MIDDEMATER

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written by Peter K. Ullmann

BUDKZ BY CHIC WARRIOR A EGIS & VITALIST CON PSTONTON



psionics unleashed compatible



Mind over Matter Book 2: Psychic Warrior, Aegis & Vitalist

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About Mind over Matter

This product depends on the psionics rules for the Pathfinder Roleplaying Game by Dreamscarred Press. For even more psionic awesomeness, see Ultimate Psionics by Dreamscarred Press, or any of the other fine products by Dreamscarred Press.

Author's Note

When I was given the chance to write **Mind Over Matter: Psion & Soulknife**, I felt it was a great opportunity to work with a 3rd-party publisher to put some of my own ideas out there for others to enjoy. It's a great honor for others to want to take your brainchildren and use them in their own games. Sure, the players at my own table have had a great time playing around in my sandbox, and now through d20pfsrd.com Publishing, I have the honor of putting these materials out to you.

Having said that, there was some apparent confusion surrounding the **Mythic Mayhem** section of Mind Over Matter: Psion & Soulknife. That material was provided as bonus material on top of the materials for the psion and soulknife classes. There are more bonus materials presented toward the end of this book, and they are a continuation of those bonus materials presented in the first **Mind Over Matter** supplement. Don't worry... There's more coming in a future supplement, so if you feel like something was missing, chances are, you won't have too long to wait for the rest of it.

In the end, I hope that you'll find all of the materials presented in this series to be enjoyable and that it fits in well with your games.

Best wishes!





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Aegis Class Archetypes

The art of psychic armormaking is one that has been perfected by the aegis throughout the ages. It is common for the mind to seek to defend the self from harm, but only the aegis has power enough to form genuine protection from an iron will. This is the truth and the way of their art.

However, it is not the only means of protecting themselves, as some aegides have discovered. While their numbers are relatively few, entropic juggernauts understand the fine art behind making armor, only so that they better understand how to destroy it. Even rarer are the tempest shields, whose powers make them far more adept at dealing with foes from above. One might also encounter spicate knights, adastrans or even trance sheaths as they travel the lands in search of adventure. There is a broad spectrum of power to be found, if one only has the will to seek it out.

The Bulwark Sovereign

Bulwark sovereigns focus their psionic prowess into creating the most potent protective gear that has ever been created. Bulwark sovereigns believe that their greatest contribution to their allies is to be the shield before the blow, protecting their allies from any incoming harm. With pure hearts and noble ideals, they rush to the forefront of battle or debate, placing the needs of those that they protect before their own. Rare indeed is the bulwark sovereign that fails to stand proud before the might of an enemy, be it on the field of battle or at the negotiating table.

Class Skills: A bulwark sovereign adds Diplomacy to his list of class skills, but loses Spellcraft.

Bulwark Sovereign

Create Astral Forgeform (Su): The bulwark sovereign only knows one suit form; a form that most aegides view as bulky, slow and impractical, but nonetheless, powerful. When an aegis creates their astral forgeform, they effectively increase in size by one category (i.e. small to medium, medium to large, etc...) as bands of ectoplasmic sinews wrap themselves around the aegis and superhard plates calcify over the sinew, forming interlocking pieces that are seemingly impenetrable. Perfectly molded, when fully established, the astral forgeform looks very much like a clockwork creature or a golem made of ectoplasmic matter. When developed into an astral forgeform, an astral suit is treated as full-plate armor for all mechanical purposes but incurs an armor check penalty of -8 and a 50% arcane spell failure. Forming an astral forgeform takes two full-round actions. The aegis' reach, CMB and CMD are unaffected by the size increase, but they do take a -2 penalty to Fly and a -4 penalty to Stealth checks when wearing their astral forgeform, regardless of their final size. These penalties stack with any other penalties to Fly or Stealth checks from other size increases. While wearing an astral forgeform, an aegis' base land speed becomes 20 ft. This can be increased as normal by feats, spells, spell-like abilities or magical items as normal however.

The aegis gains the following free customizations: *hardened strikes*, *hardness*. At 10th level, the aegis gains *reach* as a free customization when she has her astral forgeform active.

This ability replaces form astral suit.

Sovereign Demeanor: Beginning at 2nd level, a bulwark sovereign gains a +1 bonus to Diplomacy. At 6th level, and every four levels thereafter, this bonus increases by 1.

This ability replaces craftsman.

Sovereign Guidance: At 5th level, a bulwark sovereign gains Persuasive as a bonus feat.

This ability replaces master craftsman.

Safeguard (Su): Starting at 12^{th} level, the bulwark sovereign learns how to grant their defensive capabilities to their allies, albeit briefly. Once per day as an immediate action, he can dismiss his astral forgeform to grant a deflection bonus to creatures within a 30-ft. radius for two rounds. He may transferring one or more customization points to a target to grant into a +1 deflection bonus per customization point transferred. The total of all deflection bonuses granted cannot exceed the number of points remaining in the bulwark sovereign's customization pool and no single creature can gain a deflection bonus greater than +5 from this ability.

Every two levels thereafter, the bulwark sovereign may use this ability one additional time per day, to a maximum of 5 times at 20th level. Additional customization points gained from Augment Suit are not counted for this ability. The bulwark sovereign cannot reform his astral forgeform again for one minute after activating this ability.

This ability replaces cannibalize suit.

Bulwark Sovereign Customizations

The new customizations presented below may only be selected by the bulwark sovereign archetype. In addition to the new options below, the bulwark sovereign can also select any of the customizations from this list.

Adhesive Feet, Augmented Weapon, Blindsense, Blindsight, Brawn, Climb, Crystallized Weapon, Darkvision, Diehard, Energy Immunity, Extra Arms, Extra Passenger, Fortification, Frightful Presence, Greater Extra Arms, Hardy, Improved Armor, Improved Damage, Improved Damage Reduction, Improved Energy Resistance, Improved Increased Size, Improved Retaliate, Improved Stalwart, Increased Size, Lesser Extra Arms, Power Resistance, Powerful Build, Pull, Push, Ram, Reach, Retaliate, Spiked Carapace, Stalwart, Tremorsense, Underwater Breath.

