

PSIONICS EXPANDED

◆ MIND OVER BODY ◆



D&D DATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Psionics Expanded

MIND OVER BODY

Lead Designers: Jeremy Smith, Andreas Rönnqvist

Additional Design: Philip J. Leco, II

Cover Artist: Rick Hershey

Cover Design: Erik Nowak

Interior Layout: Jeremy Smith

Interior Artists: Rick Hersey, Tsailanza Rayne

Playtesting and Additional Design: Josh “Wynterknight” Harper, Austin Morgan, Cory Gilman, Brian Faller, Michael “Drakanor Dream” Duffy, James Bailey, Dave “Lordmonkeysama” Bruno, Darrick Dahl, E.L. Green, Stefan “Calain80” Pukallus, Andi Smith, Dave Harris, Angel Harris, Aedon Harris, John Meyer, Andrew Bigwood (Biggy) and his playtesting group: Emma Bigwood, Stephen Black, Nathan Jack, Trevor Williams

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.

Psionics Expanded requires the use of *Psionics Unleashed: Core Psionics System*, © 2010 Dreamscarred Press. See <http://dreamscarredpress.com> for more information on *Psionics Unleashed*.

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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 new vitalist base class and a host of psychometabolism-oriented character options. 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.

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 vitalist, presented in this section you will also find new options for the core psionic base classes. New psychic warrior paths, new wild surge options, and even a new concept - the advanced discipline - for psions.

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 vitalist class, a psionic healer who joins his allies into a greater network of life-forces, pooling their health and healing.

VITALIST

Where the egoist is the master of his own body through the power of psychometabolism, vitalists blend the disciplines of telepathy, psychometabolism, and clairsentience to pool multiple creatures into a larger collective of beings, sharing the health of the many to keep each individual well. They are the masters of psionic healing, distributing regenerative energy with the precision of a surgeon. A vitalist's psionic powers and his collective are his most vital abilities.

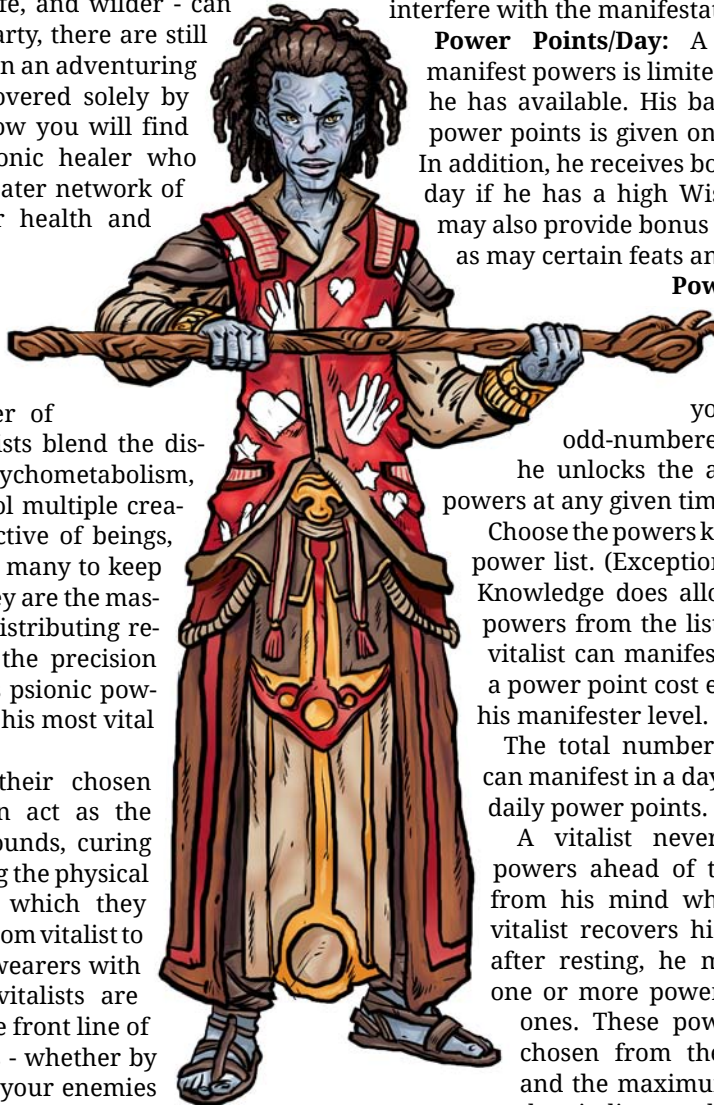
Role: Regardless of their chosen method, all vitalists can act as the party medic: healing wounds, curing ailments, and augmenting the physical form. The method in which they perform this role varies from vitalist to vitalist. As light armor wearers with minimal combat skill, vitalists are typically not found on the front line of battle. Helping his allies - whether by healing them or making your enemies weaker - is what a vitalist does best.

Alignment: Any

Hit Dice: d6

Starting Gold: 4d4 x 10 (100 gp)

Starting Age: Complex (as psion)



A vitalist joins his allies into a collective so he can share healing energy

Class Skills

The vitalist's class skills are Autohypnosis, Bluff, Craft, Diplomacy, Heal, Intimidate, Knowledge (history), Knowledge (local), Knowledge (psionics), Linguistics, Perception, Perform, Profession, Sense Motive, Spellcraft, and Survival.

