

Psionics Expanded

PAWNS AND POWERS

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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INTRODUCTION

While *Psionics Unleashed* does a great job of implementing psionics in the *Pathfinder Roleplaying Game*, there were a lot of things that could have been done for psionics that just did not make it into the final version of *Psionics Unleashed*.

That's where *Psionics Expanded* comes in.

The goal of the Psionics Expanded project was to implement all of those advanced psionics concepts that we left out of *Psionics Unleashed* because of time, space, or resource constraints. Psionic healing, new prestige classes, a true system for psionic talents, a true psionic tank, and psionic versions of options found in the *Pathfinder® Roleplaying Game: Advanced Player's Guide* are all included in *Psionics Expanded*, as well as a host of new player options.

Who is it for?

Where *Psionics Unleashed* contained information for both the player and the GM, *Psionics Expanded* is aimed primarily for players. With new classes, feats, character options, powers, prestige classes, and psionic items, everything in this book has been developed with the player in mind.

Playtesting

Like *Psionics Unleashed*, all of the material in *Psionics Expanded* was playtested by you - the players. Players across the world used this material in their own games, giving sometimes harsh feedback about the new mechanics. It is our belief that by including the psionic players in the development process, the final product ends up being of higher quality, better balanced, and simply more fun.

We truly appreciate all the time, effort, and feedback that the psionic community has given for this project.

Serialized Releases

Unlike *Psionics Unleashed*, *Psionics Expanded* is being released as a series of smaller documents, each of a certain theme. This is being done because it makes it easier to get the constituent parts of Psionics Expanded available to you, the player, while we work on the finished compiled book. By separating the book into six initial pieces, it becomes significantly easier to manage.

This release focuses on the tactician base class, as well as more tactical options, and new feats, powers, and items. Each subsequent release will focus on another aspect of the Psionics Expanded project, until all six have been released and we compile it all into a single book.

Because this project is being released in several

parts, it is possible that material from one release is referenced in another. While attempts were made to minimize this cross-referencing, major items like new classes are not reprinted in each release.

Definition of Terms

Below are definitions of some of the common terms used in this book.

Augment: An optional cost in power points that can be paid during manifestation to improve certain powers. The total power point cost is equal to the base power's cost plus any power points spent on augmentation; this total power cost cannot exceed the character's effective manifester level.

Base Class: A class that progresses from level 1–20.

Manifester Level: Generally equal to the number of class levels (see below) in a manifesting class. Some prestige classes add manifester levels to an existing class.

Character Level: The sum of a character's class levels.

Class Level: The level of a character in a particular class.

Key Ability Modifier: The ability score modifier for the character's key ability score. For psions, this is Intelligence, for psychic warriors it is Wisdom, and Charisma for wilders.

Manifester Level: Generally equal to the number of class levels in a given manifesting class. Some prestige classes add manifester levels to an existing class. Manifester levels from multiple base classes do not stack (they are tracked individually, akin to how sorcerer and wizard caster levels are tracked individually). A character with psi-like abilities, but no class levels in any manifesting class, does not have a manifester level for most purposes, including feat and prestige class requirements.

Metamorphosis Powers: One of the powers with metamorphosis in its name. Specifically *minor metamorphosis*, *metamorphosis*, *major metamorphosis*, and *true metamorphosis*.

Power Point Reserve: A character's personal store of power points. A character with a power point reserve gains the psionic subtype and can gain psionic focus, even if the power point reserve has been depleted.

Psionic Class: Any class which requires or grants psionic power points.

Psionic Focus: A psionically-empowered state of mind. Some abilities can only be used while a character has psionic focus. Some abilities can only be used by expending psionic focus; only one such ability can be used when psionic focus is expended. Gaining psionic focus is a full-round action that provokes attacks of opportunity.

CLASSES

Along with a brand new base class, the tactician, presented in this section you will also find new options for the core psionic base classes. A new psychic warrior path and even a new concept - the advanced discipline - for psions, with options for the seer and nomad.

NEW BASE CLASS

While the four core psionic classes - the psion, psychic warrior, soulknife, and wilder - can fill many roles for the party, there are still necessary positions within an adventuring group that cannot be covered solely by psionics. Presented below you will find the tactician class, a manifester capable of joining his allies into a single combat unit with improved tactical capabilities and unique strategies.

TACTICIAN

Joining allies into a single cohesive unit, the tactician uses his psionic power to unlock the potential of others, as well as himself. This master of strategy tends to focus his abilities on the insight of clairsentience and the improved communication of telepathy to know where and when to act and ensure his companions are best situated to react.

Role: A tactician is at his strongest when his companions cooperate with his instructions. He is a strategist and a battle leader, issuing orders and expecting them to be followed. He has decent combat ability, but relies primarily upon his manifesting ability.

Alignment: Any.

Hit Die: d8.

Starting Gold: 4d6 × 10 gp (140 gp)

Starting Age: As psion

Class Skills

The tactician's class skills are Autohypnosis (Wis), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (psionics) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), Use Magic Device (Cha).

Skill Ranks at each Level: 4 + Int modifier.

Class Features

The following are class features of the tactician.

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

Power Points/Day: A tactician's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Tactician. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

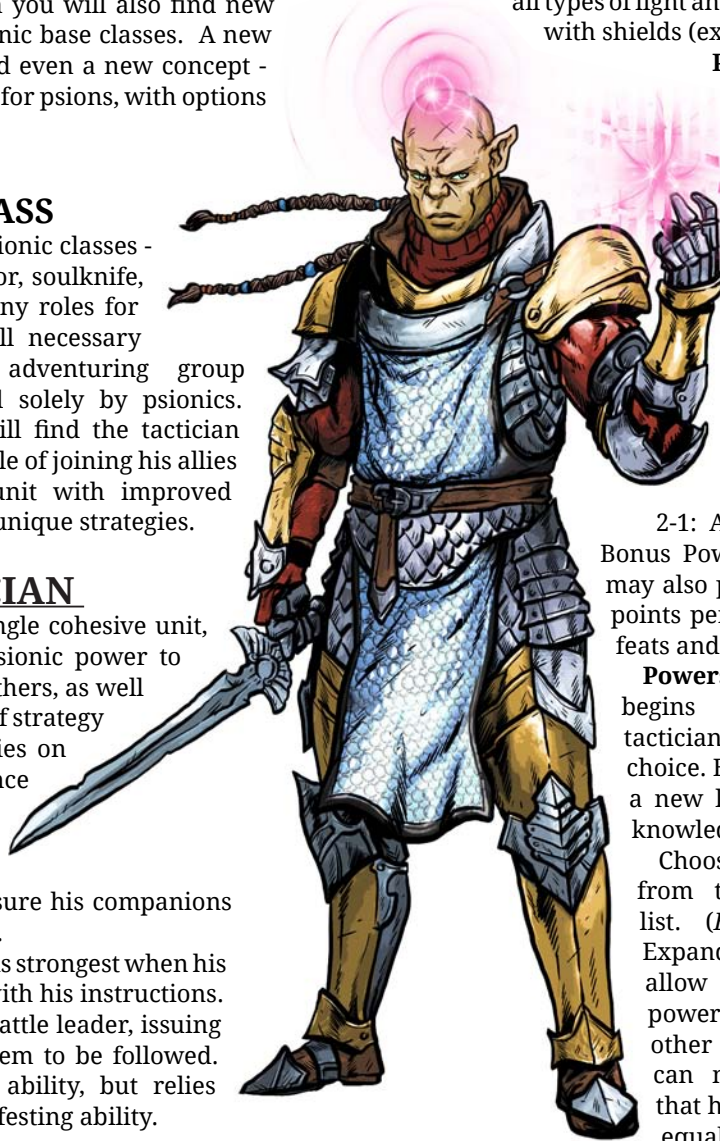
Powers Known: A tactician begins play knowing one tactician power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the tactician power list. (*Exception:* The feat Expanded Knowledge does allow a tactician to learn powers from the lists of other classes.) A tactician can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a tactician can manifest in a day is limited only by his daily power points.

A tactician simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against tactician powers is 10 + the power's level + the tactician's Intelligence modifier.



A tactician uses his psionic power to join his allies into a cohesive unit

Maximum Power Level Known: A tactician begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a tactician must have an Intelligence score of at least 10 + the power's level.

Collective (Su): A tactician learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a tactician can join up to his class level in willing targets into his collective. The tactician must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). A tactician's collective can never have more members than his class level. The tactician is always considered a member of his own collective, and does not count against this limit.

The tactician can choose to remove a member as a free action on his turn, and any member can

voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until that member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A tactician is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy and health sense, below).

A tactician can manifest certain powers through his collective. If a tactician power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may also manifest any power with

TABLE: THE TACTICIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	+0	+0	+0	+2	Collective, coordinated strike (+1)	2	1	1st
2	+1	+0	+0	+3	Spirit of many	6	2	1st
3	+2	+1	+1	+3	Telepathy	11	3	2nd
4	+3	+1	+1	+4	Strategy	17	4	2nd
5	+3	+1	+1	+4	Coordinated strike (+2), improved share (1)	25	5	3rd
6	+4	+2	+2	+5	Coordinate, teamwork feat	35	6	3rd
7	+5	+2	+2	+5	Strategy	46	7	4th
8	+6/+1	+2	+2	+6	Echo effect	58	8	4th
9	+6/+1	+3	+3	+6	Coordinated strike (+3)	72	9	5th
10	+7/+2	+3	+3	+7	Strategy	88	10	5th
11	+8/+3	+3	+3	+7	Improved share (2)	106	11	6th
12	+9/+4	+4	+4	+8	Teamwork feat	126	12	6th
13	+9/+4	+4	+4	+8	Coordinated strike (+4), strategy	147	13	7th
14	+10/+5	+4	+4	+9	Pooled knowledge	170	14	7th
15	+11/+6/+1	+5	+5	+9	Collective range (unlimited)	195	15	8th
16	+12/+7/+2	+5	+5	+10	Strategy	221	16	8th
17	+12/+7/+2	+5	+5	+10	Coordinated strike (+5), improved share (3)	250	17	9th
18	+13/+8/+3	+6	+6	+11	Teamwork feat	280	18	9th
19	+14/+9/+4	+6	+6	+11	Collective range (planar), strategy	311	19	9th
20	+15/+10/+5	+6	+6	+12	Master strategist	343	20	9th

the Network descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass tactician), any compatible spell or power with a range greater than touch can also be used through the collective.

If a member of the collective dies, the member is removed from the collective and the tactician must make a Fortitude save (DC 15) or lose 1 power point for every Hit Die of the fallen member and be sickened for an equal number of rounds.

The tactician must maintain a power point reserve of at least one point to maintain the collective. If he does not, the collective and all attendant benefits end immediately.

At 15th level, a tactician's collective range is limitless on the same plane as the tactician.

At 19th level, a tactician's collective reaches even across to other planes and dimensions.