1-Point Customizations

Bulwark: The astral forgeform offers heightened protection from multiple foes. As an immediate action, the aegis may spend 3 power points to deny any two creatures flanking him their flanking bonus for one round. *Resolute:* The aegis is immune to the fatigued condition while wearing an astral forgeform. This confers no protection from the exhausted condition however.

Shield Rush: The aegis is capable of sacrificing 2 points of her astral forgeform's armor bonus to project an ectoplasmic shield in front of her and make a shield bash attempt with it as if she was benefitting from the Shield Slam feat (even if she does not possess it) as either a standard action or as part of a full-round action. The loss of armor protection lasts for one minute, after which, it is restored to the astral forgeform. The aegis cannot sacrifice any deflection, dodge or natural bonus in this fashion, even if the astral forgeform grants such a bonus.

Stonebreaker: The astral forgeform is capable of enhancing its unarmed attacks, dealing 1d4 points of bludgeoning, lethal damage on a successful strike. Alternatively, the aegis may spend 2 power points and make an attack against any nonmagical object or structure, dealing 1d6 points of damage to it. This damage ignores the first 5 points of hardness that any object or structure possesses.

2-Point Customizations

Constructed Form: The astral forgeform protects the aegis against nonlethal damage. Any time the aegis is dealt nonlethal damage, the damage is reduced by 10 points. The aegis must be at least 9th level to select this customization. This customization may be taken a second time at 13th level and a third time at 17th level. Each additional time it is selected, the amount of nonlethal damage reduced per attack increases by 10.

Impending Danger: The astral suit is unusually imposing, and opponents recognize the aegis as a dire threat. The aegis may spend 4 power points to target any single opponent within 20 feet and which is within line-of-sight. The target may make a DC $(10 + \frac{1}{2} \text{ aegis level} + \text{Cha})$ Will save. If this saving throw fails the target may only target the aegis with attacks, or with spells which have a target, or must include the aegis within the area-of-effect of an ability or spell that has an area of effect until the beginning of the aegis next turn. The aegis must be at least 3^{rd} level to select this customization.

Resolute, Improved: The aegis is immune to the exhausted condition while wearing an astral forgeform. The aegis must have the *Resolute* customization and be at least 6th level before selecting this customization.

Stonebreaker, Improved: Damage dice dealt by the Stonebreaker customization increases by one step versus nonmagical objects or structures. The aegis must have the Stonebreaker customization and be at least 5th level before selecting this customization.

3-Point Customizations

Hardness: The astral forgeform gains hardness 10 with 30 hit points and automatically inflicts a -2 penalty against anyone attempting to perform a sunder combat maneuver on the astral forgeform. This customization can be selected a second time at 5th level, and once every 5 class levels thereafter. Each time it is taken, the hardness increases by 5, the hit points are increased by 10 and the sunder penalty increases by -2.

Impending Danger, Improved: As the Impending Danger customization, but the aegis may target up to (Charisma bonus) targets for 5 power points each. The aegis must have the Impending Danger customization and be at least 9th level before selecting this customization.

Stonebreaker, Greater: Damage dice dealt by the Stonebreaker customization increases by one additional step versus nonmagical objects or structures. The aegis must have the Improved Stonebreaker customization and be at least 10th level before selecting this customization.

4-Point Customizations

Absolute Defense: When performing the total defense action, the aegis gains a +4 armor bonus in addition to the normal +4 dodge bonus granted by the total defense action. Further, the aegis gains DR 10/- until the beginning of his next turn. This damage reduction stacks with any existing damage reduction. The aegis must be at least 16th level before selecting this customization.

Augmented Weapon, Improved: The aegis may treat his weapon as if it were one size larger for damage purposes, ignoring the penalties for wielding larger weapons. This has no effect if the weapon or aegis are already under the effects of any size-increasing effects, powers or spells, such as *expansion*. The aegis must have the *Augmented Weapon* customization and be at least 12th level to select this customization.

Camouflage: Choose a terrain from those listed in the ranger's favored terrain class feature. Once this terrain is chosen, it may not be changed. The aegis may make Stealth checks to hide while within that terrain, even if no cover or concealment is available. This customization may be selected more than once; each time you take it, it applies to a new terrain. The aegis must be at least 15th level before selecting this customization.

Impending Danger, Greater: As the Improved Impending Danger customization, but the range increases to 100 ft.. The aegis must have the Improved Impending Danger customization and be at least 15th level before selecting this customization.



Psychic Warrior Class Archetypes

There are some battles that are fought with sword, shield and spell, and there are some that are fought completely within the confines of the mortal psyche. This is especially true of the psychic warrior, for whom, combat exists purely on the mental level. Despite the fact that the psychic warrior can fight more with the mind than with the muscle, the results of their warfare are completely real and substantial.

Varied are the lords of cerebral conflict, and across the lands, their stories are either told in glorious songs written by masterful bards or whispered in dark corners as warnings to others. The tales of the enigmatic chang yeong are whispered throughout the east while rumors of the revisited, powerful psychics that are imbued with the spirits of beings from the upper planes, are beginning to spread in the core lands. Cortex talismans have been spotted on the high seas, and whispers of the deadly mirror assassins have spread far and wide. However, their legends are only parts of the stories that are told around the campfire when psychic warriors become the topic of conversation.

Reverie Templar

The mind is a treacherous landscape within which to wage war, and the reverie templar knows this better than most. Inviting foes into their own minds, they can create the perfect conditions under which to combat their adversaries. It's a dangerous tactic, but one that works to their advantage far more often than not. As they grow in strength, they learn how to project the imagined conditions of their minds out into the world to a limited extent, crafting reality to their whims to influence the tides of battle. **Class Skills:** A reverie templar adds Intimidate to their list of class skills, but loses Profession.