Skill Ranks at Each Level: 2 + Int modifier

Class Features

The following are class features of the vitalist.

Weapon and Armor Proficiency: Vitalists are proficient with all simple weapons and light armor, but not with shields. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A vitalist'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 1: The Vitalist. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A vitalist begins play knowing two vitalist powers of your choice. At every odd-numbered class level after 1st, he unlocks the ability to know more powers at any given time.

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

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

A vitalist never needs to prepare powers ahead of time; he draws them from his mind when needed. When a vitalist recovers his daily power points after resting, he may choose to rotate one or more powers he knows for new ones. These powers must always be chosen from the vitalist power list, and the maximum number of powers the vitalist may know at any one time in this fashion is listed on Table: The Vitalist. If a vitalist learns a power through other means, such as the

Expanded Knowledge feat or *psychic chirurgery*, this power is known in addition to his normal powers. He may never exchange it for another power from the

vitalist list when he chooses his powers known, and it doesn't count against his limit of powers known at any one time.

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

Maximum Power Level Known: A vitalist 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.

Vitalist Method: All vitalists must choose a particular method (listed below) that encompasses their focus in the skills they develop. As they gain in level, their method determines the abilities they gain.

Collective (Su): A vitalist learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a vitalist can join up to his class level in willing targets into his collective. The vitalist 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 vitalist's collective can never have more members than his class level. The vitalist is always considered a member of his own collective, and does not count against this limit.

The vitalist 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 vitalist 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

TABLE: THE VITALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	+0	+2	+0	+2	Vitalist method, collective, collective healing, medic powers, talents, transfer wounds (1d6)	2	2	1st
2	+1	+3	+0	+3	Vitalist's touch, health sense (identify), spirit of many	6	2	1st
3	+1	+3	+1	+3	Steal health (touch), telepathy	11	3	2nd
4	+2	+4	+1	+4	Transfer wounds (2d6)	17	3	2nd
5	+2	+4	+1	+4	Request aid	25	4	3rd
6	+3	+5	+2	+5	Pulse	35	4	3rd
7	+3	+5	+2	+5	Health sense (stabilize), steal health (ranged), transfer wounds (3d6)	46	5	4th
8	+4	+6	+2	+6	Swift aid	58	5	4th
9	+4	+6	+3	+6	Expanded Knowledge	72	6	5th
10	+5	+7	+3	+7	Transfer wounds (4d6)	88	6	5th
11	+5	+7	+3	+7	Vitalist expertise	106	7	6th
12	+6/+1	+8	+4	+8	Health sense (treat poison)	126	7	6th
13	+6/+1	+8	+4	+8	Transfer wounds (5d6)	147	8	7th
14	+7/+2	+9	+4	+9	Steal life	170	8	7th
15	+7/+2	+9	+5	+9	Collective range (unlimited)	195	9	8th
16	+8/+3	+10	+5	+10	Transfer wounds (6d6)	221	9	8th
17	+8/+3	+10	+5	+10	Health sense (treat disease)	250	10	9th
18	+9/+4	+11	+6	+11	Expanded Knowledge	280	10	9th
19	+9/+9	+11	+6	+11	Transfer wounds (7d6), collective range (planar)	311	11	9th
20	+10/+5	+12	+6	+12	Master vitalist	343	11	9th

sense, below).

A vitalist can manifest certain powers through his collective. If a vitalist 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 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 vitalist), 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 vitalist 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.

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

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

Collective Healing (Su): Whenever a willing member of the vitalist's collective could regain lost hit points or ability damage, the vitalist may choose to redirect any or all of that healing to one or more other willing members of the collective as a free action. This can transfer instantaneous healing (such as a *body adjustment* power), healing from ongoing healing effects, such as fast healing, and even hit points gained from rest (in which case, a member of the collective would rest for a period of time as normal, and the amount of hit points and ability damage healed would go to another).

In any case, the original recipient of the healing effect chooses whether to allow the diverted healing, and does not gain the benefits of any healing he grants to another. The type of healing (positive energy, negative energy, construct repair, etc.) is unchanged from the original source for determining who or what can be healed.

Example: Darius the soulknife is a willing member of Jorus the vitalist's collective. He drinks a potion of cure light wounds that would normally heal him for 6 hit points, but Jorus decides to redirect 4 of those points to himself. Darius agrees and, as a result, Darius is healed for 2 hit points, and Jorus is healed for 4. If there were more members in Jorus's collective, Jorus could spread the healing from that potion out even more as long as the sum of hit points healed was no greater than 6.

A vitalist may even heal wounds through collective healing if at full health. This may only be used with healing effects such as potions, powers, or other such effects. Healing from long term care or natural

healing cannot be transferred in this way.

Medic Powers: The vitalist gains special uses of some of his powers that are unavailable to other characters. The following powers gain the Network descriptor when manifested by a vitalist: all powers of the Healing subdiscipline, *animal affinity*, *biofeedback*, *body of iron*, *endorphin surge**, *expansion*, *oak body*, *physical acceleration**, *sustenance*, *suspend life*, *timeless body*, and *vigor*.