Coordinated Strike (Su): The tactician is able to direct his allies to coordinating their attacks upon a single target to devastating effect. As a swift action, the tactician can declare one target within his line of sight as the primary foe. All members of the tactician's collective, including the tactician himself gain a +1 insight bonus to attacks against the primary foe until the beginning of the tactician's next turn. At 5th level and every four levels thereafter, this bonus increases by 1.

This ability may be used a number of times per day equal to 3 + the tacticians Intelligence modifier.

Lesser Strategies: 0-level powers. Gains 3.

Spirit of Many (Su): A tactician of 2nd level gains special abilities when manifesting powers with the Network descriptor. He can manifest these powers on any member of his collective, even if they are out of the power's range or would normally be immune to the power. Whenever a tactician manifests a power with the Network descriptor targeting only members of his collective, the power loses the mind-affecting descriptor (if it had it) and is treated as a supernatural ability (bypassing power resistance and becoming immune to dispel attempts), although it still provokes an attack of opportunity to manifest as normal. Network powers manifest only on members of the collective never allow saving throws -- their saving throw entry becomes "None," although if the power specifies a subsequent saving throw, subjects attempt those saves normally. The tactician also adds the following augment to all powers with the Network descriptor:

Augment: For every additional power point you spend, you can choose an additional target, so long as the target is a member of your collective.

Telepathy (Su): When a tactician reaches 3rd level, all willing members of his collective (including

the tactician himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a tactician's collective (including the tactician himself) may manifest unknown powers from powers known by another willing psionic creature in the collective as if they were making physical contact.

Strategy (Su): At 4th level, and every three tactician levels thereafter, a tactician learns a new tactical strategy, granting him special abilities in combat. Unless specified otherwise, using a strategy is a swift action that does not provoke attacks of opportunity. Strategies are often orders or suggestions that the tactician issues to members of his collective. A tactician may not direct a strategy at himself unless a strategy specifies otherwise.

Strategies may be used a number of times per day equal to 3 + the tactician's Charisma modifier.

The tactician chooses his strategy from the list below.

Collective Defenses: The tactician is able to harness the sensory information available through his collective to bolster the defenses of members of his collective. For a number of rounds equal to the tactician's Charisma modifier, the tactician and all members of his collective within line of sight of the tactician gain an insight bonus to Armor Class equal to the tactician's Intelligence modifier (minimum 1).

Coordinated Distraction: The tactician can direct a member of his collective to attack a single enemy, granting the directed member a +1 competence bonus on the attack roll for a number of rounds equal to the tactician's Charisma modifier. If the directed member performs the attack, regardless of where the directed member is in relation to the tactician, the tactician treats the enemy as being flanked, even up to a range of 30 feet, and the tactician may make a single attack against the targeted enemy as an immediate action. The tactician may only make one such attack per use of this strategy. Alternatively, the tactician may make the initial attack against the targeted enemy, gaining the +1 competence bonus instead of the directed member, and the directed member treats the target as being flanked, even up to a range of 30 feet, but using the strategy in this fashion makes it a full round action instead of a swift action. At 8th level and every four tactician levels thereafter, the competence bonus on the attack roll increases by 1.

Coordinated Maneuvers: The tactician can sense when opponents have become vulnerable to different kinds of attack and direct his allies to capitalize on these weaknesses, granting members of his collective a +1 insight bonus on one type of combat maneuver attempts, such as bull rushes or repositions, for a

number of rounds equaling his Charisma modifier. The tactician chooses the kind of maneuver this benefit applies to when he activates this strategy. At 8th level and every four levels thereafter, the insight bonus increases by 1.

Directed Assault: The tactician directs a member of his collective to attack a particular target, granting the ally a +1 competence bonus on the attack roll for a number of rounds equal to the tactician's Charisma modifier. If the attack is made, the tactician may immediately make a single attack at any target within range as an immediate action. At 8th level and every four tactician levels thereafter, the competence bonus increases by 1.

Disruptive Terrain: The tactician charges the terrain around him with psychokinetic energy. Any creature not in the tactician's collective treats the terrain as difficult terrain for a number of rounds equal to the tactician's Charisma modifier. The area of terrain affected is a burst effect centered on the tactician with a range of 5 feet per three tactician levels. Selecting this strategy requires the tactician to be at least 10th level.

Distracting Gaze: The tactician can target one enemy within 30 feet and make a ranged touch attack against that enemy. If the attack is successful, that enemy is treated as if the tactician was adjacent to him for the purposes of if he is flanked for a number of rounds equal to the tactician's Charisma modifier.

Treat the direction for flanking as the direction of the tactician. Selecting this strategy requires the tactician to be at least 7th level.

Focus Attack: The tactician can direct a member of his collective to attack a single enemy. If the directed member performs the attack, all subsequent attacks on that target for the next round by anyone in the collective deal an additional 1d6 points of damage. An individual gains this additional damage on only one successful attack per round, even if they make multiple successful attacks on the targeted enemy. At 8th level and every four tactician levels thereafter, this damage increases by 1d6.

Guard Target: The tactician directs a member of his collective to guard a specific target (which may be the tactician, but not the directed member), granting the directed member a +1 competence bonus to attack rolls and the ability to take attacks made at the target as if made against the directed member by using an attack of opportunity, even if the attack itself would not normally have provoked an attack of opportunity. Any time the directed member blocks an attack in this fashion, the tactician gains a cumulative +1 bonus to his next attack against any target whose attack was blocked. This effect lasts a number of rounds equal to the tactician's Charisma modifier, although the tactician's bonus resets at the end of his turn. At 8th level and every four tactician levels thereafter, the competence bonus on attack



rolls increases by 1.

Hold Position: The tactician can direct a member of his collective to hold their ground, granting the directed member a +1 dodge bonus to AC and a +1 competence bonus to attack rolls for a number of rounds equal to the tactician's Charisma modifier. For each round the directed member does not move from the spot, the tactician may immediately take a free move action on the same round, but must move toward the directed member in as direct a manner as possible. The tactician gains a +1 dodge bonus to his AC during this move. At 8th level and every four tactician levels thereafter, the dodge bonuses and the competence bonus to attack rolls increase by 1.

Into the Fray: The tactician directs a member of his collective to charge a particular enemy, granting the ally a +1 competence bonus on the damage roll. If the charge is performed, the tactician may immediately charge the same enemy as an immediate action, gaining a +1 competence bonus on the damage roll. At 8th level and every four tactician levels thereafter, the competence bonus increases by 1.

Reposition: The tactician directs each ally in his collective to take a 5-foot step as a free action immediately. The tactician may also immediately take a 5-foot step. This does not count against the number of 5-foot steps allowed in the tactician's or each ally's turn. If all directed allies take their 5-foot step, the tactician may immediately make a full attack against any target within range and gain a +1 competence bonus on the attack and damage rolls. Selecting this strategy requires the tactician to be at least a 13th level tactician. At 16th level and every four tactician levels thereafter, the competence bonus increases by 1.

Telempathic Resistance: The tactician shares not only thoughts, but also resilience to members of his collective. For a number of rounds equal to the tactician's Charisma modifier, all members of the tactician's collective gain a +1 insight bonus to saving throws. At 8th level and every four tactician levels thereafter, the insight bonus increases by 1.

Improved Share (Su): A tactician learns special techniques when manifesting powers with the Shared descriptor. Beginning at 5th level, the tactician may maintain two powers with the Shared descriptor at any time instead of only one. Should he manifest a third power with the Shared descriptor, the tactician can choose which of the maintained Shared powers ends immediately.

Every six tactician levels thereafter (11th, 17th), the tactician may maintain an additional power with the Shared descriptor before a maintained power with the Shared descriptor expires.

Coordinate (Su): At 6th level, as long as the tactician maintains psionic focus, he may share

any one teamwork feat he has with one member of his collective within line of sight and line of effect. Declaring which member of the collective gains the teamwork feat is a free action that may only be done once per round. The ally's positioning and actions must still meet the prerequisites listed in the teamwork feat to receive the listed bonus, but the ally need not meet the feat prerequisites to gain the benefit.

Teamwork Feat: At 6th level, and every six levels thereafter, the tactician gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The tactician must meet the prerequisites of the selected bonus feat.

By spending one hour in meditation, the tactician can change any one teamwork feat he has already learned for another teamwork feat whose prerequisites he meets. In effect, the tactician loses the bonus feat in exchange for the new one.

Echo Effect (Su): At 8th level, the tactician gains the ability to copy non-permanent magical and psionic effects within his collective. If a member of the collective is affected by a magical or psionic effect with a duration greater than 1 round, the tactician can echo it onto another member of his collective. To do so, the tactician must first identify the power properly (see the Spellcraft skill description).

Echoing a magical or psionic effect is a standard action that provokes attacks of opportunity and costs the tactician a number of power points equal to the original effect's caster or manifester level (whichever applies). As a supernatural ability, a tactician is permitted to spend more power points than his manifester level on this effect. The new target must be legal for the effect in question (for instance, if you attempt to echo an unaugmented *empathic connection* on a dog, the echo will fail). If the effect allows a saving throw, the new target is entitled to a saving throw when the effect is echoed (same DC as the original power).

Only the basic effect and augmentation are echoed; metamagic and metapsionic feats do not echo. The echo has all the same decisions made as the original. For example, *specified energy adaptation* echoes would guard against the same energy type, while a 5pp *empathic connection* (extended duration) could not be echoed as a 5pp *empathic connection* (affects aberrations). The echo takes effect at the same caster or manifester level as the originator. When the original ends or leaves the collective, all echoes of it also end. An echo can be dispelled as normal without terminating the original.

A tactician can spend power points to augment this supernatural ability. For every 4 additional power points spent, the echo may reach an additional

target. If this augment would raise the cost of the echo above the tactician's manifest level, the echo attempt fails (although he may still attempt to echo it onto a single target). The tactician knows if an effect is beyond his ability to echo this way when he identifies it.

Pooled Knowledge (Su): Once a tactician has reached 14th level, he has learned to share not only strategic knowledge over the collective, but even knowledge of manifesting. By expending psionic focus, the tactician may attempt to manifest any power known by a member of his collective. If the power is not on the tactician power list, the tactician must make a successful Spellcraft check (DC 20 + the power's level) to see if he understands the power. If the Spellcraft check fails, the attempt fails and psionic focus is still expended, but no power points are spent. If the check is successful, the tactician may immediately manifest the power. Using this ability uses an action equal to the manifesting time of the power to be manifested. This ability may not be used to manifest powers with a manifesting time longer than one round.

Master Strategist (Su): Upon achieving 20th level, a tactician has learned how to turn his collective into a truly cohesive battle unit. The tactician may use two daily uses of his strategy ability and grant all of his allies an insight bonus on attack and damage rolls, armor class, and saving throws equal to his Intelligence modifier for two minutes. This ability may not be used if the tactician is not engaged in combat.