Predictive Reaction (Su): At 1st level, the reverie templar is more alert to impending danger, granting them a +1 insight bonus to Armor Class for (1 + Int bonus) rounds, which automatically activates at the beginning of combat. This insight bonus is lost whenever the templar would lose his Dexterity bonus to AC. For every four levels beyond 1st, the insight bonus increases by 1 to a maximum of +5 at 17th level. The reverie templar may use this ability once per day. At 6th level, this ability may be used (3 + Wisdom modifier) times per day.

This ability replaces warrior's path.

Psychosomatic Combat (Su): At 3rd level, the reverie templar gains the ability to draw a single opponent into cerebral combat, regardless of their opponent's ability to exercise psionic powers. Combat functions as normal, but during this cerebral combat, the reverie templar is able to influence the outcome, imposing a -2 insight penalty on all attack rolls, damage rolls, and saving throws that their opponent makes. Opponents may attempt to resist this insight penalty by making a successful DC (10 + class level + Int bonus) Will save; success reduces the penalty to -1.

This ability only lasts for (1 + Wis bonus) rounds at 3rd level. At each level after 3rd, the reverie templar can use this ability for 2 additional rounds, and these rounds do not need to be consecutive. The total number of rounds that this ability may be used per day is reset after 8 hours of rest. Psychosomatic combat ends immediately if the templar loses consciousness (such as by being reduced to less than 0 hit points or dying.)

At 7th level, the reverie templar may begin selecting metaphysical gifts (see below). She

begins with a single gift at 7th level, but gains an additional gift every two levels after 7th to a maximum of 7 gifts at 19th level. The reverie templar only gains the benefits of these metaphysical gifts while using her Psychosomatic Combat ability. When Psychosomatic Combat ends, so too do all of the effects created by her metaphysical gifts. Unless otherwise noted, she may only select each metaphysical gift once.

This ability replaces path skill, martial power, secondary path, twisting path, and pathweaving.

Shards of the Mind (Su): Starting at 5th level, while the templar is engaged in psychosomatic combat, they take a -3 penalty to Will saves against mind-affecting effects as their minds are more open to influence. This cannot reduce their Will save below 0. However, for every 3 power points spent, they increase their Will save against such effects by +1 (first removing the penalty, and then to a maximum of +5).

This ability replaces expanded path.

Turn the Tide (Su): At 20th level, once per day,

the templar is able to dream an entire round of combat, envisioning the best possible outcome. All rolls made by the templar or any other creature within 60 ft. of the templar during that round are rolled twice, and the reverie templar's player chooses which rolls are kept. If any other ability, spell or power is in effect which also allows rerolls, these are rolled and chosen normally and then the templar's player may roll one additional roll. The player may choose his roll or the roll previously chosen for which to keep.

Metaphysical Gifts

Bend the Flow

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 9th

Benefit: You are able to manipulate your positioning in psychosomatic combat. By spending power points, you can hover, fly, or even increase your speed. The effects last for a (3 + your Intelligence modifier) rounds before ending. So long as you are still in psychosomatic combat, if you are in the air, you float gently to the ground over the course of 1 round. If psychosomatic combat ends, you immediately appear on the ground in your current position, but you automatically take falling damage equivalent to the distance you would have fallen in reality. No spell, power or effect can reduce or negate this damage.

Consult **Table: Psychosomatic Movement** to determine your movement.

Table: Psychosomatic Movement

Power Points	Effect
4	You gain a +5 bonus to Fly checks or your hovering height increases 5 ft.
10	Hover 10 feet up in the air for rounds.
10	Your fly speed (if you have a fly speed) increases by 10 ft. and your maneuverability by one category (i.e. from poor to average).
12	Your base movement doubles for 1 round.
15	You gain a fly speed of 20 ft. with poor maneuverability.



Blitzing Attack

Prerequisite: Psychic Warrior level 9th

Benefit: Once per round, you may spend 10 power points and declare a target for your attack. You may then move up to twice your speed in a single leap or charge that brings you adjacent to your target before either making a standard attack or a full-round attack (your choice). You may not leap past others in your way unless you have feats that allow you to do so (such as charge through). You may not make any other movement this round, and this movement does not provoke attacks of opportunity.

Entrapment

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 9th

Benefit: You are able to seal your foe in a prison of their own mind. By spending 12 power points, you surround your opponent

with invisible bands of force. They must succeed at a DC $(10 + \frac{1}{2} \text{ your class level } + \text{your Intelligence modifier})$ Will save or be paralyzed for a number of rounds equal to your class level. Your target may attempt a new Will save each round to throw off this effect.

Forget the Hurts

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 6th

Benefit: Wounds in your psychosomatic combat aren't as deep or as dangerous as they might otherwise seem. You gain DR 1/- for (3 + Constitution modifier) rounds, or until your psychosomatic combat ends. You may take this power multiple times. Each time you do, the damage reduction increases by 1.

For 15 power points, you can give yourself fast healing equal to your damage reduction instead of the normal benefit. This fast healing lasts until your psychosomatic combat ends.

I Set the Rules

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 9th

Benefit: You are able to change the rules of combat for any participants. For every 4 power points you spend on a single target, you may impose a +1 insight bonus or a -1 insight penalty on either their attack rolls, damage rolls, or any one saving throw. Alternatively, you may add 2 to or subtract 2 from to their combat maneuver bonus or combat defense bonus.

You may not spend more than (your class level) power points per target (in 4-point increments) on any individual effect, but there is no limit to the number of targets that you may select with this ability. Unwilling targets may attempt to resist this effect with a DC (10 + your class level + your Intelligence modifier) Will save; if successful, they reduce any penalties down to -1.

This ability lasts for the duration of your psychosomatic combat.

you may affect no more than $(1 + \frac{1}{2})$ your class level) squares in this fashion. You may also spend 10 power points to provide yourself with total cover, but only from one direction at a time.

Mob Mentality

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 11th, Selective Engagement

Benefit: The reverie templar is able to expand the influence of her power, drawing in everyone within 30 feet. All of her enemies suffer the normal penalties from her Psychosomatic Combat ability, but her allies are affected as well. This ability may be selected a second time at 15th level, expanding the range to a 60-ft. radius, and once again at 19th level to expand the range to a 120-ft. radius. This ability lasts until your psychosomatic combat ends.