Knacks (Ps): Vitalists of all forms learn to manipulate the energy of body and mind in minor ways. A vitalist selects two general knacks, along with one knack from his corresponding method. Knacks may be used at will, as long as the vitalist maintains psionic focus. Unless otherwise specified, vitalist's knacks cannot target creatures that do not have a Constitution score. General knacks are listed below.

Dazzle: The vitalist targets one creature with a ranged touch attack. If the attack is successful, the creature is dazzled until the beginning of the vitalist's next turn.

Disruptive Touch: The vitalist can disrupt the natural energy of the body as a melee touch attack, causing the creature touched to be staggered for 3 rounds. A successful Fortitude save (DC 10 + vitalist's Wisdom modifier) negates this effect.

Hinder: The vitalist may, as a ranged touch attack, cause a creature to take a -1 penalty on a single attack roll, saving throw, or skill check, at the vitalist's discretion. This penalty fades after 1 minute if the target does not make the appropriate type of roll.

Induce Pain: The vitalist may make a ranged touch attack at an enemy within 30 ft. If the attack is successful, the target takes 1d3 points of damage.

Invigorate: The vitalist grants a target 1 temporary hit point with his touch. The temporary hit point lasts 1 minute.

Sicken Body: The vitalist chooses one target within 30 ft. That target must make a successful Will save (DC 10 + vitalist's Wisdom modifier) or be sickened until the beginning of the vitalist's next turn.

Transfer Wounds (Su): All vitalists learn how to transfer wounds with but a touch. As a standard action that does not provoke attacks of opportunity, a vitalist may touch a target and heal it for 1d6 points of damage. The vitalist suffers the same number of points of non-lethal damage (up to the amount the target is actually healed) At 4th level and every 3 levels thereafter, the damage healed to the target and non-lethal damage taken by the vitalist increases by 1d6. A vitalist may use this ability a number of times per day equal to 3 + his Wisdom modifier. A vitalist may not use this ability upon himself.

Vitalist's Touch: Once a vitalist reaches 2nd level, he learns to apply the skills of his method to his

transfer wounds ability, as detailed in the vitalist's method of choice.

Health Sense: Beginning at 2nd level, a vitalist may take a swift action to gauge the relative health level of collective members, determining the amount of damage, in hit points, that an ally has taken. In addition, the vitalist may make a Heal check as a standard action, with a DC of 15, to determine if any of the members of his collective are afflicted by a disease or poison.

Starting at 7th level, the vitalist can make a Heal check over his collective to stabilize a dying target or treat a wound from a caltrop, *spike growth*, *spike stones*, or similar.

This ability improves at 12th level, and the vitalist may make a Heal check over his collective to treat a poisoned creature.

At 17th level, the vitalist is able to treat diseases in the same fashion, making a Heal check over his collective.

When treating a target over a collective, the DC of the Heal check is the same as if the vitalist was treating the target normally.

Spirit of Many (Su): A vitalist 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 vitalist 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 bypasses any power resistance, 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 vitalist 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.

Steal Health (Su): At 3rd level, a vitalist has learned to siphon the health of a creature and use it for his own needs or the needs of his collective. As a touch attack, the vitalist may deal a number of hit points in damage to the target equal to his vitalist level + his Wisdom modifier and heal an equal amount of damage. The vitalist may share any healing from this effect over his collective, even if he himself would not be eligible for the healing. A vitalist may not heal more hit points than the touched creature had prior to using this ability.

This ability may only be used on creatures with a Constitution score and may not be used against

creatures in the vitalist's collective. A vitalist may use this ability on creatures with a total number of hit dice less than half his vitalist level, but he gains no healing from it.

For example, Jorus is a level 3 vitalist with a Wisdom of 16 and 15 hit points. Jorus has suffered 3 hit points of damage and uses Steal Health on a nearby 2 hit dice orc, dealing 6 hit points of damage (3 from his levels in vitalist, 3 from his Wisdom modifier). Although Jorus may only heal himself for 3 hit points, he may distribute the other 3 hit points over the collective to other members as needed. If Jorus was level 6, he would have dealt 9 points of damage, but would not have received any healing because the orc's total number of hit dice was too low.

At 7th level, a vitalist is able to use steal health as a ranged touch attack with a range of 30 feet.

Telepathy (Su): When a vitalist reaches 3rd level, all willing members of his collective (including the vitalist himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a vitalist's collective (including the vitalist himself) may manifest unknown powers from powers known by another willing psionic creature in the collective as if they were making physical contact.

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

Request Aid (Su): Starting at 5th level, members of a vitalist's collective are able to request aid from the vitalist, should he not realize such aid is needed. As a standard action, any member of the collective can request healing from the vitalist. The vitalist can grant this request by spending up to his level in power points as a free action, even if it is not his turn. Each power point spent in this fashion heals 3 hit points to the target. A vitalist can even initiate this healing himself should he realize someone needs healing, by spending a standard action. A vitalist can do this a number of times per day equal to 3 + his Wisdom modifier.

Pulse (Su): A vitalist of 6th level can project an pulse of psionic energy to all members of his collective as a free action by spending 1 power point. The effect of the pulse depends on the vitalist's chosen method. The pulse lasts one round.