ADVANCED CORE PSIONIC CLASSES

Presented below are a variety of new options for the core psionic classes. These options are typically only available to characters taking their first level in the class, as that is when disciplines, warrior paths, and wild surge options are chosen. Existing psychic warriors, however, might make use of these new paths through their secondary path class feature.

PSION ADVANCED DISCIPLINES

Psions of a particular discipline can choose to focus their studies still further within that discipline. Psions who choose an advanced discipline gain all the normal benefits of their discipline, but the advanced discipline changes one or more of the abilities granted by their advanced discipline. A psion must take all of the replacement abilities associated with his advanced discipline. Once an advanced discipline is chosen, it cannot be changed.

Insight Discipline

Associated Discipline: Clairsentience

Replacement Ability: The following discipline abilities replace the recovered information and alter the waves abilities of the clairsentience discipline.

Insightful Steps (Su): Starting at 2nd level, as long as you maintain focus, your insight allows you to know just where to step to keep your footing, allowing you to ignore difficult terrain. You may expend your psionic focus as an immediate action to grant this ability to an ally within 30 ft. for a number of rounds equal to your Intelligence modifier. Only one person, including you, can benefit from this ability at a time. At 6th level and every four psion levels thereafter, one additional creature may be affected by this ability at a time (2 at 6th, 3 at 10th, and so on).

Alter Probability (Su): At 8th level, once per day as an immediate action, you may expend your psionic focus to give an enemy false insight, forcing one enemy within Medium range (100 ft. + 10 ft./level) to reroll a single dice roll. The target must take the worse of the two rolls. Every two psion levels thereafter, this ability may be used one additional time per day. A successful Will save negates this effect (DC 10 + 1/2 class level + Int modifier).

Jaunting Discipline

Associated Discipline: Psychoportation

Replacement Ability: The following discipline abilities replace the accelerated activity and rapid movement abilities of the psychoportation discipline.

Evacuate (Su): At 14th level, once per day, you can teleport anywhere within line of sight as an immediate action. You can bring along up to your Intelligence modifier in creatures touching you.

Far Strider (Su): At 20th level, you can use your nomad's step ability as a free action. You cannot use this ability if you have already taken a 5 ft. step this round, and using this ability counts as using your 5 ft. step.

PSYCHIC WARRIOR PATHS

Psychic warriors must choose a warrior's path at 1st level, granting them a variety of benefits and options. Presented below are new path options for psychic warriors.

Gladiator Path

Your tactic is not to simply attack, but to maneuver your enemies into the most optimal position, forcibly if necessary.

Bonus Skill: Bluff

Skills: Acrobatics, Bluff, Perception

Powers: *Grip of iron, tactical precognition*

Trance: Beginning at 3rd level, while

maintaining psionic focus, you gain a +1 competence bonus to your CMB and a +2 competence bonus to your CMD. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus when use a combat maneuver to not provoke an attack of opportunity for using that combat maneuver. If you have a feat that already does this, such as Improved Bull Rush, your trance competence bonus on this specific maneuver check increases by 2. Additionally at 8th level and every four psychic warrior levels thereafter, the trance competence bonus you gain on this specific maneuver check increases by 1.

PSYCHIC WARRIOR ARCHETYPES

Presented below is a new archetype for the psychic warrior, offering new options to accommodate different play styles.

Traceur

You are a mobile fighter and you use techniques that allow you to make the most out of your momentum and your speed. Where many psychic warriors rely on their physical power or agility, you have learned that motion is just as powerful a tool at your disposal.

Quickened Strides (Su): As long as you maintain psionic focus, you gain a +5 ft. enhancement bonus to base speed. This ability only works if you are carrying a light load and not wearing any armor. At 5th level and every four psychic warrior levels thereafter, the bonus to base speed improves by +5 ft. This replaces all armor proficiencies normally gained as a 1st level psychic warrior.

Charge Through (Ex): Starting at 2nd level, you are able to make charges through difficult terrain or through squares occupied by allies. This ability can be used in conjunction with the Psionic Charge feat. This replaces the bonus feat normally gained as a 2nd level psychic warrior.

Acrobatic Movements (Ex): When using Acrobatics to move on narrow or uneven surfaces, you are not considered flat-footed and you do not lose your Dexterity bonus to AC (if any). This ability replaces the Path Skill normally gained as a 4th level psychic warrior.

Mobile Power: A traceur of 6th level can manifest a path power with a manifesting time of a standard action as part of an action that involves movement, such as actually moving, charging, withdrawing, jumping, climbing, etc. If the path power affects the psychic warrior's movement, the psychic warrior gains the benefits of the power on his movement. A 5-foot step does not qualify for use with this ability. The psychic warrior may not simply take a move

action to manifest this power, he must physically move in order to use this ability. This ability replaces the Martial Power class feature normally gained as a 6th level psychic warrior.

Rapid Acrobatics (Su): As long as you maintain psionic focus, you can move at full speed while using the Acrobatics skill without invoking a penalty. This includes moving on narrow surfaces and uneven ground and moving through threatened or occupied spaces. This replaces the bonus feat normally gained as an 8th level psychic warrior.

FEATS

Along with the new class options presented in this book, a variety of new feats are detailed that expand upon those that already exist in the *Pathfinder Roleplaying Game*, as well as those that exist in *Psionics Unleashed*. The feats in this book typically focus on the abilities of the tactician.

TYPES OF FEATS

Many of the feats presented below are psionic feats, although some purely combat-oriented feats are also presented that are accessible to non-psionic characters.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers or with a reservoir of psionic power. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

METAPSIONIC FEATS

As a manifester's knowledge of psionics grows, he can learn to manifest powers in ways slightly

different from how the powers were originally designed or learned. Of course, manifesting a power while using a metapsionic feat is more expensive than manifesting the power normally.

Manifesting Time: Powers manifested using metapsionic feats take the same time as manifesting the powers normally unless the feat description specifically says otherwise.

Manifestation Cost: To use a metapsionic feat, a psionic character must typically both expend his psionic focus (see above) and pay an increased power point cost as given in the feat description.

Limits on Use: As with all powers, you cannot spend more power points on any power than your manifester level. Metapsionic feats merely let you manifest powers in different ways; they do not let you violate this key rule.

Effects of Metapsionic Feats on a Power: In all ways, a metapsionic power operates at its original power level, even though it costs additional power points. The modifications to a power made by a metapsionic feat have only their noted effect on the power. A manifester can't use a metapsionic feat to alter a power being manifested from a power stone, dorje, or other device.

Some metapsionic feats apply only to certain powers, as described in each specific feat entry.

FEAT DESCRIPTIONS

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat may have more than one prerequisite.

Benefit: What a feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

EXPANDED COLLECTIVE [PSIONIC]

You are able to include more creatures into your collective.

Prerequisite: Collective class feature.

Benefit: You may add two additional creatures

into your collective.

Normal: You may add your class level of creatures into your collective.

Special: You may take this feat multiple times; its benefits stack.

EXPANDED STRATEGIES [PSIONIC]

You develop new strategies at a faster rate than most tacticians.

Prerequisite: Strategy class feature.

Benefit: You gain an additional strategy. You must meet all the prerequisites of that strategy.

Special: You may take this feat multiple times. Each time, you gain a new strategy.

EXPLOSIVE POWER [METAPSIONIC]

Your powers that normally only affect a single creature explode on impact.

Prerequisite: Manifester level 3rd

Benefit: To use this feat, you must expend your psionic focus. You can cause a power you manifest that deals hit point damage and has a direct target or targets (not an area effect) to explode upon impact, dealing its damage to all creatures adjacent to the target of the initial power. A successful Reflex save halves the damage from this explosion, even if the original power did not allow a save, such as *energy ray*, in which case calculate the save based upon the level of the power manifested.

Using this feat does not increase the power point cost of the power if only a single creature was targeted by the initial effect. For powers that allow the direct targeting of multiple creatures, such as *energy missile*, each additional target of the initial power increases the cost of the power by 2 power points. Creatures cannot be affected by both the initial power and the explosion.

EXTRA POWER KNOWN [PSIONIC]

You learn an additional power.

Prerequisite: Manifester level 1st.

Benefit: Add to your powers known one additional power of any level up to the highest-level power you can manifest. You can only choose the power from your class power list.

Special: You can gain this feat multiple times. Each time, you learn one new power from your class power list up to the highest-level power you can manifest.

A Student wilder may select this feat instead of Expanded Knowledge for her Surge Bond bonus feat.

EXTRA STRATEGY [PSIONIC]

You gain extra daily uses of your strategy ability.

Prerequisite: Strategy class feature

Benefit: You gain two additional daily uses of your strategy class feature.

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

HARMONIC RESONANCE [PSIONIC]

You can attune your mind to the subtle inner workings of other psionic beings, and gain a more intimate knowledge of their powers.

Prerequisites: Collective class feature, Spellcraft 3 ranks.

Benefit: To use this feat, you must have an active collective when you choose your powers known for the day. Choose a number of powers equal to your primary manifesting modifier that members of your collective know. If you are psionically focused, you may treat those powers as if they were on your power list for the purposes of manifesting another's powers known. You may change these powers as often as you change your powers known.

Special: The nature of this connection requires constant focus. If you expend your focus during the manifestation (for instance, to add a metapsionic feat to a borrowed power), the manifestation fails. If you have the Psicrystal Containment feat, you can expend your crystal's focus and maintain your own, and the manifestation will not fail in this way.

Normal: If you try to manifest a power that is not

on your power list from another's powers known, the attempt automatically fails.

NETWORK POWER [METAPSIONIC]

You can temporarily alter the nature of certain powers to allow use over a mental link.

Prerequisites: Collective class feature, manifester level 3rd.

