creation); **Level:** Psion/wilder 5, psychic warrior 5, shaper 5, tactician 5

### MANIFESTING

**Display:** Visual (see text)

**Manifesting Time:** 1 round

### EFFECT

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (harmless); **Power Resistance:** Yes (harmless)

**Power Points:** 9

### DESCRIPTION

Summoning up your courage all into a point in your mind and projecting it through your hands, you are able to generate a shining silver war banner mounted on a pole that floats directly behind the target of your power, occupying the same space.

The target and all allies within 10' of the banner gain a + (your Intelligence modifier) morale bonus to all attack rolls, skill checks, ability checks and saving throws versus fear for a number of minutes equal to your level.

**Augment:** For every 2 additional power points spent, you can increase the duration by (¼ your character level) minutes.

## Thousand Cutting Cranes

**Discipline:** Metacreativity (Creation); **Level:** Psion/wilder 4, psychic warrior 4, shaper 4

### MANIFESTING

**Display:** Mental and visual

**Manifesting Time:** 1 standard action

### EFFECT

**Range:** Close (25 ft. + 5 ft./level)

**Target:** 30-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Power Resistance:** Yes

**Power Points:** 7

### DESCRIPTION

You create an explosion of razor-edged paper cranes that deals 1d6+1 points of damage per manifester level (maximum 10d6+10) to every creature within the area of effect. Targets wearing metal armor take half damage from this power, while characters wearing non-metal armor take an equal amount of damage to the armor itself. Armor that is reduced below half its hit points gains the broken condition; armor that has its hit points reduced to 0 is destroyed. This attack obscures all sight beyond 5 feet for one round.

**Augment:** For every 2 additional power points spent, you can increase the duration of the obscuring effect by one round.

## Mythic Mayhem

While psychics are fully capable of following other paths to mythic power, none are better suited than the path that is inherently their own; that of the mind. One's own consciousness can be the building-blocks of greatness, and legends are borne on the winds of imagination.

*The following is intended for mythic play. You will require the **Mythic Adventures** supplement from Paizo Publishing, LLC to use the following portion of this product.*

## Medium

There are those to whom the powers of the mind come naturally, and there are others that study for years or decades before unlocking the id's very first secrets. For the medium, the gifts of the universe are but a thought away. Anything that they can conceptualize, they can create. Mental tools that others wield in a heavy or cumbersome fashion are deftly applied by the medium.

The medium has mastery over their own minds; not an insignificant achievement, as most who use the psionic arts struggle, and through their struggles, achieve breakthroughs toward enlightenment. Not so the medium. The medium develops abilities far beyond that of normal psychics, and the further along their path that the medium travels, the closer they come to achieving true oneness with all intelligent beings.

**Role:** As a medium, you best serve your allies by unlocking the secrets of your foes and providing



protection from all of their worst fears and nightmares directly invading their minds. Your powers help you to lead your companions, defend them from psychic threats, and alter reality around you to match the best that you can imagine.

**Classes:** The medium is a class that synergizes best with the abilities of psychic classes. The cryptic, dread, psion, tactician, vitalist and wilder are the most likely to walk this path. The powers associated with the medium also have a great deal to offer the aegis, marksman, psychic warrior and soulknife, though other paths can prove valuable to these classes as well.

**Bonus Hit Points:** Whenever you gain a medium tier, you gain 4 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE: THE MEDIUM

Tier	Path Features
1st	Medium aptitude, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, universal potency

## Class Features

As you gain new tiers, you gain the following abilities.

**Medium Aptitude:** Select one of the following abilities. Once chosen, it cannot be changed.

**Cerebral Manifestation (Su):** As a swift action, you can expend one use of mythic power to manifest any one psychic power without spending any power points or expending your focus. This power must be one of the powers that you already know. If the power requires a saving throw, any non-mythic creatures affected by the power roll twice and take the lower result. If you must make a manifester level check for the power to overcome a creature's power resistance, you can roll your manifester level twice (add your tier to each) and take the

higher result. You cannot add a metapsionic feat to a power you manifest using this ability.

**Hive Mind (Su):** As a swift action, you may expend one use of mythic power to coordinate with your allies. This allows you and each of your allies within 30 feet to



marshal your efforts to achieve the same goal, adding a bonus equal to your tier to any single attack roll, skill check or ability check made by you or your allies within 30 feet before your next turn, provided that everyone is working toward the same goal or they are attacking the same opponent.