Swift Aid (Su): Upon achieving 8th level, a vitalist is able to rapidly respond to the need of a member of his collective, as determined by his vitalist method.

Expanded Knowledge: Skilled vitalists understand that there is merit in expanding their arsenal. At 9th level, a vitalist gains Expanded Knowledge as a bonus feat. He gains this feat again at 18th level.

Vitalist's Expertise (Su): A vitalist of 11th level has become an expert at his chosen method, and gains the ability detailed in that method.

Steal Life (Su): Beginning at 14th level, a vitalist can not only steal the health of a target, but steal their life itself. By making a successful melee touch attack and expending psionic focus, the vitalist can force the target to make a Fortitude save (DC 10 + half class level + Wisdom modifier) or die. A successful save negates this effect. Targets with more than 140 hit points are unaffected by this ability.

If the target fails the save, the vitalist is able to channel the stolen life force through his collective, healing any number of the members of his collective for a combined total of 5 hit points per hit die the original target had.

This ability may only be used on creatures with a Constitution score and may not be used against creatures in the vitalist's collective.

For example, Jorus is a level 14 vitalist and he uses steal life on a thought slayer, which has 11 hit dice. The thought slayer fails the Fortitude save, so Jorus can heal up to 55 hit points over his collective, divided among the members as he sees fit.

A vitalist must wait 10 minutes after using this ability before he can attempt to use it again.

This is considered a death effect.

Master Vitalist (Su): Upon achieving 20th level, a vitalist has reached the pinnacle of his method, gaining a special ability unique to his chosen method.

VITALIST METHODS

Presented below are several options for vitalist methods. Additional methods may be available at your GM's discretion.

Guardian Method

A guardian vitalist focuses his skill on keeping his allies from suffering wounds. He develops psionic abilities that deflect, absorb, and reflect damage proactively, rather than healing wounds after they are suffered.

Guardian Power: A guardian vitalist adds *biofeedback* to his list of powers known. This does not count against his number of powers known.

Guardian Knacks: A guardian can select one of the knacks below as his method knack.

Toughen: The guardian grants one member of his collective a +1 natural armor bonus for 1 minute.

Resistant: The guardian grants one member of his collective a +1 resistance bonus on saves for 1 minute.

Guardian's Touch: A guardian vitalist of 2nd level who utilizes transfer wounds grants the target a number of temporary hit points equal to his class level. These temporary hit points last a number of rounds equal to the vitalist's Wisdom modifier (minimum 1) and do not stack with any other

temporary hit points.

Guardian's Pulse: As a free action, guardian of 6th level may project a pulse to all members of his collective by spending one power point, granting them DR 2/- for one round. Every three vitalist levels thereafter, this DR increases by 1.

Swift Aid: A guardian of 8th level may, as an immediate action and by expending his psionic focus, grant a member of his collective a +1 insight bonus to AC or saves (guardian's choice) that lasts until the beginning of the target's next turn. This insight bonus increases by +1 every four vitalist levels thereafter.

Guardian's Expertise: Upon achieving 11th level, anytime a guardian manifests *empathic feedback*, the power gains two additional augment options.

3. If you spend 6 additional power points, this power may be manifested as an immediate action.

4. If you spend 4 additional power points, the damage dealt to the attacker is subtracted from the damage you take.

In addition, any time a guardian manifests a power on a member of his collective (including himself) with a range of You and a duration measured in rounds, the guardian may expend his psionic focus to treat that power as if affected by the Extend Power feat.

Master Guardian: A guardian of 20th level can, as a full-round action and by expending his psionic focus, give one member of the collective a psionic bubble of protection. This protective bubble grants DR 6/-, PR 27, resistance 20 against any attack that deals acid, cold, electricity, fire, or sonic damage, and a +6 deflection bonus to AC. This protective bubble lasts for one minute. The guardian can use this ability once every 10 minutes.

Mender Method

A mender vitalist is the most common found, as he focuses on healing wounds more efficiently, even bringing back life to the dead. The mender vitalist learns how to boost the body's natural healing ability to unimaginable regenerative levels.

Mender Power: A mender vitalist adds *natural healing* to his list of powers known. This does not count against his number of powers known.

Mender Knacks: The mender gains the talent below as his method talent.

Halt Death: The mender can target one member of his collective that is dying (at -1 hp or less). That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Mender's Touch: A mender vitalist of 2nd level who utilizes transfer wounds heals the target an additional number of hit points equal to his class

level. This additional healing is not transferred to the mender like the normal amount healed.

Mender's Pulse: As a free action, a mender of 6th level may project a pulse to all members of his collective by spending one power point, granting fast healing 1 for one round. Every three vitalist levels thereafter, this fast healing increases by 1.

Swift Aid: A mender of 8th level may, as an immediate action and by expending his psionic focus, heal a member of his collective as if he had used transfer wounds.

Mender's Expertise: Upon achieving 11th level, a mender is skilled at restoring the psyche of the recently deceased and efficiently healing his collective members. Any time a mender manifests *psionic revivify*, the maximum number of rounds after the target's death allowed increases by his Wisdom modifier (minimum 1) without the need to suffer additional negative levels.

In addition, anytime a mender manifests a power with the Healing descriptor, it heals an additional 50% hit points (round down).