Benefit: To use this feat, you must expend your psionic focus. You can treat a power as if it had the network descriptor. You may only use this feat on powers with a range of personal and a target of you.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

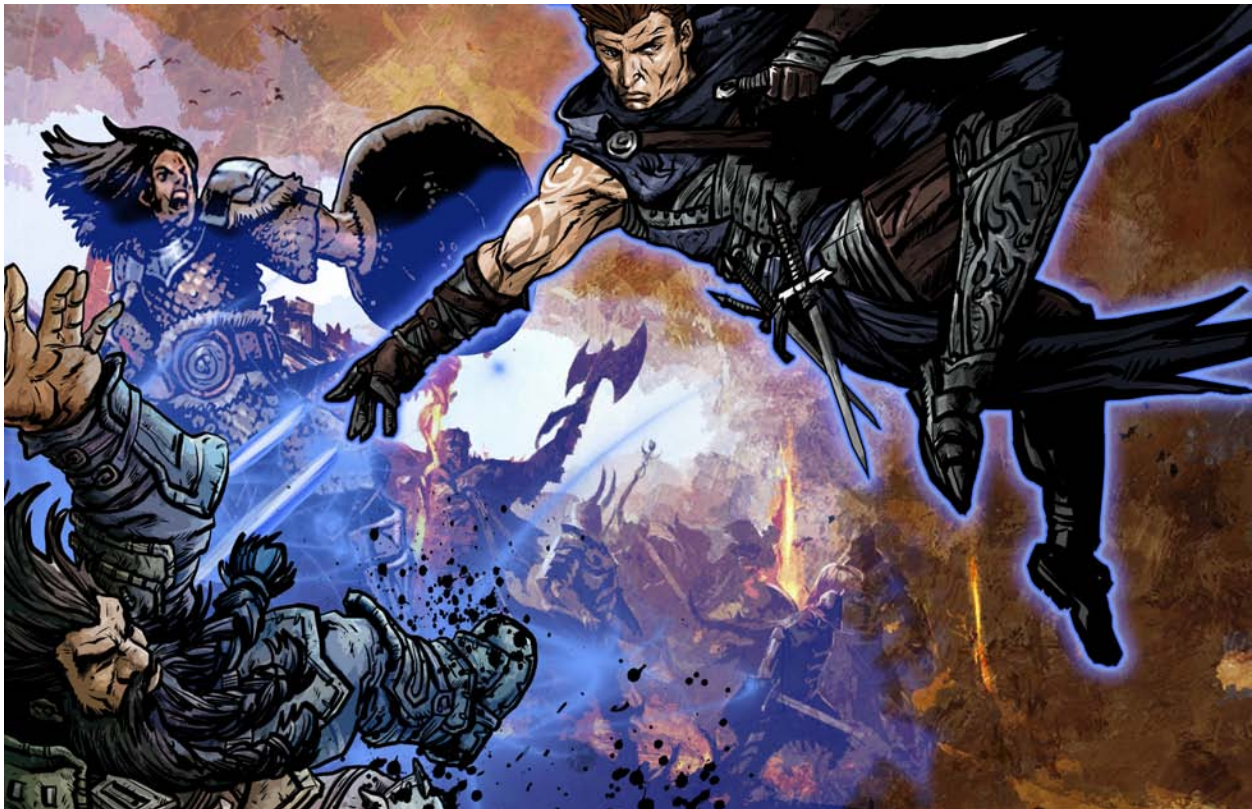
UNWILLING PARTICIPANT [PSIONIC]

You are able to force others into your collective.

Prerequisite: Collective class feature.

Benefit: You may attempt to force a living creature into your collective. The target may attempt a Will save (DC 10 + half vitalist level + Wisdom modifier) to resist. If the target fails the save, it may attempt another Will save at the same DC every 24 hours thereafter, but is otherwise unable to leave the collective unless you allow it.

Normal: Only willing creatures may be added to a collective. Creatures may leave the collective as a



free action.

Special: Creatures forced into your collective using Unwilling Participant are considered willing members for any collective-related effects unless they succeed on another Will save at the same DC to resist being forced into the collective. A successful save means the creature resisted the specific effect but is still a member of the collective.

PSIONIC POWERS

As well as the power list and new powers for the vitalist, presented below are a variety of new psionic powers for manifesters of all types. In addition, the network descriptor is detailed, detailing how this descriptor interacts with manifesters. These new powers and the network descriptor are detailed below.

Powers denoted by a * are new powers presented here. An ^A appearing at the end of a power's name in the power lists denotes an augmentable power.

The remainder of the chapter contains power descriptions in alphabetical order by power name.

Power Chains: Some powers reference other powers that they are based upon. Only information in a power later in the power chain that is different from the base power is covered in the power being described. Header entries and other information that are the same as the base power are not repeated.

Order of Presentation: In the power lists and the power descriptions that follow them, the powers are presented in alphabetical order by name—except for those belonging to certain power chains. When a power's name begins with “lesser,” “greater,” “mass,” or a similar kind of qualifier, the power description is alphabetized under the second word of the power description instead.

Manifester Level: A power's effect often depends on the manifester level, which is the manifester's psionic class level. A creature with no classes has a manifester level equal to its Hit Dice unless otherwise specified. The word “level” in the power lists always refers to manifester level.

Creatures and Characters: “Creatures” and “characters” are used synonymously in the power descriptions.

Augment: Many powers vary in strength depending on how many power points you put into them. The more power points you spend, the more powerful the manifestation. However, you can spend only a total number of points on a power equal to your manifester level, unless you have an ability that increases your effective manifester level.

Many powers can be augmented in more than one

way. When the Augment section contains numbered paragraphs, you need to spend power points separately for each of the numbered options. When a paragraph in the Augment section begins with “In addition,” you gain the indicated benefit according to how many power points you have already decided to spend on manifesting the power.

NEW DESCRIPTOR: [Network]

The Network descriptor relates to powers that draw in some way on the psychic connections between creatures. While anyone with specialized training (Expanded Knowledge feats) can learn and use these powers, tacticians and vitalists have special options when manifesting them, and can achieve results far beyond any other manifesters with them.

Like most descriptors, the Network descriptor does not provide any specific ability. Rather, certain class features only work when dealing with a Network power. For mechanical information, see the spirit of many feature of the tactician and vitalist classes.

Retroactive Additions: The *dimension swap*, *empathic transfer*, and *sense link* powers are considered to have the Network descriptor.

NEW DESCRIPTOR: [Shared]

A manifester may only manifest and maintain one power with the Shared descriptor at any given time. Should he manifest another power with the Shared descriptor while he is maintaining another Shared power, the new power takes effect and the initial Shared power immediately expires for all targets. Maintaining a Shared power simply means that it has not expired, been dismissed, or been dispelled from all targets. Unless the power's duration specifies otherwise, you do not need to concentrate to maintain a Shared power.

GIFTED BLADE POWER LIST

1ST-LEVEL GIFTED BLADE POWERS

Precognition, Tactical^{A*}: Gain +3 enhancement bonus to combat maneuvers.

PSION/WILDER POWERS

1ST-LEVEL PSION/WILDER POWERS

Entangling Debris^{A*}: Psychokinetically manipulate material to grasp and entangle creatures in an area.

Inevitable Strike^{A*}: Gain an insight bonus on your next attack.

Unearthly Terror^{A*}: Terrify an enemy with sustained images.

2ND-LEVEL PSION/WILDER POWERS

Psychic Bodyguard*: Make an ally's Will save for them.

3RD-LEVEL PSION/WILDER POWERS

Upheaval^{A*}: Psychokinetically hurl chunks of the ground.

6TH-LEVEL PSION/WILDER POWERS

Brutalize Wounds*: Your target takes more damage than normal from wounds.

PSION DISCIPLINE POWERS

EGOIST (PSYCHOMETABOLISM) DISCIPLINE POWERS

6 Expose Weakness^{A*}: Cause a creature to become clumsy.

NOMAD (PSYCHOPORTATION) DISCIPLINE POWERS

3 Delayed Response^{A*}: Cause the target to act last.

6 Reposition*: Teleport multiple creatures short distances to different locations.

SEER (CLAIRSENTIENCE) DISCIPLINE POWERS

2 False Future^{A*}: Show the target incorrect glimpses into the future, moving them 5 feet.

TELEPATH (TELEPATHY) DISCIPLINE POWERS

4 Alienation*: Subject loses ability to communicate with or understand others.

PSYCHIC WARRIOR POWERS

1ST-LEVEL PSYCHIC WARRIOR POWERS

Inevitable Strike^{A*}: Gain an insight bonus on your next attack.

3RD-LEVEL PSYCHIC WARRIOR POWERS

Expose Weakness^{A*}: Cause a creature to become clumsy.

4TH-LEVEL PSYCHIC WARRIOR POWERS

Battle Transformation^{A*}: You gain combat bo-

nuses.

6TH-LEVEL PSYCHIC WARRIOR POWERS

Brutalize Wounds*: Your target takes more damage than normal from wounds.

TACTICIAN POWERS

1ST-LEVEL TACTICIAN POWERS

Call to Mind^A: Gain additional Knowledge check with +4 competence bonus.

Circumstance Shield^{A*}: Gain a +2 bonus to Initiative. Discharge for a bonus to a single Reflex save.

Detect Psionics^A: You detect the presence of psionics.

Entangling Debris^{A*}: Psychokinetically manipulate material to grasp and entangle creatures in an area.

Entangling Ectoplasm^A: You entangle a foe in sticky goo.

Inevitable Strike^{A*}: Gain an insight bonus on your next attack.

Know Direction and Location^A: You discover where you are and what direction you face.

Missive^A: Send a one-way telepathic message to subject.

Precognition: Gain +2 insight bonus to one roll.

Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.

Precognition, Tactical^{A*}: Gain +3 enhancement bonus to combat maneuvers.

Sense Link^A: You sense what the subject senses (single sense).

Skills as One^{A*}: You and another share training in a skill.

Unearthly Terror^{A*}: Terrify an enemy with sustained images.

2ND-LEVEL TACTICIAN POWERS

Coordinate as One*: Shared perceptions improve offense or defense.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Dimension Swap: You and ally or two allies switch positions.

Empathic Transfer: Transfer another's wounds to yourself.

Feat Leech: Borrow another's psionic or metapsionic feats.

False Future^A: Show the target incorrect glimpses into the future, moving them 5 feet.

Missive, Mass: You send a one-way telepathic message to an area.

Psychic Bodyguard*: Make an ally's Will save for them.

Psychic Interference*: Disrupt foes' effectiveness with sustained hallucinations.

Read Thoughts^A: Detect surface thoughts of creatures in range.

Sense Link, Forced: Sense what subject senses.

Share Pain: Willing subject takes some of your damage.

Strength of My Enemy^A: Siphon away your enemy's strength and grow stronger.

Sustenance: Go without food and water for one day.

Thought Shield^A: Gain PR 13 against mind-affecting powers.

3RD-LEVEL TACTICIAN POWERS

Battlesense*: Mental heads-up display allows for improved teamwork.

Danger Sense: You gain +4 bonus against traps.

Delayed Response^{A*}: Cause the target to act last.

Empathic Adaptation: You resist empathic damage.

Empathic Transfer, Hostile: Your touch transfers your hurt to another.

Expose Weakness^{A*}: Cause a creature to become clumsy.

Improved Response^A: Allow a creature to go sooner in combat.

Share Pain, Forced: Unwilling subject takes some of your damage.

Solicit Psicrystal^A: Your psicrystal takes over your concentration power.

Strike as One*: Mental bond improves allied combat coordination, allowing unusual flanking angles.

Withstand as One*: You and another share the use of the best saving throws between you.

4TH-LEVEL TACTICIAN POWERS

Alienation^{A*}: Subject loses ability to communicate with or understand others.

Battle Transformation^{A*}: You gain combat bonuses.

Correspond^A: Hold mental conversation with another creature at any distance.

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Intellect Fortress^A: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.

Psychic Reformation^A: Subject can choose skills, feats, and powers anew for previous levels.

Sense as One*: You and another share extraordinary senses.

Slip the Bonds: You cannot be held or otherwise

rendered immobile.

Wall of Ectoplasm: You create a protective barrier.

5TH-LEVEL TACTICIAN POWERS

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi^A: Psychic static inhibits power manifestation.