By spending 5 power points per ally, the reverie templar may exclude them from the

Mindscaping

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 9th

Benefit: You are able to affect the environment around you to a limited degree, up to a distance of 30 ft. As a move action, you may spend 2 power points per 5-ft. square to reshape the terrain around you to create difficult terrain or to provide yourself with partial cover from one direction.

For 5 power points per 5-ft. square, you may change the terrain to impassible, though

penalties imposed by her psychosomatic combat.

My Mind, My Rules

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 13th, I Set the Rules

Benefit: Your strikes are far more damaging to the psyches of other psionic characters than they are to non-psychics. Each time you do damage to a character with a power pool, you automatically cause a psychic backlash effect that causes one additional point of damage for every 5 power points that the target has unspent, minimum 1.

You can also spend 20 power points as a swift action to any one target engaged in your psychosomatic combat that uses psionic powers. This ability causes the target to suffer a number of points of damage equal to twice the manifester level of the power used whenever they use their psionic powers. Psionic characters may make a DC (10 + your class level + your Wisdom modifier) Will save to reduce this damage by half.

Projectile Guidance

Prerequisite: Psychic Warrior level 9th

Benefit: You may spend 3 power points as a free action to imbue your weapon with the *seeking* quality. This lasts until you make a single ranged attack or 10 minutes (whichever comes first), but may immediately be reapplied for your next attack upon its expiration.

Psychosomatic Fortitude

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 9th

Benefit: For every 5 power points you spend, you may gain a +1 natural armor bonus for the duration of your psychosomatic combat. You may spend no more than (5 + your class level) points, in multiples of five, in this fashion.

Selective Engagement

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 9th

Benefit: You are able to include additional opponents in your psychosomatic combat. For each foe that you pull into your mind, you must spend 5 power points. You may engage no more foes in this fashion than (1 + your Constitution modifier).

Spellburn

Prerequisite: Psychosomatic combat class feature, Psychic Warrior level 9th

Benefit: By spending 20 power points as a standard action, whenever anyone caught up in your psychosomatic combat casts a spell, they automatically take a number of points of damage equal to twice the spell's level. Spellcasters may make a DC (10 + your class level + your Wisdom modifier) Will save to reduce this damage by half. You may spend 6 power points per target to pardon that target from the effects of this power. This ability lasts for ($\frac{1}{2}$ your class level) rounds.

Threaten the Psyche

Prerequisite: Psychic Warrior level 9th

Benefit: It is easier for you to overcome your opponent's mind than their body. Whenever you roll a critical hit, your opponent makes a DC ($10 + \frac{1}{2}$ your class level; rounded down) Will save. If they succeed, you may roll to confirm your critical hit. If they fail, you automatically confirm it.

Vitalist Class Archetypes

Most vitalists use their powers to heal, but that is not the only function of their particular talents. There are others that are perfectly capable of changing their own bodies by the force of their own will rather than just repairing the damage caused by others. These verdant

metamorphs are far more dangerous than they let on. They often masquerade as druids, keeping mostly to themselves and avoiding other psychics, but there are those that live the life of adventurers and keep company beyond themselves.

These are not the only vitalists that lurk in the shadows.



Purifiers seek to spread their illumination to those that lack enlightenment. Spider Kings heal themselves through blood and transfer their own wounds to their foes. There are even the mysterious *vivere*, psychics that are far more alive than any other living beings, overflowing with life energies.

method.

Verdant Metamorph

All life is a symphony to the verdant

metamorph, and as they grow into their

powers, they learn to conduct the instruments.

They deal less with the healing of mortals and

more with the healing of plants and of their

environments, nurturing life and keeping

Sprouttongue: By spending 1 power point, a verdant metamorph can communicate with normal plants and plant creatures for one minute per class level, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it usually won't be able to provide or understand

company with druids, finding their goals and methods to be largely aligned.

> Class Skills: Verdant metamorphs gain Climb, Fly, Knowledge (nature) and Swim as class skills, but lose Knowledge (history), Linguistics, Perform and Profession.

Naturalist Method: Verdant metamorphs are not able to choose any of the standard vitalist methods and instead must take the verdant method (see below) instead.

This ability replaces *vitalist*

descriptions of creatures or answer questions about events outside its immediate vicinity. This ability does not make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for the verdant metamorph.

This ability replaces collective.

Metamorphosis: A verdant metamorph is capable of shapeshifting at 5th level. This functions like the psychometabolic power *metamorphosis*. The verdant metamorph is able to use this ability once per day at 5th level, and one additional time per day every 3 levels thereafter, for a total of 6 times per day at 20th level. Changing form is a full-round action that provokes attacks of opportunity. At 12th level, this ability functions instead as *major metamorphosis*, and at 18th level, it functions as *true metamorphosis*.

This ability replaces health sense, request aid, spirit of many, steal health and steal life.

Flowering Menagerie: At 7th level, the verdant metamorph gains the Leadership feat as a free feat. The cohort attracted must be a plant creature (it has the plant type) or it must have the fungal creature template. Fungal creatures will be one level or CR lower than normal before adding the fungal creature template.

This ability replaces collective healing.

Telepathic Bond: When a verdant metamorph reaches 7th level, all willing members of his flowering menagerie (including the verdant metamorph himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a verdant metamorph's menagerie (including the verdant

metamorph himself) may manifest unknown powers from powers known by another willing psionic creature in the menagerie as if they were making physical contact.

A verdant metamorph may temporarily deactivate, and reactivate, this ability as a swift action.

This ability replaces telepathy.

New Method: Verdant Method

Verdant metamorphs focus on healing environments as opposed to mortals, be they animals or people. As such, they are very much in tune with plant life, being able to encourage growth, heal plants and even cause them to interact with their own environments in much the same way that other creatures do. This method is only open to the verdant metamorphs. Standard vitalists and vitalists of other archetypes do not possess the ability to learn this method.

Verdant Power: A verdant metamorph adds *mind thorns* to her list of powers known. This does not count against her number of powers known.