Master Mender: A mender of 20th level is capable of healing even the most grievous of injuries. As a full-round action and by expending his psionic focus, the mender can heal a member of his collective to full health, including restoring any ability drain, removing fatigue or exhaustion, and curing any poisons or diseases. The mender can use this ability once every 10 minutes.

Soulthief Method

A soulthief vitalist develops techniques that focus on harnessing the energy of enemies, siphoning it off and using it to heal himself and his allies.

Soulthief Power: A soulthief vitalist adds *collapse* to his list of powers known. This does not count against his number of powers known.

Soulthief Talents: The soulthief vitalist can choose a talent that focuses on debilitating and manipulating the energy of enemies.

Fatigue: As a ranged touch attack, a soulthief may cause a target to be fatigued for a number of rounds equal to his class level. A successful Fortitude save (DC 10 + soulthief's wisdom modifier) negates this effect. This ability has no effect on a creature that is already fatigued.

Siphon: A soulthief may direct a ray of psionic energy at a target as a ranged touch attack. If it

hits, the target suffers 1d3 points of damage, and the soulthief, or one member of his collective (soulthief's choice), gains 1 temporary hit point for 1 minute.

Soulthief's Touch: A soulthief vitalist of 2nd level who utilizes transfer wounds can choose to instead deal the amount of damage that transfer wounds would normally heal plus the soulthief's class level to the target, healing himself a number of hit points equal to the damage dealt. A soulthief may not heal more hit points than the touched creature had prior to using this ability.

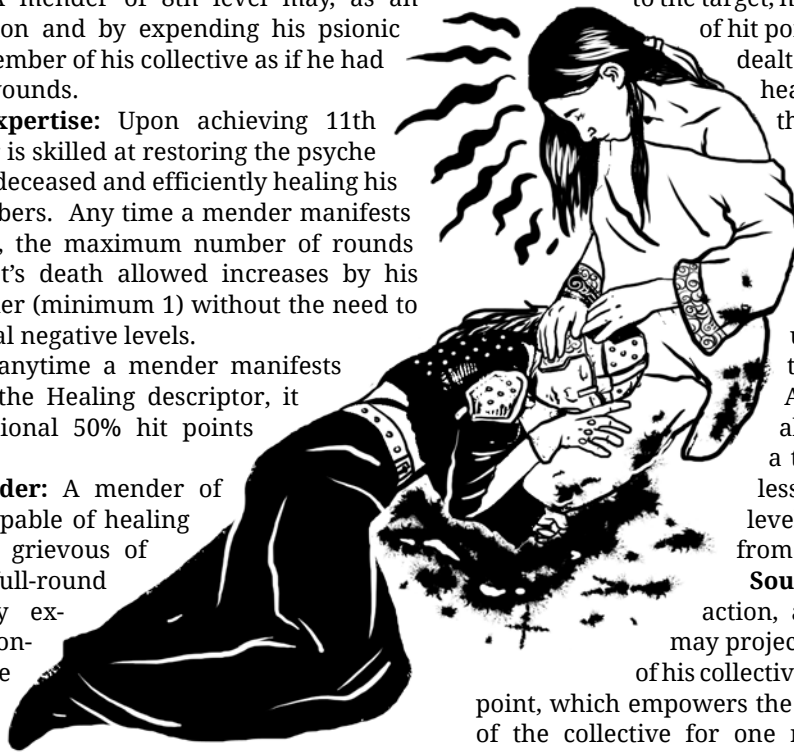
This ability may only be used on creatures with a Constitution score and may not be used against creatures in the soulthief's collective. A soulthief may use this ability on creatures with a total number of hit dice less than half his vitalist level, but he gains no healing from it.

Soulthief's Pulse: As a free action, a soulthief of 6th level may project a pulse to all members of his collective by spending one power point, which empowers the attacks of the members of the collective for one round. Any successful damaging attack made with an attack roll made by a member of the collective heals the attacker for the damage dealt, up to 2 hit points of damage. Every three vitalist levels thereafter, the maximum healing granted by this aura increases by 1.

Swift Aid: A soulthief of 8th level may, as an immediate action and by expending his psionic focus, transfer the wounds of a member of his collective to an enemy within 15 ft. of the ally for an amount of damage equal to the soulthief's transfer wounds ability. A successful Fortitude save (DC 10 + 1/2 class level + Wisdom modifier) negates the effect.

Soulthief's Expertise: Upon achieving 11th level, anytime a soulthief manifests *hostile empathic transfer*, the attack can be made as a ranged touch attack with a range of 30 feet instead of as a melee touch attack. In addition, every additional power point spent augmenting hostile empathic transfer increases the additional damage transferred by 7, rather than by 5, and the maximum number of points of damage transferred increases to 85.

In addition, any time a soulthief manifests a power or psi-like ability that deals hit point damage, it heals him for 50% of the damage dealt.



Master Soulthief: A soulthief of 20th level learns how to siphon the life out of a creature. Once every 10 minutes, the soulthief can choose one target to which he has line of sight and, as a full-round action and by expending his psionic focus, begin draining the target of health (12d6 points of empathic damage) which is then transferred to the collective and heals an equal amount of damage. A successful Will save (DC 20 + Wis modifier) negates the effect. Each round, the target may attempt another Will save to negate the effect. The soulthief can maintain concentration to continue the damage each round, for up to one minute. Any damage done after all members of the collective are healed completely instead grants temporary hit points to any member of the collective (soulthief's choice) for 10 minutes. The soulthief may divide these temporary hit points as he so chooses among members of the collective.