Incarnate: Make some powers permanent.

Metaconcert: Mental concert of two or more increases the total power of the participants.

Power Resistance: Grant PR equal to 12 + level.

Prowess as One^{A*}: You and another share the use of the highest base attack bonus between you.

Tower of Iron Will^A: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

Upheaval*: Telekinetically hurl portions of the ground into the air, dealing damage and causing difficulty in moving.

6TH-LEVEL TACTICIAN POWERS

Brutalize Wounds*: Your target takes more damage than normal from wounds.

Co-opt Concentration: Take control of foe's concentration power.

Dispelling Buffer: Subject is buffered from one *dispel psionics* effect.

Reposition*: Teleport multiple creatures short distances to different locations.

Technique as One^{A*}: You and another share the use of one feat between you.

Trigger Power: Sets trigger condition for another power.

7TH-LEVEL TACTICIAN POWERS

Barred Mind, Personal^A: You are immune to scrying and remote viewing and gain a bonus to mental effects.

Bend Reality: Alters reality within power limits.

Cosmic Awareness^A: You gain insight bonus on single attack roll, check, or save.

Divert Teleport: Choose destination for another's *teleport*.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.

8TH-LEVEL TACTICIAN POWERS

Ability as One*: You and another share one ability score between you.

Barred Mind^A: Subject immune to scrying and remote viewing and gains bonus to mental effects.

Hypercognition: You can deduce almost anything.

Halt Battle*: Force all nearby creatures to stop fighting.

9TH-LEVEL TACTICIAN POWERS

Affinity Field: Effects that affect you also affect others.

Assimilate: Incorporate creature into your own body.

Fusion: You combine your abilities and form with another.

Last Stand*: Bolster your allies in combat.

Reality Revision: As *bend reality*, but fewer limits.

Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

POWERS

The powers presented below are in alphabetical order, with the exception of those whose names begin with a qualifier (see Order of Presentation, above).

Ability as One

Discipline: Telepathy [Mind-Affecting, Network, Shared]

Level: Tactician 8

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You plus one creature

Duration: 1 round/level

Saving Throw: Will negates (harmless, see text)

Power Resistance: Yes

Power Points: 15

This power reflects the pinnacle of the network abilities — the unification of physical and mental traits in their purest form, ability scores. When you manifest this power, choose one of the six ability scores. The highest example of that score amongst the targets replaces the same ability score amongst all willing targets.

Only base ability scores can be linked in this way — that is, the ability score without any bonuses or penalties of any type, except racial modifiers, age modifiers, inherent bonuses, and the bonuses every four character levels. Other effects that modify ability scores (such as spells, psionic powers, magic items, class features, and so on) are not transferred, though they remain in effect, altering any replaced score as they would alter the original.

Augment: You may augment this power in one or both of the following ways.

1. If you spend an additional 2 power points, you may instead share the lowest base ability score amongst all targets, willing or not (which may impact spellcasting in a way similar to ability damage). Unwilling targets may make a Will saving throw

each round to ignore the effects of this power for that round. You are exempt from any ability score change this way.

2. For every 2 additional power points you spend, you may choose an additional ability score for this power to affect.

In addition, for every 2 power points spent to achieve either of these results, increase the save DC (if applicable) by 1.

Alienation

Discipline: Telepathy (Compulsion) [Mind-Affecting]

Level: Tactician 4, telepath 4

Display: Auditory, mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 living creature

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You close off the centers of the subject's mind that deal with communication and social interaction. The subject effectively loses knowledge of all languages (including telepathic and body language) and is treated as illiterate for the duration of the power. He may still "speak" and provide verbal components, and to him they sound completely normal, but to anyone else they appear as complete gibberish.

The subject is unable to understand anyone else on any level and is unable to determine friend from foe. This prevents things such as Sense Motive, the Aid Another action (or benefits from another's Aid Another), any skill check involving communication (including Linguistics), using teamwork feats, knowing if a magical effect used on him is harmless or not until it hits him (thus, he attempts a save against all effects he could), gaining the benefits from abilities such as bardic performance, or using any Charisma-based skill check (except Use Magic Device).

The target no longer counts as an ally for the purposes of determining flanking and all creatures who threaten the subject are considered allies for their own flanking purposes. In addition, the subject cannot make attacks of opportunity while under this effect.

The subject still understands if his attacks or powers are successful.

Augment: For every additional power point you spend, this power may affect an additional target. No two targets may be further than 15 feet apart. For every 2 power points spent this way, the power's save DC increases by 1.

Battle Transformation

Discipline: Clairsentience
Level: Psychic warrior 4, tactician 4
Manifesting Time: 1 standard action
Display: Mental, Visual
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None; see text
Power Resistance: No; see text
Power Points: Psychic warrior 7, tactician 7

You become a paragon of battle—stronger, tougher, faster, and more skilled in combat.

You gain a +2 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks. You also gain 1 temporary hit point per manifester level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as *physical acceleration* or weapons with the speed special ability.

Augment: This power may be augmented in one or more of the following ways.

1. For every 3 additional power points spent, the luck bonus improves by 1.
2. If you spend 4 additional power points, the power's duration becomes 10 minutes/level.
3. If you spend 2 additional power points, this power gains the Network descriptor. If used in this fashion, the power's saving throw becomes Will negates (harmless) and power resistance becomes Yes (harmless).

Brutalize Wounds

Discipline: Telepathy [Compulsion, Mind-Affecting]
Level: Psion/wilder 6, psychic warrior 6, tactician 6, vitalist 6
Display: Visual
Manifestation Time: One standard action
Range: Close (25 feet + 5 feet/2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will partial; **Power Resistance:** Yes
Power Points: 11

You invade the target's mind and temporarily reduce its ability to ward off attacks. If the target succeeds at its saving throw, its hardness is still depleted; the target takes 1 extra point of damage per die of damage it is dealt from melee or ranged attacks while the duration lasts. If it fails its save, it takes maximum damage plus 1 point of extra damage per die of damage it is dealt from melee or

ranged attacks while the duration lasts. For instance, if a greatsword that normally deals 2d6 points of damage hits the target, they take 14 points of damage from the hit automatically.

A target that knows that it is under the effect may spend a move action to make an additional Will save at the original save DC to attempt to reduce the effect to only taking 1 extra point of damage per die of damage it is dealt.

Circumstance Shield

Discipline: Clairsentience
Level: Psion/wilder 1, psychic warrior 1, tactician 1
Display: Auditory
Manifestation Time: 1 standard action
Range: Personal
Target: You
Duration: One hour/level or until discharged
Power Points: 1

Your shield of insight alerts you to potential dangers and supercharges your reaction time. You gain a +1 insight bonus on your Initiative checks for the duration of the effect. As an immediate action, even if you are caught flat-footed (an exception to the rule that you cannot normally take immediate actions while flat-footed), you may add this bonus to a single Reflex save as a resistance bonus; doing so ends the effect.

Augment: For every 5 additional power points you spend, the insight bonus increases by +1.

Coordinate as One

Discipline: Telepathy [Mind-Affecting, Network, Shared]
Level: Tactician 2
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature other than you
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 3

You form a mental bond with one creature within range, giving them the ability to 'borrow' your perception and use that information to direct their movements.

You may choose to direct the target either offensively, alerting them to weaknesses in their opponent's defenses, or defensively, alerting them to incoming attacks. You may change whether you are directing offensively or defensively once per round as a free action. While being directed offensively, the subject gains a +1 insight bonus on attack rolls and

damage rolls. While being directed defensively, the subject receives a +1 insight bonus on armor class and saving throws.

Augment: For every 3 additional power points you spend, increase the insight bonus by 1.

Delayed Response

Discipline: Psychoportation

Level: Tactician 3

Display: Auditory, Mental

Manifesting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You force the target to delay their action until after the next creature in the initiative order takes their action unless the target makes a successful Will save. You must manifest this power before the results of the creature's actions are determined. This may result in the creature's action being invalid, such as attacking a target that has moved, in which case the action is wasted. If the target was manifesting a power or casting a spell, they do not need to make a concentration check.

Augment: For every 3 additional power points you spend, the target's action is delayed until after an additional creature in the initiative order.

Entangling Debris

Discipline: Psychokinesis [Force]

Level: Psion/wilder 1, tactician 1

Components: Ma, Vi

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Matter in a 40-ft.-radius spread

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Reflex partial; see text

Power Resistance: No

Power Points: 1

You use telekinetic force to manipulate matter in the affected area, including wood, metal, grasses, bushes, and even trees, to entwine creatures in the affected area or those that enter the area, causing them to become entangled. The individual pieces of matter affected must weigh less than 25 lbs each and either cannot be permanently affixed or must be able to sufficiently reach creatures within the area. Affected creatures can break free and move half their normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex

save is not entangled but can still move at only half speed through the area. Each round you concentrate, you may once again direct the debris to attempt to entangle all creatures that have avoided or escaped entanglement.

Augment: This power may be augmented in one or more of the following ways.

1. For each additional 2 power points spent, this power can affect an area 5 ft. larger in radius.

2. By spending an additional 4 power points, this power causes 2d6 points of damage per round to creatures that failed their Reflex save.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Expose Weakness

Discipline: Psychometabolism

Level: Egoist 3, psychic warrior 3, tactician 3

Display: Auditory, Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round / level

Power Resistance: Yes

Save: Fortitude negates

Power Points: 5

The target of the power becomes clumsy and moves in the worst possible way when attacked. The target is considered flanked to all attackers and all attacks on the subject gain a +4 circumstance bonus to confirm critical hits. Any fortification against sneak attacks and critical hits is negated.

Augment: By spending an additional 6 power points, the target is considered flat-footed rather than flanked.

False Future

Discipline: Clairsentience

Level: Seer 2, Tactician 2

Display: Auditory, Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You show the targeted creature a vision of the future that is slightly incorrect. At any point in the target's turn, you can reposition them 5 ft. to reflect their reaction to the false insight. The target may react after the reposition has occurred. This might make an action the creature was about to take

invalid, such as repositioning them when they are about to make an attack, in which case the action is wasted.

You cannot reposition the creature into a square which they could not occupy or where there is no ground (such as over a cliff, into a river, or a flow of lava).

Augment: For every 2 additional power points spent, this power lasts an additional round and the save DC increases by 1.

Halt Combat

Discipline: Telepathy [Mind-affecting]

Level: Tactician 8

Display: Auditory, Material

Manifesting Time: 1 standard action

Range: 60 ft.

Area: 60 ft. radius burst centered on you

Duration: 1 round (see text)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15

You send out a powerful telepathic command, dazing all creatures in the area for one round unless they make a successful Will save. During this round, time continues for all creatures in the area as normal.

As part of the action of manifesting this power, you may attempt to convince some or all of the affected creatures to cease combat once the initial effect wears off. Each creature you target to cease combat must make a second Will save or they are incapable of taking an offensive action for the next ten minutes except against a creature who takes an offensive action against them.