Verdant Touch: A verdant metamorph of 2nd level who utilizes transfer wounds may use it to heal plants and plant-type creatures as well as animals, but if they use it on plants or plant-type creatures, they heal twice the amount rolled. This additional healing is not transferred to the verdant metamorph like the normal amount healed.

Verdant Pulse: As a free action, a verdant metamorph of 6th level may project a pulse of vibrant life energies for 5 power points that heals (your Intelligence modifier, minimum 1) allied plant creatures within 30 feet of 3d8 + 1 point of damage per manifester level (maximum +10) to each target. At 11th level, this increases to 4d8 + 2 points of damage per manifester level (maximum +20), and at 16th level, this increases to 5d8 + 3 points of damage per manifester level (maximum +30). The verdant metamorph may use this power (3 + your Constitution modifier) times per day.

Swift Aid: A verdant metamorph of 8th level may, as an immediate action upon making a successful Will save, spend 14 power points to focus their mental energies, effectively summoning into being either one cerebric fungus, living topiary, phantom fungus, phycomid, seaweed leshy or violet fungus into any open space adjacent to you. If there are no open spaces adjacent to you, this power automatically fails, but you do not expend your power points. This summoned ally acts immediately on your turn and it attacks any opponent you designate to the best of your ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. The ally remains for one round per your class level, after which, it withers away to nothingness.

At 12th level, the verdant metamorph is instead able to spend 26 power points to summon a single ally from the following list: Hangman Tree, Moonflower, Quickwood or Treant. The verdant metamorph may instead choose to summon two allies from the 8th level list.

At 16th level, the verdant metamorph is now able to spend 50 power points to summon a single ally from the following list: Jinmenju, Tobongo or Umdhlebi. The verdant metamorph may instead choose to summon four allies from the 8th level list.

Verdant Expertise: Once per day upon achieving 11th level, the verdant metamorph is able to achieve temporary symbiosis with the plants that they care for, applying the fungal creature template to themselves for a number of minutes equal to their class level. This makes



Image by Gary Dupuis

the verdant metamorph a valid target for her own verdant pulse, but not her verdant touch.

Master Verdant: At 20th level, the verdant metamorph gains following spell-like abilities: 5/day-entangle (DC 24), 1/day-transport via plants. Once per day as a full-round action and by expending her psionic focus, the verdant metamorph is capable of melding with all living plants within a 120-ft. radius, granting her the following abilities for 1 minute: fast healing 5, greensight 120 ft., and plant traits.

Vivere

The vivere is a peculiar sort of being; full to overflowing with living energies that they are able to psychically manipulate in any number of ways. They often display over-the-top behaviors, whether those mannerisms are constructive in nature, or destructive. They are certainly vibrant characters that sometimes mesh very well with groups of adventurers, but some prefer to travel the world alone, living life to the fullest and beyond. Few are those that would come across one of the mysterious vivere and not know that they had met such an exuberant being. Standard vitalists and vitalists of other archetypes do not possess the ability to learn this method.

Hypervital Method: Vivere are not able to choose any of the standard vitalist methods and instead must take the hypervital method instead.

This ability replaces vitalist method.

Hypervital Curse: The vivere's own life-force is burning away inside of them, threatening to consume them from within. For every 10 power points (rounded down) the vivere has in their maximum power pool, they take 1 point of damage or suffer from one hour of fatigue after they have rested and regained their power points for the day. The damage may manifest as open sores, internal bruising, bleeding from the nose or mouth, or intense pain. Additionally, for every 10 power points (rounded up) that the vivere spends, the vivere takes 1d3 points of damage. The damage or fatigue are not subject to reduction, nor can they be avoided in any fashion, but they may be healed as normal after they have been taken.

New Method: Hypervital Method

Those blessed (or cursed) with the overflowing abundance of life energy must learn to focus those energies and use them, or be consumed by them. The powerful psychic abilities that they develop channel their excessive life-force into useful tools that can restore health and vitality, enhance natural abilities and even to create ego-driven ectoplasmic phantoms, capable of acting independently of their creator.

Hypervital Power: A vivere adds *fortify, lesser* to his list of powers known. This does not count against his number of powers known.

Hypervital Touch: A vivere of 2nd level who utilizes transfer wounds may also spend 2 power points to use the benefits of *cleanse body* as well, regardless of whether he has learned this power or not.

Hypervital Pulse: As a free action, the vivere of 6th level may project a pulse to all members of his collective by spending 1 power point per member, granting them each 1d10 +1 temporary hit points for one hour. Every three vivere levels thereafter, these temporary hit points last for an additional hour, to a maximum of five hours at 18th level.

Swift Aid: A vivere of 8^{th} level may, as an immediate action and by spending his psionic focus, transfer some of his excess life energies to one member of his collective, granting them an insight bonus to saving throws equal to $\frac{1}{4}$ his class level for one minute.

Hypervital Expertise: Upon achieving 11^{th} level, the vivere is able to release a burst of pent up life-force (3 + your Constitution modifier) times per day as a full-round action. This emits a blast in a 30-ft. radius that assaults the ego of any creature within its area of effect. Tendrils of pure white energy lash out, striking each target within range, causing 1d4 points of Intelligence damage, or half that on a successful DC ($10 + \frac{1}{2}$ your class level + your Wisdom modifier) Will save. Targets that fail their save are also confused for 1 round.

Master Hypervital: At 20th level, once per day as a full-round action and by expending his psionic focus, a vivere is capable of coalescing their excess life-force energies into an ectoplasmic duplicate of themselves that radiates a 30-ft. aura of positive energies (if the character is good) or negative energies (if the character is evil; neutral characters may choose either one, but once chosen, the selection is permanent).

This ectoplasmic duplicate has AC 20, is incorporeal, and has 46 hit points. It is able to move about independently of the vivere (it has the same base movement), and exists for 10 rounds. The aura that it generates, if the energy is positive, gives living creatures fast healing 5; undead creatures take 5 points of bleed damage each time they are struck while within the aura. If the energy is negative, living creatures take 5 points of bleed damage and undead creatures gain fast healing 5. Creatures affected by the bleed damage may make a DC $(10 + \frac{1}{2}$ your class level + your Charisma modifier) Will save to reduce the bleed damage down to 1.