**Metaphysical Strike (Su):** As a swift action, you can expend one use of mythic power to make one melee attack. This is in addition to any other attacks you make this round. You must spend a number of power points equal twice to your manifester level, and in exchange, you gain a bonus on the attack roll equal to the number of points that you spent. Furthermore, the attack deals 2d6 points of psychic damage per manifester level you have. The normal damage from this attack bypasses all damage reduction, but the extra psychic damage is still affected by resistances and immunities.

**Path Ability:** At 1st tier and every tier thereafter, select one new path ability from the medium path abilities lists or from the universal path abilities lists (see **Mythic Adventures**). Once you select an ability, it cannot be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements,



such as a class ability or minimum mythic tier that you must meet before you select them.

**Universal Potence:** At 10th tier, whenever you successfully resist a psionic attack, you automatically heal a number of hit points equal to your attacker's hit dice. Your psychic attacks automatically ignore the target's first 10 points of psychic resistance (if any). Once per round, when your opponent fails a Will save against any power or ability that you use, you regain one use of mythic power.

## 1st-Tier Medium Path Abilities

You can select these path abilities at any tier.

**Abstract Familiar (Su):** You are able to call upon the services of a psychic beast; a creature born of mental energies. Select one animal companion to choose as your familiar from the list of improved familiars, provided that you already have a familiar. This creature functions as any other familiar does, including granting you an empathic link with it as normal, except that your familiar gains the *incorporeal* subtype. If your familiar dies, it can be replaced as normal. This ability does not apply to cohorts, eidolons or bonded mounts. By expending one use of mythic power, you can heal your abstract familiar of a number of hit points of damage equal to (6 x your tier). This also clears any one condition of your choice that affects your familiar.

**Adamantine Mind (Ex):** Your mind is as hard as any armor, and is dangerous to engage. You gain a bonus equal to your tier on saving throws against mind-affecting effects. Whenever you succeed at a save against a mind-affecting effect, the creature attacking you with that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.

**Artful Creation (Ex):** The act of creation comes more easily to you than to others. When you take 10 on any Craft skill check, add your tier to the result. As a free action, you can expend one use of mythic power to reduce the creation time of any one item by 50%. This time reduction does not stack with any other abilities that reduce crafting times.

**Bolstered Protection (Su):** Your mind is able to form a more powerful protective shell around you. When forming your astral suit, treat your level as 2 higher to determine the number of customization points you may

spend on your astral suit. As a swift action, you may expend one use of mythic power to activate your *augment suit* ability, adding your mythic tier to the number of points that you may spend on this ability.

**Cerebral Disjunction (Su):** Your psionic rage is like a blinding whirlwind of destruction. As a full-round action, you can expend one use of mythic power to attempt to sunder any one item on each opponent within five feet in a blinding flash by rolling (1d20 + your tier + your Intelligence modifier). You may select which item(s) to sunder. The damage from these sunder attempts ignores hardness. If you destroy an item in this way, you automatically inflict the *dazzled* condition upon that opponent for a number of rounds equal to your tier, regardless of whether they are immune to being dazzled or not.

**Dominating Control (Su):** You gain control over creatures of low intelligence. Using this ability is a standard action, and requires you to make a Handle Animal check against any creatures of Intelligence 6 or less within 50 feet, up to a number of hit dice equal to twice your tier. If your check equals or exceeds the creature's CMD, you can give that creature an order that lasts up to 1 round. For every 5 by which you beat the DC, your control lasts an additional 1 round. If the creature was summoned, is an animal companion, or is otherwise under the control of another, the controller can't regain control during this time unless it also uses this ability. If you expend one use of mythic power when attempting to use this ability, the duration of your control increases from rounds to an equal number of minutes.

**Focused Recovery (Ex):** Your ability to maintain focus is legendary. You add your tier to any concentration check you make, and you do not lose your psionic focus when you go to sleep or enter a meditative trance. As a free action, you expend one use of your mythic power to automatically regain your psionic focus when you expend it.

**Foretell the Blow (Ex):** A master of perception, you are able to predict the attacks of your enemy. You may designate any one enemy that you can see. You gain a dodge bonus to your armor class against that foe equal to your tier. You can only have one enemy designated in this way at any time. If you designate a new opponent, the bonus immediately ends for the previous target. You can take this ability more than once. Each time you select it, you can designate one additional enemy.