Improved Response

Discipline: Psychoportation [Network]

Level: Tactician 3

Display: Mental, Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 5

You accelerate the reaction time of the target, allowing them to take this round's actions ahead of the creature who would have otherwise gone immediately before the target. If this would place the target before you and he has not already taken this round's actions, the target must immediately take this round's actions. If the target has already taken

this round's actions, the power affects them on the next round.

A creature may only be affected by this power once per round. This power does not allow a creature to act in a round if he would not normally be allowed to (such as during the surprise round).

Augment: For every additional 6 power points spent, the target's place in the initiative order is improved by one additional step.

Inevitable Strike

Discipline: Clairsentience

Level: Marksman 1, psion/wilder 1, psychic warrior 1, tactician 1

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: See text

Power Points: 1

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +5 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Augment: This power may be augmented in one or both of the following ways.

1. You can increase the manifesting time to 1 standard action and increase the insight bonus to +20.

2. For every additional power point spent, the insight bonus increases by 2, but the total bonus may not exceed +25.

Last Stand

Discipline: Telepathy [Mind-affecting, Network]

Level: Tactician 9

Display: Auditory, Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature / level

Duration: 1 round / level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 17

You send a powerful morale boost to the targets, a telepathic equivalent of an epic battle speech, preparing them to overcome a difficult challenge. Each affected creature gains a +5 morale bonus to attack rolls, Armor Class, and saving throws, as well as 50 temporary hit points.

In addition, each affected creature gains immunity to fear effects for the duration of the power and if

brought below 0 hit points but not killed, the target can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, the affected creature immediately falls unconscious and begins dying.

Precognition, Tactical

Discipline: Clairsentience

Level: Gifted blade 1, psychic warrior 1, tactician 1

Display: Auditory, Olfactory

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better perform a particular combat maneuver. Select one type of combat maneuver, such as bull rush or reposition, when you manifest this power. You gain a +2 enhancement bonus to combat maneuver checks of that type for the duration of the effect.

Augment: This power may be augmented in one or both of the following ways.

1. For every 2 additional power points you spend, the enhancement bonus increases by 1.

2. For every 3 additional power points you spend, you can select an additional type of combat maneuver.

3. If you spend 4 additional power points, using the combat maneuver selected does not provoke attacks of opportunity.

4. If you spend 6 additional power points, you can manifest this power as an immediate action.

Prowess as One

Discipline: Telepathy [Mind-Affecting, Network, Shared]

Level: Tactician 5

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft/2 levels)

Target: You plus one creature

Duration: 1 round/level

Saving Throw: Will negates (harmless, see text)

Power Resistance: Yes

Power Points: 9

This power links the fighting prowess of one to another. Treat all targets of this power in all ways as if they have a base attack bonus equal to the highest base attack bonus amongst all willing targets affected (this can grant additional attacks per round as usual for a high base attack bonus).

Temporary effects that alter base attack bonus

are ignored by this power. While subjects still gain the benefit of both effects, *prowess as one* only deals with their regular base attack bonus before other temporary effects are applied.

Augment: You may augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, you can share one of the target's weapon proficiencies with every other willing target.

2. If you spend 4 additional power points, you can instead share the lowest base attack amongst any targets you choose instead of the highest. This can cause a loss of melee attacks or deny use of feats or class abilities. If a recipient's base attack bonus would be lowered through the use of this power, they may attempt a Will saving throw each round to ignore its effects.

3. For every 4 additional power points you spend, you may also select one class feature belonging to you or a target that directly modifies the base attack bonus you share, either by providing a bonus or by altering the base attack bonus. Example class features include the monk's Flurry of Blows class feature. The GM may allow additional abilities at his discretion. You may effectively grant this class feature to any or all willing targets of your choice; treat them as if they actually had the class feature in question, with one exception: if a class feature has additional benefits besides directly modifying the base attack bonus, those additional benefits are not included.

Psychic Bodyguard

Discipline: Telepathy [Mind-Affecting]

Level: Psion/wilder 2, tactician 2, vitalist 2

Display: Mental, visual

Manifestation Time: 1 round

Range: Medium (100 feet + 10 feet/level)

Target: One willing creature

Duration: One hour/level (D) or until discharged; see text

Saving Throw: Yes (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

You forge a specialized telepathic connection between yourself and one ally. Whenever the target must make a Will save, you make the save instead as if the effect targeted you. If you fail in the saving throw, your ally suffers the consequences of the effect that forced the Will save and you must make an additional Will save at the same DC or be stunned for one round. The target may willingly fail saves against harmless powers without causing you to be stunned. Once the connection is forged, you can make Will saves for your ally as long as she remains in range. If she strays out of range, the power ends.

You may not willingly fail a save when using *psychic bodyguard*, but you may allow the target to make her own save. The power immediately ends after you have made a successful Will save for the target.

Augment: This power may be augmented in one or more of the following ways.

1. For every additional 2 power points spent, the power lasts for one additional successful Will save.
2. If you spend 8 additional power points, the power is not discharged after making a successful Will save.

Psychic Interference

Discipline: Telepathy [Mind-Affecting, Network]

Level: Tactician 2

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: One round/level

Saving Throw: Will partial (see text)

Power Resistance: Yes

Power Points: 3

You form a mental bond with one creature within range and use that bond to force minor hallucinations into the target's mind, hindering them in several potential ways.

Targets of this power suffer a -2 penalty on one of the following for the duration of the power (your choice):

- * Attack rolls
- * Saving throws
- * Ability checks and skill checks

A successful save reduces the penalty to -1.

Augment: You may augment this power in one or both of the following ways.

1. If you spend 2 additional power points, you may choose a second type of check to which the penalty applies.
2. For every 2 additional power points you spend, the penalty increases by 1. For every two points the penalty increases, the penalty on a successful Will save increases by 1.

In addition, for every 2 power points spent to achieve either of these results, the power's save DC increases by 1.

Reposition

Discipline: Psychoportation (Teleportation) [Network]

Level: Nomad 6, tactician 6

Display: Auditory, Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 willing creature / 2 levels

NETWORK DESCRIPTOR AND REPOSITION

Because *reposition* carries the Network descriptor, willing targets within the manifester's collective, but outside of the range of the power may be repositioned, but their final destination must be within the power's stated range (100 ft. + 10 ft./level.) from the manifester's initial location.

Additionally, the manifester himself can be affected by *reposition* if he has the collective class feature, but all range measurements are made from the manifester's starting location, not his final location.

Duration: Instantaneous

Saving Throw: Will negates (harmless); see text

Power Resistance: Yes (harmless); see text

Power Points: 11

You instantly reposition each willing target anywhere within Medium range (100 ft. + 10 ft./level) from your location to which you have line of effect. This does not provoke attacks of opportunity for the creatures moved. The destination must be a valid space; this power cannot reposition creatures inside of another creature, a boulder, or some other solid structure, etc., although it could reposition a creature through a wall, as long as the manifester has line of effect to the destination, or reposition a creature underwater, midair, or over a bonfire. Attempts to reposition a creature into a harmful situation allow the creature a save.

Augment: This power may be augmented in the following ways.

1. If you spend 6 additional power points, you may target unwilling creatures.
2. If you spend 8 additional power points, you may manifest this power as an immediate action.

Sense as One

Discipline: Telepathy [Mind-Affecting, Network, Shared]

Level: Tactician 4

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You plus one willing creature

Duration: 1 round/level

Saving Throw: None (see text)

Power Resistance: Yes

Power Points: 7

When you manifest this power, choose one of the following sensory special abilities that you or a willing target possesses: blindsense, darkvision, low-

light vision, scent, tremorsense. You and the target are both treated as having the special ability for the duration of the effect.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, you may also choose blindsight as a special ability to share.

2. If you spend 2 additional power points, this power can affect an unwilling target, and the power's saving throw becomes "Will negates." Unwilling targets do not gain the benefit of the shared sense, and you may cause that target to be treated as if it did not have the sensory special ability.

In addition, for every 2 power points spent augmenting this power, the save DC increases by 1.

Shift the Tide

Discipline: Clairsentience

Level: Tactician 4

Display: Auditory

Manifesting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Will negates (harmless) or Will partial (see text)

Power Resistance: Yes

Power Points: 7

You see the flow of battle and are able to make a single correction to shift the outcome of events. You force one creature in range to reroll a single check. This could be an attack roll, saving throw, opposed check, skill check, or any other d20 roll. The creature must take the result of the second roll. You can choose to use this power after the result of a roll has already been determined - such as to force an enemy who has hit an ally to reroll, or to allow an ally to reroll a failed saving throw.

If you target an enemy who makes a successful Will save, their action is not altered, but they are instead staggered for one round.

Augment: For every two additional power points spent, the power's save DC increases by 1.

Skills as One

Discipline: Telepathy [Mind-Affecting, Network, Shared]

Level: Tactician 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You plus one willing creature

Duration: 1 round/level

Saving Throw: None (see text)

Power Resistance: Yes

Power Points: 1

When manifesting this power, you must choose one skill. If your rank in that skill is higher, the target uses your ranks in place of his own ranks (maximum 5 ranks), and vice versa. If a target's skill ranks are replaced by this power, they are treated as though they actually had the shared ranks in the skill for all purposes (including class skill bonuses and the use of trained-only skills).

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, you can choose an additional skill to share. Compare each skill individually.

2. For every 2 additional power points you spend, the maximum ranks you can share increases by 5 ranks.

3. If you spend 2 additional power points, this power can affect an unwilling target, and the power's saving throw becomes "Will negates (harmless)". Unwilling targets do not gain the benefit of increased skill ranks, although their skill ranks may be shared with willing targets.

Strike as One

Discipline: Telepathy [Mind-Affecting, Network, Shared]

Level: Tactician 3

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You and one willing creature

Duration: 1 round/level

Saving Throw: None (harmless)

Power Resistance: Yes (harmless)

Power Points: 5

You form a mental bond with a creature within range and use that bond to coordinate your attacks to throw your foes off balance.

Creatures affected by this power may designate their own square or any square adjacent to them as the square they occupy for the purposes of flanking. If they occupy the designated square, they gain an additional +2 bonus from flanking.

All targets gain some measure of awareness from other targets, guarding each other from external threats. If any target is aware of danger, all targets are. No target may be flat-footed or flanked unless all targets are.

Technique as One

Discipline: Telepathy [Mind-Affecting, Network, Shared]

Level: Tactician 7

Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You plus one willing creature
Duration: 1 round/level
Saving Throw: Will negates (harmless, see text)
Power Resistance: bold text Yes
Power Points: 13

When you manifest this power, pick one feat that either you or the target has. This feat cannot be one restricted to first-level characters, nor can it have a racial prerequisite. All willing targets of this power gain this feat for the duration of the power, although they must meet all prerequisites of that feat to gain its benefits.

Feats that directly modify hit points, power points, or spells per day cannot be chosen this way. If a feat requires a specific choice, that choice is also shared.