As a swift action, the vivere can dismiss the duplicate, causing it to erupt into a vortex of energies similar to a burst of channeled energy. Creatures within the area take either 9d6 points of healing or 9d6 points of damage, depending on the type of energy used; DC (10 + $\frac{1}{2}$ your class level + your Charisma modifier) Will save for half damage. Using this ability automatically cures fatigue or exhaustion, and any temporary ability damage.

New Psionic Feats

Artful Opening

You are able to create a brief weakness that can make you look like an attractive target to your foes, then use that to your advantage.

Prerequisites: Form Astral Suit or Create Astral Forgeform class feature, Combat Reflexes, Bluff 8 ranks. **Benefit:** While you have your astral suit or astral forgeform active, as a move action, you can sacrifice two points of armor bonus provided by your astral suit or astral forgeform to gain one additional attack of opportunity for (your Intelligence modifier) rounds. You may sacrifice up to 4 points of armor bonus in this fashion, and the lost armor bonus persists for one minute.

Additionally, once per round, you may make two attacks of opportunity against any single opponent whenever they provoke an attack of opportunity from you, provided that you have two attacks of opportunity left to make.

Aware Within the Dream

It becomes very difficult to surprise you when you set the rules.

Prerequisites: Psychosomatic combat class feature, Perception 7 ranks.

Benefit: While engaged in psychosomatic combat, your opponents do not gain the +2 bonus on attack rolls for flanking you, although they can still sneak attack you.

Controlled Burn

You are able to control some of the abundant lifeforce that dwells within you.

Prerequisites: Hypervital curse class feature, Heal 8 ranks.

Benefit: Provided that you spend at least 75% of your power points for the day, you do not suffer the damaging effects of your curse prior to resting. However, you still suffer from the damage dealt *after* resting. Additionally, any of your hypervital method powers that cost power points to activate cost one additional power point (or in the case of your hypervital pulse, one additional power point per member).



NONE SHALL PASS

Gatesealer

While some others may prefer to bash doors and gates down to gain entry, there are others that prefer to prevent others from passing through them instead.

Prerequisites: Strength 16, Power Attack, base attack bonus +4.

Benefit: When you make a Strength check to break down a door, instead of breaking down the door, you damage it in a way that prevents others from opening it again. For every 5 that you exceed the DC by, you increase the DC to open that door again by 3.

Ingenious Repartee

When fighting defensively, you are more adept than most.

Prerequisites: Psychosomatic combat class feature, Sense Motive 6 ranks.

Benefit: While engaged in psychosomatic combat, you may reduce the penalty for fighting defensively by 1, to a minimum of -0. You may select this feat multiple times.

Liberated Senses

Rare are the opponents that can get the drop on you.

Prerequisites: Psychosomatic combat class feature, Aware Within the Dream, Perception 12 ranks.

Benefit: You are able to spend 10 power points to negate the extra damage dealt by sneak attacks dealt by characters engaged in psychosomatic combat with you.

Mettle Plating

When you create your astral forgeform, you are able to increase your defensive mastery.

Prerequisites: Create Astral Forgeform class feature, class level 5th.

Benefit: As a swift action, you can choose to pay 4 power points to increase your Fortitude or Will save by +1. You may not spend more points to increase your saves than ($\frac{1}{4}$ your class level). This bonus lasts for (2 + your Intelligence modifier) rounds, but ends immediately if your astral forgeform is destroyed or dismissed. You may not enhance both your Fortitude and Will saves at the same time.

Vibrant Pulse

You don't just heal plants. You are also capable of healing animals and allies as well.

Prerequisites: Verdant Pulse class feature, Heal 10 ranks.

Benefit: When you use your Verdant Pulse ability, instead of healing plant creatures around you, you may instead heal creatures with type "animal" or "humanoid" (including other characters) at a range of 30 feet. Doing so reduces the healing effect by 1d8.

New Psionic Powers

Mind Thorns

Discipline: Metacreativity (Creation); Level: Vitalist 1

MANIFESTING

Display: Material; see text Manifesting Time: 1 standard action EFFECT

Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Saving Throw: None; Power Resistance: No Power Points: 1 DESCRIPTION

You are able to fling a sharp psychic thorn from your forehead as a ranged touch attack that causes 1d3 points of damage.

Augment: You can spend more than one power point on this ability, but you are not able to spend more points than your class level. However, you suffer 2 points of damage for every power point that you spend beyond 5 as the thorns tear their way out from underneath your skin. You may not reduce or negate this damage in any fashion, but it may be healed as normal after it has been taken.

Philosophical Excursion

Discipline: Telepathy; **Level:** Cryptic 5, psion/wilder 6, telepath 5, vitalist 6

MANIFESTING

Display: Mental Manifesting Time: 1 standard action

EFFECT

Range: Personal

Target: You

Duration: Concentration

Saving Throw: None; Power Resistance: No

Power Points: 11

DESCRIPTION

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

You must concentrate on maintaining the power (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two manifester levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines

Table: Philosophical Excursion

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane	DC 14/1 week	01-34	35-62	63-83	84-100
Positive/Negative Energy Plane	DC 15/1 week	01-39	40-65	66-86	87-100
Astral Plane	DC 16/1 week	01-45	46-68	69-88	89-100
Outer Plane, demigod	DC 17/2 weeks	01-49	50-70	71-91	92-100
Outer Plane, lesser deity	DC 18/3 weeks	01-60	61-75	76-95	96-100
Outer Plane, intermediate deity	DC 19/4 weeks	01-73	74-81	82-98	99-100
Outer Plane, greater deity	DC 20/5 weeks	01-88	89-90	91-99	100

the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Avoid Int/Cha Decrease: You must succeed on a Will save against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each are reduced to 8 for the stated duration, and you become unable to manifest any psychic powers. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Bonus Material: Mythic Mayhem

In **Mind Over Matter: Psion & Soulknife**, we presented the first part of our bonus mythic material for your enjoyment in games that make use of mythic play. In this second installment, we look at some of the greater powers of the Medium path, presenting 3rd-Tier abilities and Mythic Psionic Feats.