As an immediate action, you expend one use of your mythic power to make an attack of opportunity against any enemy you are using this ability on, when your enemy has just missed on their attack roll.

**Hive-Mind Intellect (Su):** You have stunning flashes of insight that reflect a level of genius unmatched by others. You may expend one use of your mythic power as a swift action to absorb the Intelligence bonus of every ally within 10 feet for one single Intelligence check or any one roll that uses your Intelligence modifier, adding their Intelligence modifiers to your own.

**Instant Recognition (Ex):** You automatically identify psionic powers that are used within 60 feet of you, regardless of whether it's a power that you know or that you do not know, provided that you are of sufficient manifester level to use it. You know what discipline it comes from, its manifester level, and exactly what it does. You automatically discover this power and you may add it to your list of powers known, provided that you meet the requirements and that you have not reached your maximum of powers known.

As a standard action, you can expend one use of mythic power to manifest this power if you have seen it used in the last (your tier) hours, and if it is not in your list of powers known. You must still pay the power point cost associated with the power.

**Know Thine Enemy (Su):** Add double your tier as a bonus on Knowledge checks you attempt to identify monsters, including checks made to learn any special powers and vulnerabilities. As a free action, you can expend one use of mythic power to telepathically communicate the knowledge you obtain from this check to all allies within 100 feet.

**Levitation Blockade (Su):** You are able to focus your telekinetic powers into a defensive knack. Once per round, you can designate one opponent within your line of sight. You may, as a swift action, slow that opponent's movement by 10 feet. You can take this ability more than once. Each time you select it, you can designate one additional opponent.

As a standard action, you expend one use of your mythic power to lift a single opponent (up to large size) five feet up into the air and suspend them in a telekinetic bubble. Creatures caught in your power have no movement, unless they are capable of flight. You may hold them

suspended in the air for a number of rounds equal to your tier. You may not use this ability on more than one creature at a time. If you use this ability on a new creature, the effect ends immediately for the previous target, dropping them to the ground, but doing no harm.

**Linked Consciousness (Su):** You can form a nearly unbreakable mental bond between yourself and another. You may expend one use of mythic power to form a link between you and a living creature in your line of sight at the time of activation. For the next 10 minutes per tier, you can read that creature's mind as if using *detect thoughts* with a range of 1 mile. This allows you to automatically read the surface thoughts of the creature you are linked to. Furthermore, you automatically know the location and condition of the creature as if using *status*. However, your target receives a Will saving throw (DC 10 + your tier + your Charisma modifier) to negate the *detect thoughts* aspect of this ability.

**Mental Fortitude (Ex):** Treat your manifestation level as 4 higher when determining the duration of powers that you spend power points on. This doesn't alter any other variable effects of the power.

**Mind Over Magic (Su):** Your own mind shields you from spells, granting you spell resistance of 10. If you already possess spell resistance, this increases your spell resistance by 10. This resistance applies to both beneficial magics (like healing) and hostile magics.

**No One of Consequence (Ex):** Your mythic nature is a cloak that can shield you from the minds and memories of others. Creatures struggle to recognize you, recall your appearance, remember the nature of conversations they had with you, and recount the actions you took when you were in their presence. If a creature makes a deliberate attempt to recall details about time spent with you, it must succeed at a Will save (DC 10 + your tier + your Charisma modifier) to recall anything beyond vague details. In addition, you're under a permanent *nondetection* effect with a caster level equal to your character level plus your tier. You can end this effect at any time, and can resume it as a swift action.

**Odic Physician (Su):** Using the power of your mind, you can command a body to heal itself. As a swift action, you can expend one use of mythic power to heal yourself or another living creature within 50 feet of ([1d4 + your Charisma modifier] x your tier) points of damage. Alternatively, you can expend two uses of your mythic



power to heal all allies within 50 feet of ([1d4 + your Charisma modifier] x ½ your tier) points of damage.

**Psicrystal Rapport (Ex):** Your mental connection to your psicrystal is unusually potent. You add 2 to your owner level for determining the special abilities of any psicrystals you own. You also add your tier to the bonus you receive from your psicrystal's personality benefit.