This power does not grant you any special knowledge of the target's feats (though it is generally assumed that a willing target has filled you in on them beforehand). If your target does not actually have the feat you named, then the power fails.

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, you may share an additional feat from the same target. These feats can serve as prerequisites for other shared feats.

2. If you spend 2 additional power points, the power can affect unwilling targets. Unwilling targets may attempt a Will saving throw each round to negate the effects of this power – and if successful, any feats borrowed from them fade from the other targets until the start of the unwilling target's next action.

Unearthly Terror

Discipline: Telepath [Mind-Affecting, Network, Fear]
Level: Psion/wilder 1, tactician 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates or Will partial (see text)
Power Resistance: Yes
Power Points: 1

You form a mental bond between yourself and an enemy, and use that bond to bombard their mind with horrifying images and incite fear. Targets of this power who fail their saving throws are shaken

for the duration of the power.

Augment: You may augment this power in one or more of the following ways.

If you spend 4 additional power points, creatures that fail their save become frightened for the duration and those that succeed are considered shaken.

If you spend 8 additional power points, creatures that fail their saves become panicked for the duration, and those that succeed are shaken.

For every 2 additional power points you spend (including those spent on the above augment options) increase the save DC by 1.

Upheaval

Discipline: Psychoportation
Level: Psion/wilder 5
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20 ft. radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: No
Power Points: 9

You translocate entire chunks of the earth 50 ft. into the air, where they fall onto the targets below. Each creature in the area affected takes 9d6 points of bludgeoning damage as the earth falls back to the ground. Unlike normal damage from powers, this damage is subject to damage reduction that would affect mundane bludgeoning damage.

In addition, the ground in the affected area becomes difficult terrain, making movement through it harder.

Augment: For each additional 2 power points spent, this power can affect an area 5 ft. larger in radius and the save DC increases by 1.

Withstand as One

Discipline: Telepathy [Mind-Affecting, Network, Shared]
Level: Tactician 3
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You plus one other creature
Duration: 1 round/level
Saving Throw: Will negates (harmless, see text)
Power Resistance: Yes
Power Points: 5

When manifesting this power, you must choose one kind of saving throw: Fortitude, Reflex, or Will. For the duration of the power, all willing targets share the highest base bonus to that save. This only

includes bonus to saves from hit dice (including racial hit dice and class levels), not any bonuses from ability scores, racial traits, class features, temporary effects such as powers, spells, and items, or such. You and all willing targets may use the highest save between you in place of their original values.

Alternatively, you may force all targets to use the lowest save bonus between you in place of their original base save. If this decreases the target's bonus, then the target may attempt a Will save (with his normal Will saving throw modifier) every round to ignore the effects of this power for that round.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, you may choose a second kind of saving throw to share. If you spend 6 additional power points, you may choose to share all three kinds of saves with all targets. Compare each new save individually with each target's original, and use the favorable choice for the version of the power you are using.

2. For every 4 additional power points you spend, you may also select one class feature belonging to you or a target that directly modifies the saving throw(s) you share, either by providing a bonus or by altering the effects of successful and/or failed saves. Example class features include Evasion and Improved Evasion, Still Mind, Divine Grace, and Slippery Mind. The GM may allow additional abilities at his discretion. You may effectively grant this class feature to any or all willing targets of your choice; treat them as if they actually had the class feature in question, with one exception: if a class feature has additional benefits besides directly modifying the saving throw (such as fear immunity from Aura of Courage), then they are not included.

In addition, for every 2 power points spent to achieve either of these effects, the save DC increases by 1.

ADVANCED RULES

The *Advanced Player's Guide* implemented a variety of new rules to give new options to your game. *Psionics Expanded* does the same. In this section, you will find alternate racial traits for the psionic races, alternate favored class options for the psionic classes and the psionic races, and psionic traits.

Most of the options for the Advanced Rules section are detailed in *Psionics Expanded: Unlimited Possibilities*, but as the tactician class is presented in this book, the entries for the tactician are presented below.

Racial Favored Classes

Each race's entry also contains a section detailing favored class options. This section describes alternative benefits for members of the different races taking certain classes as a favored class. The normal benefit of having a favored class is simple and effective: your character gains one extra hit point or one extra skill rank each time she gains a level in that class (or a power point in the case of the psionic races). The alternate favored class abilities listed here may not have as broad an appeal as the standard choices. They are designed to reflect flavorful options that might be less useful in general but prove handy in the right situations or for a character with the right focus. Most of them play off racial archetypes, like a half-orc's toughness and proclivity for breaking things or elven grace and finesse.

In most cases, these benefits are gained on a level-by-level basis—your character gains the specified incremental benefit each time she gains a level. Unless otherwise noted, these benefits always stack with themselves. For example, a human with paladin as a favored class may choose to gain 1 point of energy resistance each time she gains a level; choosing this benefit twice increases this resistance bonus to 2, 10 times raises it to 10, and so on.

In some cases this benefit may eventually hit a fixed numerical limit, after which selecting that favored class benefit has no effect. Of course, you can still select the bonus hit point or skill rank as your favored class benefit, so there is always a reward for sticking with a favored class.

Finally, some of these alternate favored class benefits only add +1/2, +1/3, +1/4, or +1/6 to a roll (rather than +1) each time the benefit is selected; when applying this result to the die roll, round down (minimum 0). For example, a dwarf with rogue as his favored class adds +1/2 to his trap sense ability regarding stone traps each time he selects the alternate rogue favored class benefit; though this means the net effect is +0 after selecting it once (because +1/2 rounds down to +0), after 20 levels this benefit gives the dwarf a +10 bonus to his trap sense (in addition to the base value from being a 20th-level rogue).

As in the previous section, what is presented here is a set of alternative benefits that characters of each race may choose instead of the normal benefits for their favored class. Thus, rather than taking an extra hit point or an extra skill rank, players may choose for their characters to gain the benefit listed here. This is not a permanent or irrevocable choice; just as characters could alternate between taking skill ranks and hit points when they gain levels in their favored class, these benefits provide a third option,

and characters may freely alternate between them.

As with any alternate or optional rule, consult with your GM to determine whether exchanging normal favored class benefits for those in this chapter will be allowed.

Blue

Monstrous in appearance, but exceptionally intelligent, blues are known for their natural psionic ability. While most blues develop manifesting ability, some focus on combat skills, seeking to protect themselves from the harsh world, or stealth, using their natural agility to avoid predators and instead seek out prey.

Some blues are naturally skilled at altering the opinions of others, whether it is through natural charm and personality, or through the ability to bend the thoughts of others to their will. Other blues are simply born with an innate ability to manifest powers. These blues represent the various tribes of blues, particularly as they seek to infiltrate and supplant the goblins within a given tribe.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, blues have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all blues who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: Add +1/3 to the tactician's saving throws versus mind-affecting effects.

Dromite

Insectile and genderless, dromites are an interesting paradox of a race, where the individual is celebrated, yet the community is given extreme importance and castes are still used. Skilled and quick, many dromites take up crafting.

Dromites who choose to leave the hive and explore the world have been known to merge the defensive abilities of the aegis with their own chitin. Others seek to bind creatures into a greater consciousness using the abilities of the tactician or vitalist.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, dromites have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all dromites who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: Add +1/2 to the tactician's class level for the purposes of the collective class feature.

Duergar

Considered by most to be mentally warped or insane, the psionic breed of duergar are a misunderstood lot. According to them, their actions are done to protect the world from a sinister presence deep within the earth. This has led to some within the race developing odd sleeping habits or unusual behaviors.

While most duergar become psychic warriors, fighters, or rogues, some develop their manifesting ability to a greater extent.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, duergar have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all duergar who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: The tactician gains 1 psionic talent.

Ophiduan

The serpentine race of the ophidians strives to perfect their forms, both through training and through experimentation. Many prefer the role of the psychic warrior, where they can blend their physical prowess and mental ability to become deadly combatants, yet some choose to focus on developing the mind, while others focus on developing only the body. In rare instances, deformities can result from this drive to perfect the physical form.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, ophidians have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all ophidians who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Xeph

Perhaps the most likely race to choose the path of the soulknife, there are many xephs who use their natural psionic talent to become manifesters. Quick in body as well as mind, it is not uncommon for xephs to be natural explorers and crafters.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, xephs have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all xephs who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: Add a +1/2 bonus on concentration checks when manifesting tactician powers.

Core Races

Although most of the material presented in this section is aimed at the psionic races, there are some options for the core races as well. Presented below are alternate favored class options for the seven core races.

Dwarf

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a dwarf has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all dwarves who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: The tactician gains 1 psionic talent.

Gnome

Instead of receiving an additional skill rank or hit point whenever she gains a level in a favored class, gnomes have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all gnomes who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: The tactician gains 1 psionic talent.

Half-elf

Instead of receiving an additional skill rank or hit point whenever she gains a level in a favored class, half-elves have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all half-elves who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Human



Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, humans have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all humans who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Tactician: Add +1/4 to the tactician's strategy daily uses.

PRESTIGE CLASSES

Prestige classes, unlike base classes, are specialized individuals who study a narrow range of abilities and techniques. These individuals thereby gain special abilities that most characters could only hope to poorly mimic. Detailed below is a new

psionic prestige class focused on ranged combat and improved senses.

SIGHTED SEEKER

Fugitives and marks alike run from their would-be captors. The wisest of these hunters do not rely on mundane ways of tracking alone, instead combining those abilities with the information readily available through the powers of the mind. By blending clairsentient talents with the techniques of an inquisitive and a warrior, these sighted seekers become the worst nightmare of any criminal – or anyone they’re hired to find.

Role: Sighted seekers are excellent at finding specific individuals using not only active tracking abilities, but of reading the latent knowledge of nearby creatures to seek out their quarry.

Alignment: Any

Hit Die: d8.

REQUIREMENTS

To qualify to become a sighted seeker, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Diplomacy 2 ranks, Perception 5 ranks, Survival 2 ranks

Feats: Skill Focus (Survival)*

Special: Power point reserve.

* A character with the Track class feature does not need to have the Skill Focus (Survival) feat to become a sighted seeker.

CLASS SKILLS

The sighted seeker’s class skills are Diplomacy, Knowledge (local), Knowledge (nature), Knowledge (psionics), Perception, Sense Motive, Spellcraft, Stealth, and Survival.

Skill Points at Each Level: 6 + Int modifier

CLASS FEATURES

All of the following are class features of the sighted seeker.

Weapons and Armor Proficiency: Sighted seekers are proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow and whip. Sighted seekers are proficient with light armor and shields (except tower shields).

Manifesting: A sighted seeker gains manifesting ability if she did not already have it. Her power points per day, powers known, and maximum power level known are given on the table below. She chooses her powers from the sighted seeker power list. To learn or manifest a power, she must have a Wisdom score of at least 10 + the power’s level, the save DCs for her powers are Wisdom-based, and she uses her Wisdom score to determine bonus power points.