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.

Transmogrifist Discipline

Associated Discipline: Psychometabolism

Replacement Ability: The following discipline abilities replace the shared effect and infused form abilities of the psychometabolism discipline.

Empowered Alteration (Su): Starting at 8th level, you can expend your psionic focus anytime you manifest a power of the psychometabolism discipline that has a range of Personal and a Target of you to have all numeric effects of the power increased by 50%. For example, when manifesting *animal affinity*, you could expend your psionic focus to gain a +6 enhancement bonus to Strength instead of +4. Powers modified in this fashion cannot also be altered by effects such as Empower Power.

Infused Body (Su): At 20th level, anytime you manifest one of the metamorphosis powers, you heal a number of hit points equal to the number of power points spent on the manifestation.

In addition, your body has become so adept at changing form that you become virtually indestructible. As long as some portion of your body still exists, you will return to life as if affected by resurrection one week after dying, although you gain three permanent negative levels instead of only one.

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.

Infiltrator Path

You are adept at changing your form and altering your physiology to meet any situation and strike fear into your enemies.

Powers: *Chameleon, minor metamorphosis*

Skills: Disguise, Escape Artist, Intimidate

Bonus Class Skill: Disguise

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +2 competence bonus on Disguise checks and a +1 competence bonus on damage rolls made with natural weapons. These bonuses increase by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus when manifesting *minor metamorphosis, metamorphosis, or major metamorphosis* to gain an intimidating visage. For the duration of the manifestation, you may make a free Intimidate check against any creature that comes within 30 ft. of you. You must have line of sight to the creature and you may only make one such check against that creature per manifestation of *minor metamorphosis, metamorphosis, or major metamorphosis*. At 7th level and every four psychic warrior levels thereafter, you gain a +1 competence bonus to this Intimidate check.

Survivor Path

You are capable of surviving in harsh environments and enduring deadly assaults. You recognize the power of the body's ability to overcome even the most deadly of afflictions.

Powers: *Catfall, vigor*

Skills: Autohypnosis, Heal, Survival

Bonus class skill: Survival

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain DR 2/-. This damage reduction improves by 1 every four psychic

METTLE AND IMPROVED METTLE

Mettle (Ex): You are able to resist effects with great willpower or fortitude. If you succeed on a Fortitude or Will save against an effect with a partial effect on a successful save, you instead suffer no effects from the attack.

Improved Mettle (Ex): You are incredibly resistant to affects that assault the body or mind. If you succeed on a Fortitude or Will save against an effect with a partial effect on a successful save, you instead suffer no effects from the attack. If you fail the save, you instead suffer the partial effect.

warrior levels thereafter. In addition, you suffer no harm from being in a hot or cold environment. You can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. Your equipment is likewise protected. This doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Maneuver: Beginning at 3rd level, you can expend your psionic focus as an immediate action to be treated as having the Mettle ability until the beginning of your next turn. At 7th level and every four psychic warrior levels beyond, you gain a +1 competence bonus to Will saves when using this maneuver. In addition, at 11th level, when using this maneuver, you are treated as having the Improved Mettle ability.

WILDER SURGE OPTIONS

The wild surge is the defining ability of the wilder class. Presented below are new surge options for the wilder.

Healing Surge

Wild Surge and Psychic Enervation: A healing wilder utilizes empathy and compassion to boost her psionic power. When the healing wilder suffers psychic enervation, she is sickened for one round per point of wild surge, and if the power manifested with the wild surge healed another creature, that creature must make a Fortitude save (DC 10 + 1/2 wilder level + wilder's Charisma modifier) or also be sickened for one round. She also loses power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: Any power you manifest of the Healing subdiscipline heals any ally within 15 ft. of you for a number of hit points equal to the wild surge. In addition, you add *natural healing* to your

powers known list. This does not count against your limit of powers known and cannot be changed with effects such as *psychic reformation*.

Improved Surge Bond: At 5th, 9th, 13th and 17th level the healing wilder may gain the Expanded Knowledge feat, but must choose a power of the Healing subdiscipline.

Raging Surge

Wild Surge and Psychic Enervation: A raging wilder unleashes pure, raw rage to boost her psionic power. A raging wilder cannot invoke wild surge unless in a rage, but any time a raging wilder manifests a power and uses wild surge, that round does not count toward her number of rounds per day she may rage. When the raging wilder suffers psychic enervation, she loses hit points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of hit points lost).

Surge Bond: You gain the rage class feature, as the barbarian, except as follows: the number of rounds per day you may rage is equal to 3 + your Charisma modifier, +1 per level of wilder you possess. If you have levels of barbarian, you do not stack your total rounds of rage together; instead you may add your Charisma bonus and your wilder level to the total number of rounds of rage available to you through barbarian.

Improved Surge Bond: At 5th, 9th, 13th and 17th level the raging wilder gains a rage power as if a barbarian of the same level. If you have levels of barbarian, add your wilder levels to your barbarian level to determine which rage power you can select.