**Psychic Backlash (Su):** When harm comes to you, your mind lashes out against them. Whenever an adjacent enemy confirms a critical hit against you, you may spend a number of power points equal to your tier to cause 1d4 points of force damage per power point spent to that foe. If you do not have any power points remaining, you may expend one use of mythic power to make this attack anyway as if you had spent a number of power points equal to half your tier (rounded up).

**Psychosomatic Affliction (Su):** Your enemies' defenses are no match for your psionic powers. As a standard action, you are able to expend one use of mythic power to inflict a penalty on a single target within 10 feet. The target takes extra damage equal to your tier from any physical, magical or psionic attacks from any source for a number of rounds equal to your Intelligence modifier. You may only use this power on any given target once every 24 hours.

**Resolute Dismissal (Su):** Your ability to dispel psionic effects is peerless. When attempting a dispel check, or to overcome psychic resistance, you add your tier to your manifester level. You may also expend one use of mythic power to re-activate any power of yours that was just dispelled as a swift action.

**Sharpen the Mind, Hone the Blade (Su):** You are able to hone part of your very essence into a more perfect weapon. Treat your level as 2 higher when determining which blade skills that you may take. As a swift action, you may expend one use of mythic power to prepare your *mind blade* for a number of psychic strikes equal to half your tier (rounded up).

**Soothing Words (Su):** You know exactly how to put minds at ease with calm and welcome words. As a move action, you can expend one use of mythic power to remove a single mind-affecting effect from one creature within 30 feet. This ability doesn't work on effects with an instantaneous or permanent duration.

**Telekinetic Master (Su):** You can use your psychic powers to duplicate the effects of *mage hand* or *open/close* at will as a standard action, and you can affect unattended magical objects with *mage hand*. The weight limit for these abilities increases by 5 pounds per tier. Treat your manifester level as 2 higher when manifesting *psychokinetic charge*, *telekinetic maneuver*, or similar powers.

**Total Awareness (Su):** You know exactly what is happening around you, whether you are awake or asleep. You cannot be caught flat-footed except via mythic abilities and gain immunity to non-mythic sneak attacks. By expending one use of mythic power as a swift action, you can negate the extra damage from a critical hit or sneak attack, treating it as normal.

### Designation of Product Identity

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration.

### Declaration of Open Game Content

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

### Creative Commons



This work is licensed under a [Creative Commons Attribution-Share Alike 3.0 License](https://creativecommons.org/licenses/by-sa/3.0/).

### Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity



by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. Copyright Notice:

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

The Book of Experimental Might, © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Unearthed Arcana, © 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy, © 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics, © 2004, Bruce R Cordell. All rights reserved.

If Thoughts Could Kill, © 2001–2004, Bruce R. Cordell. All rights reserved.

Mindscapes, © 2003–2004, Bruce R. Cordell. All rights reserved.

Unearthed Arcana, © 2004, Wizards of the Coast.

Mutants & Masterminds © 2002, Green Ronin Publishing.

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Modern System Reference Document, © 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

The Grand OGL Wiki, <http://grandwiki.wikidot.com> Copyright 2008–2011 Purple Duck Games; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser, Jonathon Thompson, Thomas Boxall.

Legendary VI: Legendary Armor © 2012, Purple Duck Games; Author: Marc Radle.

The Genius Guide To: Feats of Psionic Might. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens

Pathfinder Companion: Sargava, the Lost Colony. Copyright 2010, Paizo Publishing, LLC; Author: JD Wiker.

Psionics Unleashed, © 2010, Dreamscarred Press.

Psionic Bestiary, © 2013, Dreamscarred Press.

Psionics Augmented, © 2013, Dreamscarred Press

Ultimate Psionics, © 2013, Dreamscarred Press

Mind over Matter: Psion & Soulnknife. Copyright 2014, d20pfsrd.com Publishing; Author: Peter K. Ullmann.



# Thanks for your support!

Remember, when you purchase d20pfsrd.com Publishing products you are helping support Open Gaming by way of supporting the publishers who create open gaming products as well as by directly helping fund the SRD websites that you use every day in your games.

Thanks again for your support!

John Reyst & d20pfsrd.com

*Like superhero games?  
Then check out*



***EARTHS  
MIGHTIEST D20  
HERO WEBSITE!!!***

**SUPPORT  
OPEN  
GAMING**



**SHOP  
D20PFSRD  
.COM**