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.

3rd-Tier Medium Path Abilities

You must be at least third tier to select these path abilities.

Blood

Transmutation (Su):

You have realized that there is power in every fiber of your being, and you're not

afraid to make use of it when necessary. As a move action, you are able to wound yourself by cutting, smashing or any other method that causes you to bleed. Your blood evaporates as it is released from your body, granting you power. You sacrifice 10 hit points to gain an amount of power points equal to double your tier.

Brainiac (Su): You are literally able to absorb information from others. As a swift action, expend one use of mythic power to select one creature within 30 feet, gaining the ability to

use any Intelligence-, Wisdom- or Charismabased skills that the target possesses in place of your own.

Alternatively, by expending one use of your mythic power as a free action, you are able to ignore 1d6 points of Intelligence, Wisdom or Charisma ability damage or drain.

Bygone Backlash (Su): As an immediate action, you may force any one non-mythic target within 100 feet to re-manifest any one psychic power that they have just used, with themselves as the target if they fail a DC (10 +



Blood is power...

your tier + your Intelligence modifier) Will save. You must pay the power point cost to manifest the power. By expending one use of your mythic power, you may use this ability upon a mythic target.

Cerebral Grip (Su):

By expending one use of mythic power, you are able to target (twice your tier) nonmythic creatures that you can see within 60 feet and move them

up to (20 x your tier) feet in any direction as a standard action. You may not move your targets through solid objects such as walls and floors, but you may pin them to such obstacles. You may hold subjects in that location for as long as you concentrate, but they may act normally unless you spend 7 power points per target to immobilize them as if you had used *control body* to do so.

Targets moved up into the air suffer falling damage as normal once this effect ends.

Controlled Alignment (Su): You are able to leave a psychic imprint of your personality upon another for a brief period of time. As a full-round action, you concentrate on a single target within 60 feet, you may force a nonmythic target to make a DC (10 + your Charisma modifier + your tier) Will save or their alignment changes to match yours for one minute per tier you possess. Any alignmentbased powers (such as detect evil, channel negative energy or smite evil) are lost until the target's original alignment is restored.

By expending one use of your mythic power, you may extend this effect to one hour per tier you possess.

Mental Adaptation (Su): By expending one use of your mythic power, you are able to substitute your Charisma for your Strength, your Intelligence for your Dexterity, or your Wisdom for your Constitution for one minute. Any skills, powers or statistics based upon your Strength, Dexterity, or Constitution are altered accordingly.

One of Us (Su): You are able to overpower the consciousness of other creatures by expending one use of mythic power. You target all non-mythic creatures in a 100-ft. cone-shaped emanation that possess a base Intelligence score equal to or lower than your tier and take immediate control of their bodies.

While affected creatures are under your control, they must obey any mental commands that you give them, though you can only give commands to creatures within one mile of your location. A creature under your control remains so until they succeed at a DC (10 + your Intelligence modifier + your tier) Will save, which they may attempt once per day.

Targets given commands which would cause direct or clear danger of death or serious injury (including commands which would require they make themselves helpless) gain an immediate DC (10 + your tier) Will save to resist the command.

As a standard action, you may concentrate upon any one creature under your control and know its exact location, the number of hit points it has remaining, the status of any other effects or conditions it may be under, and what it is doing or experiencing at that moment.

You may not control more than (your Constitution modifier x 10) creatures at any one time. Should you attempt to control more creatures than this, the effect simply fails. You may release any creature from your control at any time.

Perfect Match (Su): When you touch another living creature, you instantly know exactly what the other person desires, or what they might expect from you. You gain an insight bonus to your Charisma equal to twice your tier for one action for any interaction that deals with the target you touched (including Charismaenhanced powers or attacks). If you expend one use of your mythic power, you gain this ability for one minute per tier you possess.

Pierce the Veil (Su): Looking beyond the material plane to glean answers from the universe has been the purview of the medium for ages. By expending one use of your mythic power, you are able to send your mind to another plane of existence in order to receive advice and information from powers there. This ability functions as per the telepathic power *philosophical excursion*, with the exception that it does not cost any power points and that the entity never lies to you; treat any roll of a lie as "don't know" instead.

Psychic Tsunami (Su): You generate crashing waves of psychic force that shatter objects around you. By expending one use of mythic power, you generate a 30-ft. aura that assaults nonmagical objects within range (except for those upon your person) for (your tier) rounds. It causes (5 x your tier) damage to objects within range each round they are exposed to the effect, and ignores any hardness objects may possess. This aura damages all objects and structures indiscriminately, though if you maintain your psionic focus while this effect is ongoing, you can exempt structures from the power of your aura.

Additionally, creatures moving toward you while your aura is in effect find it more difficult to approach you and move as though moving through difficult terrain.

Reactive Mind (Su): As an immediate action, you can expend one use of mythic power to protect yourself against an incoming psychokinetic or telepathic attack. You attempt an Autohypnosis check instead of making a saving throw, with a 1 automatically failing and a natural 20 automatically succeeding. If you succeed against a power that has a reduced effect with a successful saving throw, it has no effect upon you. If you succeed at this check against a power that has no effect with a successful saving throw, regain a number of power points equal to the power points spent to manifest this power. You must choose to use this ability before rolling the saving throw.

Reading the Resting Body (Su): The psyche never completely leaves the body upon death, and fragments of the mind always remain behind. By expending one use of mythic power, you are able to read the shreds of knowledge that are left, provided that the corpse is mostly intact. You may ask the corpse two questions for every tier that you possess, but the corpse's knowledge is limited to what it knew in life, including the languages that it spoke. The corpse is unable to lie, as it is not an active participant in the "conversation"; the psychic is simply reading information that was left behind.

Mythic Feats

Aligned Attack (Mythic)

Your attacks are even more effective against creatures that possess alignment-based damage reduction.

Prerequisites: Aligned Attack.