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 vitalist and shapechanging.

TYPES OF FEATS

All of the feats presented below are psionic feats.

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.

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.

EFFICIENT AID [PSIONIC]

Your ability to heal others at their request is more efficient.

Prerequisites: Heal 7 ranks, request aid class feature.

Benefit: The damage healed through the use of request aid is 4 hit points per power point spent.

Normal: The damage healed through the use of request aid is 3 hit points per power point spent.

ENHANCE STEAL LIFE [PSIONIC]

You make it more difficult for others to resist you stealing their life.

Prerequisites: Steal life class feature.

Benefit: When you use your steal life class feature, you can channel power points into it to increase the DC of the save. For every three power points you spend, the save DC is increased by 1. You may not spend more power points in this fashion than your manifester level.

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.

EXTRA POWER KNOWN [PSIONIC]

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 TRANSFER [PSIONIC]

You can use transfer wounds more often.

Prerequisite: Transfer wounds class feature.

Benefit: You can use transfer wounds two additional times per day.

FAST AID [PSIONIC]

Requests to you for healing can be made much faster.

Prerequisite: Heal 7 ranks, Spellcraft 7 ranks, request aid class feature.

Benefit: Your allies may choose to request aid as a swift action.

Normal: Request aid costs a standard action to perform.

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 Psycrystal 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.



IMPROVED METAMORPHOSIS [PSIONIC]

You gain more versatility when changing your form.

Prerequisite: Ability to manifest *minor metamorphosis*, *metamorphosis*, *greater metamorphosis*, or *true metamorphosis*.

Benefit: Any time you manifest *minor metamorphosis*, *metamorphosis*, *greater metamorphosis*, or *true metamorphosis*, you gain one additional menu option from either the Ability Menu or Enhancement Menu of the relevant power.

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 manifestor level, which is the manifestor’s psionic class level. A creature with no classes has a manifestor level equal to its Hit Dice unless otherwise specified. The word “level” in the power lists always refers to manifestor 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 manifestor level, unless you have an ability that increases your effective manifestor 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, a vitalist has special options when manifesting them, and can achieve results far beyond any other manifestor 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 and efficient network features of the vitalist class.

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

VITALIST POWERS

1st-Level Vitalist Powers

Biofeedback^A: Gain damage reduction 2/–.

Collapse^{A*}: Force a creature to fall down.

Detect Compulsion^{*}: You know if the target is controlled.

Detect Psionics: You detect the presence of psionics.

Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

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

Natural Healing^A: Heal 3 hit points of damage.

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

Collapse^{A*}: You cause the target’s muscles to spasm, knocking them prone.

Suppress Compulsion^{A*}: You attempt to free a target temporarily from another’s control using conflicting signals.

Synesthete: You receive one kind of sense when another sense is stimulated.

Thicken Skin^A: Gain +1 enhancement bonus to your AC for 10 min./level.

Vigor^A: Gain 5 temporary hit points.

2nd-Level Vitalist Powers

Animal Affinity^A: Gain +4 enhancement to one ability.

Body Adjustment^A: You heal 1d12 damage.

Body Equilibrium: You can walk on nonsolid surfaces.

Delay Poison: You are unaffected by poison for 1 hour / level.

Empathic Condition Relief^{*}: You relieve a target’s condition.

Empathic Transfer^A: Transfer another’s wounds to yourself.

Energy Adaptation, Specified^A: Gain resistance 10 to one energy type.

Psychic Bodyguard^{A*}: You make a target’s Will saving throws for it.

Resist Toxin^{A*}: Your body becomes temporarily immune to poison.

Secure Life^{A*}: Stabilize a dying target.

Share Pain: Willing subject takes some of your damage.

Sustenance: Go without food and water for one day.

3rd-Level Vitalist Powers

Battlesense^{A*}: Mental heads-up display allows for improved teamwork.

Body Purification^A: You restore 2 points of ability damage.

Danger Sense^A: You gain +4 bonus against traps.
Empathic Adaptation^A: You resist empathic damage.
Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.
Endorphin Surge^A: You incite a rush of endorphins, augmenting your physical form.
Guarded Sleep^{*}: Subject's mind is protected while asleep, and awakens in peak condition.
Hustle: Instantly gain a move action.
Mend Body^A ^{*}: Heal yourself for 3d8 points of damage
Share Pain, Forced^A: Unwilling subject takes some of your damage.
Solicit Psicrystal^A: Your psicrystal takes over your concentration power.

4th-Level Vitalist Powers

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.
Energy Adaptation^A: Your body converts energy to harmless light.
Evade Burst^A: You take no damage from a burst on a successful Reflex save.
Immovability: You are almost impossible to move and gain DR 15/-.
Incite Passion^{*}: Suppress the target's ability to understand logic.
Inertial Barrier: Gain DR 5/-.
Physical Acceleration^A ^{*}: You move faster, gain +1 on attacks, AC, and Reflex saves.
Psychic Drain: Touch attack drains 2 power points/level from foe.
Psychic Reformation: Subject can choose skills, feats, and powers anew for previous levels.
Wither^A ^{*}: Cause the target's muscles to lose their strength.