Alternatively, if the sighted seeker was capable of manifesting psionic powers before becoming a sighted seeker, she may choose to forgo this training, instead opting to progress her existing manifesting class as described on the table below. At each indicated level, she gains power points, access to new powers, and an improved manifester level as if she had gained a level in whatever manifesting class she belonged to earlier. If she belonged to more than one manifesting class before becoming a sighted seeker, she must choose which class to add the level of sighted seeker to for the purposes of power points, access to new powers, and manifester level.

Once the sighted seeker has chosen her manifesting path, it can never be changed – not even with effects such as *psychic reformation*.

Favored Prey (Ex): Starting at 1st level, a sighted seeker may add her favored enemy bonus (if any)

Table: The Sighted Seeker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting	Points/Day	Powers Known	Level Known
1st	+0	+0	+1	+1	Favored prey, Urban Tracking	-	2	1	1st
2nd	+1	+1	+1	+1	Passive seeking	+1 level existing class	5	3	1st
3rd	+2	+1	+2	+2	Mark prey	+1 level existing class	9	4	1st
4th	+3	+1	+2	+2	Prescient tactics	+1 level existing class	14	5	2nd
5th	+3	+2	+3	+3	Seeker’s analysis	-	22	6	2nd
6th	+4	+2	+3	+3	-	+1 level existing class	30	7	2nd
7th	+5	+2	+4	+4	Sighted analysis	+1 level existing class	42	8	3rd
8th	+6	+3	+4	+4	Hypercognition	+1 level existing class	54	10	3rd
9th	+6	+3	+5	+5	The Sight	-	70	11	4th
10th	+7	+3	+5	+5	Metafaculty	+1 level existing class	86	12	4th

to the save DCs when manifesting powers (such as *remote viewing*) against her favored enemies. Favored prey only applies to powers the sighted seeker manifests from her own mind (it does not apply to those from a psionic item or to psi-like abilities), and if such a power would affect multiple targets, only favored enemies or marks (see below) face the increased DC.

Urban Tracking: A sighted seeker gains Urban Tracking (see below) as a bonus feat at 1st level.

Passive Seeking (Su): What makes the sighted seekers so efficient at their job is their ability to distill information from the passive thoughts and interactions around them, without arousing suspicion by asking any questions. Starting at 2nd level, while maintaining psionic focus and having a particular goal in mind, the sighted seeker may make a free Diplomacy check to gather information relating to this goal every 10 minutes she's in a crowd as she detects scraps of information from those around her. If her goal is to locate a mark (see mark prey, below), she gains a bonus on this check equal to her class level.

Mark Prey (Ex): A 3rd-level sighted seeker can invest her own psionic power into actively seeking a specific individual target, known as a mark. This investment requires spending power points equal to 3 per specific target selected. While a sighted seeker does not need to know a mark's specific name or appearance, she must be able to unquestionably identify the specific individual in some way – for instance, “the one who made these tracks” or “the Queen's killer” would be sufficient, while simply looking for “the elf” would not. This cost must be paid immediately upon recovering power points on each subsequent day that mark is being actively hunted by the sighted seeker. A target remains a mark until the seeker ceases investing power points each day to hunt them.

The sighted seeker may treat a mark as a favored enemy, as if she had the ranger class ability, with a +1 bonus. If that foe is already a favored enemy by virtue of race or organization, the favored enemy bonus instead improves by +2. Many of a sighted seeker's class features function in an improved fashion if she uses them against a mark; see the individual abilities for details.

Prescient Tactics (Ex): When a sighted seeker of 4th level or higher manifests the *defensive precognition*, *offensive precognition*, or *offensive prescience* power, she adds the following augment to the power.

Augment: If you spend 2 additional power points, the duration increases to 1 hour/level, but you only gain the insight bonuses against your favored enemies. In addition, you also add the insight bonus

URBAN TRACKING

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Diplomacy check to gather information. You must make another Diplomacy check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town. The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions. If you fail a Diplomacy check, you can retry after 1 hour of questioning. The game master should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal: A character without this feat can use Diplomacy to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Diplomacy checks to gather information to use this feat. You can cut the time between Diplomacy checks to gather information in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty on the check.

to Survival checks made to use the Track feat, and to Diplomacy checks made to use the Urban Tracking feat.

Seeker's Analysis (Ex): A 5th level sighted seeker has mastered the mundane aspects of the hunt, such that they become almost second nature to her. Add the following abilities to the Perception skill:

Find Evidence	Normal time	DC 10-20
Analysis	1 minute	DC 15

Evidence is a physical clue which would provide information about her current task, such as the location or past deeds of a mark or the solution to a mystery. The DC to find a clue is based on how much the scene was disturbed from the act that left the evidence (with 10 being a perfectly undisturbed scene). However, it still must be interpreted to determine any useful information.

Analyzing evidence to determine useful information requires a DC 15 Perception check, +2 per day past the event. Failure of analysis provides incomplete and potentially misleading information, while dramatic success may reveal more information than the clue may initially suggest to a casual observer. Regardless of the success of analysis, though, it takes more dramatic means (such as object reading

or related powers) to determine the authenticity of evidence (that fleck of kobold scales could have been planted at the scene, for instance).

A sighted seeker can take 10 to find or analyze evidence, but cannot take 20 and cannot retry failed checks. 5 or more ranks in a relevant Knowledge skill provide a +2 bonus on Perception checks made when analyzing evidence.

Additionally, add the following abilities to the Knowledge skill:

Research Subject: At least 1d4 hours DC 10
 Browse Records: At least 1d4 hours DC 10-30

Researching a subject involves perusing libraries or related sources for information about a particular subject, such as the nations which export the type of weapon found at a scene or what a particular symbol stands for. Difficult subjects require more time to research (up to the GM), but do not alter the DC – instead, you are limited by the amount of information present in the source you are browsing. Particularly good sources (such as royal archives or related specialists' libraries) may provide a bonus of up to +6 on this check. A successful check results in a general understanding of the subject, while higher checks result in better information (to the limit of the source).

Browsing records involves going over files or ledgers looking for a particular piece of information – trends in immigration, taxation patterns, the goals of documented experiments and the like. The complexity of the filing system sets the DC; more difficult systems also take longer to peruse (at the GM's option). If a sighted seeker sets out with a specific goal in mind – such as the exact date a particular individual checked in at the inn – the DC may increase by +5 - +15 (at the GM's option), or may decrease dramatically if the filing system is particularly good.

A sighted seeker may take 10, take 20, and retry these Knowledge checks as often as time allows, though she is still limited by the information present in the source.

Sighted Analysis (Su): Beginning at 7th level, a sighted seeker learns to augment her deductive skills with her psionic powers. She may spend 3 power points to automatically determine if a source is authentic during analysis, or to gain a +2 insight bonus to a single Perception or Knowledge check (whether using seeker's analysis or not). If she increases her Knowledge check this way while browsing records or researching a subject, she is able to make such great leaps of insight that she is no longer bound by the limits of her source of information.

Unlike most supernatural abilities, sighted analysis

can be augmented by spending more power points. Each additional power point spent increases the insight bonus on Perception or Knowledge checks by 2. Alternatively, by spending 2 additional power points, the sighted seeker gains the trapfinding feature (as a rogue) for the duration of her Perception check, or she may treat any single Knowledge check as a trained check. The sighted seeker may not spend more power points on a single use of sighted analysis than her class level.

Hypercognition (Ps): At 8th level, the sighted seeker gains the ability to use *hypercognition* once per week as a psi-like ability, with a manifester level equal to twice her class level. Additionally, she adds *hypercognition* to list of powers known as a 7th level power. If she is unable to manifest 7th level powers, she cannot manifest it until she is able to.

The Sight (Su): Experienced sighted seekers develop the technique from which their name derives: the Sight. At 9th level, a sighted seeker learns the *remote viewing* power automatically (without having to select it). If she already knows *remote viewing*, she may learn any other clairvoyance power from her class list of 4th level or lower.

Additionally, when she manifests *remote viewing* on a mark, she treats her connection to the mark as if it were one step better (from a likeness or picture to a possession or garment, for instance), reduces the manifesting time from 1 hour to 1 minute, and increases the duration from 1 minute/level to 10 minutes/level. *Remote viewing* doesn't end if the sighted seeker attempts to manifest a power on her mark from her quasi-real viewpoint, although all other restrictions on such manifestations apply.

Metafaculty (Ps): At 10th level, the sighted seeker gains the ability to use *metafaculty* once per week as a psi-like ability, with a manifester level equal to twice her class level. Additionally, she adds *metafaculty* to her list of powers known as an 8th level power. If she is unable to manifest 8th level powers, she cannot manifest it until she is able to.

PSIONIC ITEMS

Not only do psionic individuals need to select the right character options, but they need the right tools to get the job done. Presented below are several new psionic items for use.

PSIONIC WEAPONS

The new psionic weapon option presented below follows the same rules as all psionic weapon options.

PSIONIC WEAPON SPECIAL ABILITY

DESCRIPTIONS

Weapons or ammunition with a special ability must have at least a +1 enhancement bonus.

Psychodisruptive: A psychodisruptive weapon is devastating to anyone with psionic talent. Used by those who hunt manifesters, any weapon with this ability found by one with psionic talent feels anathema. When used against an opponent with a power point reserve, this weapon, upon a successful attack, temporarily disrupts the opponent's ability to use anything requiring a power point reserve. This includes denying the use of psionic feats or powers. This effect also disrupts creatures who utilize psi-like abilities. The creature may attempt a Will saving throw (DC 16) to ignore the effect. Once affected, the disruption lasts for one minute. The affected creature's items are unaffected.

If using psionics-magic transparency, this effect prevents spellcasters from casting spells or expending prepared spells or spell slots on feats or abilities. It also prevents creatures from utilizing any spell-like abilities.

Strong metacreativity; ML 13th; Craft Psionic Arms and Armor, null psionics field; Price +2 bonus.

Requirements Craft Universal Item *mind link* or collective class feature; **Cost** (per glove) 313 gp (1d3 damage), 500 gp (1d4 damage), 1,500 gp (1d6 damage)

UNIVERSAL ITEMS

Comparable to wondrous magical items, the universal items category holds a wide assortment of different psionic items. Presented below are a few new universal items for use in your games.

HEADBAND OF THE GREAT VILLAGE

Aura Faint telepathy ML 12th

Slot head; **Price** 3,000 gp (1 creature), 12,000 gp (2 creatures), 27,000 gp (3 creatures), **Weight** ½ lb.

DESCRIPTION

This simple leather headband is adorned with markings depicting hundreds of people holding hands. This headband allows the wearer to mindlink herself with one or more willing creatures within 30 ft. as a standard action. The mindlink persists as long as the wearer concentrates and can be used at will, although the maximum number of creatures the wearer can be linked to is limited by the strength of the band. More powerful versions of this headband allow you to connect to more creatures.

If worn by a creature with the collective class feature, the wearer may also connect this same number of additional creatures in their collective, beyond their normal limit.

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