Benefit: Your attacks still count as the same type that you declared to overcome damage reduction for one minute after you expend your psionic focus to use the secondary ability. When using the secondary ability, your attacks do an additional 2d6 points of damage against non-mythic targets. Missing your attack no longer expends your psionic focus.

Autonomous (Mythic)

Your self-sufficiency is unrivaled.

Prerequisites: Autonomous.

Benefit: The bonus on all Autohypnosis and Knowledge (psionics) checks increases by 2. In addition, you can expend one use of mythic power to treat an Autohypnosis or Knowledge (psionics) check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Body Fuel (Mythic)

The power of your blood is even more potent.

Prerequisites: Body Fuel, 2nd mythic tier.

Benefit: Your power point recovery increases to an amount equal to (3 x your tier) when you take a point of ability burn damage to your three physical ability scores.

Chain Power (Mythic)

You can spread your might to encompass entire armies.

Prerequisites: Chain Power.

Benefit: You may spread your power to a second primary target. The effects apply to an additional number of secondary targets equal to your manifester level (maximum twenty). Non-mythic secondary targets take a penalty equal to half your tier to save against the effect.

Cloak Dance (Mythic)

You become so adept at optical illusions that you can make yourself vanish.

Prerequisites: Cloak Dance, 3rd mythic tier.

Benefit: Instead of gaining concealment when you take a move action to obscure your position, you gain *invisibility*. When making a full-round action, you gain *greater invisibility* for the next (your tier) actions.



Combat Manifestation (Mythic)

Your ability to manifest your powers in combat is unmatched by even the most powerful psychics.

Prerequisites: Combat Manifestation.

Benefit: When you manifest your psychic powers in combat, you gain a bonus equal to half your tier to concentration checks while on the defensive or grappled. Furthermore, you can expend one use of your mythic power to lower the DC of your concentration checks in combat by half your tier for one minute.

Deep Impact (Mythic)

Your touch attacks with melee weapons are far more devastating to your foes.

Prerequisites: Deep Impact, base attack bonus +9.

Benefit: When you expend your psionic focus as a part of your melee attack to resolve the attack as a touch attack, you ignore an amount of non-epic damage reduction equal to half your tier, including damage reduction without a type (such as DR 10/–). Additionally, if your attack misses, you do not expend your psionic focus.

Delay Power (Mythic)

You can set specific conditions under which your psychic powers manifest themselves.

Prerequisites: Delay Power, 3rd mythic tier.

Benefit: You may expend one use of your mythic power and use one of your psychic powers to delay the manifestation of your psychic power so that it only comes into effect under some condition that you dictate. The conditions must be clear, though they may be general. The power manifests instantly when the prescribed circumstances occur. For example, you may manifest *ubiquitous vision* if you become surrounded by foes. If you prescribe complicated or convoluted conditions, your delayed power may fail to manifest.

The power manifests based solely on the stated conditions, regardless of whether you want it to. You make all decisions about the power when you expend the use of mythic power, according to what you can normally do with the psychic power that you wish to manifest; if you wish to exclude targets, you must name them at that time.

You can only have one use of this power waiting to be triggered at a time; if you delay another power while one is still delayed with this feat, the previous power expires. It also expires after 1 day per tier if it hasn't been triggered. You may not regain the power points spent to manifest the delayed effect until it is either triggered, or it expires.

Improved Psicrystal (Mythic)

Your psicrystal becomes a very intelligent creature in its own right.

Prerequisites: Improved Psicrystal.

Benefit: Your psicrystal fully awakens and gains the same alignment as its creator. It also gains base Intelligence, Wisdom and Charisma scores of (10 + your tier), and it speaks a number of additional languages equal to its Intelligence modifier. It can see and hear within 30 feet, can read any languages it can speak, and it gains a power point pool equal to twice your tier, which it can use to manifest any psionic powers that its owner knows, up to a manifester level equal to your tier. It also gains DR 5/epic against any attacks that target it and heals hit point damage it receives at a rate of 1 per hour.

Mind Over Body (Mythic)

Your mind is a powerful safeguard against injury.

Prerequisites: Mind Over Body, 5th mythic tier.

Benefit: You heal all ability damage and ability burn damage, once per day, after taking an uninterrupted eight-hour rest period. Furthermore, by expending one use of mythic power, you gain fast healing equal to half your tier for one minute.

Power Penetration (Mythic)

Power resistance means less to you than to normal psychics.

Prerequisites: Power Penetration.

Benefit: As long as you maintain psionic focus, you add half your tier on manifester level checks to overcome power resistance. You may expend your psionic focus to double this bonus for one round per tier you possess.

Psionic Body (Mythic)

Your physical form is more of a projection of your consciousness into this universe than a truly physical form.

Prerequisites: Psionic Body, 5th mythic tier.

Benefit: When you take this feat, your body becomes somewhat translucent and you become only semi-corporeal. Physical attacks against you have a 20% miss chance, and the Blind-Fight feat doesn't help opponents, since you're a psychic projection, not invisible. If the attack is capable of striking ethereal or incorporeal creatures, there is no miss chance. Likewise, an individually targeted spell has a 20% chance to miss you. This ability is not stackable with other abilities or effects that grant you a miss chance, such as the *blink* spell. You may expend one use of your mythic power to increase the miss chance to 50% for one minute per tier you possess.

Psionic Dodge (Mythic)

Your nimble mind has made your body agile.

Prerequisites: Psionic Dodge.

Benefit: While maintaining your psionic focus, the dodge bonus you receive to your Armor Class increases by 1. This bonus stacks with any bonuses from the Dodge or Dodge (Mythic) feats. You may expend one use of mythic power to grant yourself an additional dodge bonus equal to your tier against one attack.

Psionic Shot (Mythic)

Your ranged attacks are incredibly savage.

Prerequisites: Psionic Shot.

Benefit: While maintaining your psionic focus, your attacks deal an amount of extra damage equal to half your tier. If you expend your psionic focus, your attacks do an additional 2d6 points of damage against non-mythic targets. Missing your attack no longer expends your psionic focus.

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