5th-Level Vitalist Powers

Adapt Body: Your body automatically adapts to hostile environments.
Incarnate: Make some powers permanent.
Leech Field^A: Leech power points each time you make a saving throw.
Power Resistance: Grant PR equal to 12 + level.
Psionic Revivify^A: Return the dead to life before the psyche leaves the corpse.
Psychofeedback: Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.
Restore Extremity: Return a lost digit, limb, or other appendage to subject.
Tower of Iron Will^A: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

6th-Level Vitalist Powers

Aura Alteration^A: Repairs psyche or makes subject seem to be something it is not.
Brutalize Wounds^{*}: Your target takes more damage than normal from wounds.
Cleanse Spirit: Restores level and ability score drains.
Defer Fatality^{*}: You avoid death through suspended animation.
Fuse Flesh^A: Fuse subject's flesh, creating a helpless mass.
Heal Injuries^A ^{*}: Heal large amount of damage.
Suspend Life: Put yourself in a state akin to suspended animation.
Trigger Power: Sets trigger condition for another power.

7th-Level Vitalist Powers

Barred Mind, Personal: You are immune to scrying and mental effects.
Crisis of Life^A: Stop subject's heart.
Energy Conversion: Offensively channel energy you've absorbed.
Oak Body^A: Your body becomes as hard as oak.

8th-Level Vitalist Powers

Barred Mind: Subject immune to scrying and remote viewing, and gains bonus to mental effects.
Bend Reality: Alters reality within power limits.
Body of Iron: Your body becomes living iron.
True Metabolism: You regenerate 10 hit points/round.

9th-Level Vitalist 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.
Psychic Chirurgery: You repair psychic damage or impart knowledge of new powers.
Regenerative Aura^{*}: Heal all creatures within range for 25 hit points per round (max 250 hit points).
Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

PSION/WILDER POWERS

1ST-LEVEL PSION/WILDER POWERS

Detect Compulsion^{*}: You know if the target is controlled.

2ND-LEVEL PSION/WILDER POWERS

Empathic Condition Relief^{*}: You relieve a target's condition.

Psychic Bodyguard^{A*}: You make a target's Will saving throws for it.

3RD-LEVEL PSION/WILDER POWERS

Endorphin Surge^{A*}: You incite a rush of endorphins, augmenting your physical form.

4TH-LEVEL PSION/WILDER POWERS

Incite Passion^{*}: Suppress the target's ability to understand logic.

Wither^{A*}: Cause the target's muscles to lose their strength.

6TH-LEVEL PSION/WILDER POWERS

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

Defer Fatality^{*}: You avoid death through suspended animation.

PSION DISCIPLINE POWERS

EGOIST (PSYCHOMETABOLISM) DISCIPLINE POWERS

2 Resist Toxin^{A*}: Your body becomes temporarily immune to poison.

3 Physical Acceleration^{A*}: You move faster, gain +1 on attacks, AC, and Reflex saves.

9 Regenerative Aura^{*}: Heal all creatures within range for 25 hit points per round (max 250 hit points).

TELEPATH (TELEPATHY) DISCIPLINE POWERS

1 Suppress Compulsion^{A*}: You attempt to free a target temporarily from another's control using conflicting signals.

3 Battlesense^{A*}: Mental heads-up display allows for improved teamwork.

PSYCHIC WARRIOR POWERS

2nd-Level Psychic Warrior Powers

Endorphin Surge^{A*}: You incite a rush of endorphins, augmenting your physical form.

3rd-Level Psychic Warrior Powers

Graft Armor^{*}: Your armor becomes an extension of your body.

6th-Level Psychic Warrior Powers

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

Defer Fatality^{*}: You avoid death through suspended animation.

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).

Battlesense

Discipline: Telepathy [Mind-Affecting]

Level: Vitalist 3, tactician 3, telepath 3

Display: Mental

Manifesting Time: 1 standard action

Range: 30 feet (see text)

Target: 1 willing creature/level

Duration: 1 round/level

Power Points: 5

You link the minds of your allies, dramatically improving their coordination. When you manifest this power, a type of heads-up display appears in each target's mind, improving their coordination and group awareness. Each affected target can use the Aid Another action as an immediate action. Creatures that move out of the 30 foot range after the power is manifested are still affected by the power.

Additionally, all targets that are also willing members of your collective (if any) gain one special ability of your choice from this list. Your choice affects all members equally.

* +1 circumstance bonus to attack rolls

* +1 circumstance bonus to AC

* +2 circumstance bonus to weapon damage

* +5 circumstance bonus to speed

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

1. If you spend 2 additional power points, you can choose a second special ability from the collective bonus list. You may choose the same benefit again; if you do, it stacks with itself (up to +5 for attack rolls or AC, +10 for weapon damage, or +25 for bonus to speed).

2. If you spend 2 additional power points, you can use this power as if you had the collective class feature, treating creatures with which you have established a mental link, such as the *mindlink* power, as members. Creatures that would not consider you an ally if not for the link do not count as willing members.

Brutalize Wounds

Discipline: Telepathy [Compulsion, Mind-Affecting]
Level: Vitalist 6, psion/wilder 6, psychic warrior 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.

While under the effect, the target 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.

Collapse

Discipline: Discipline: Psychometabolism
Level: Vitalist 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: 1

You disrupt the muscles and nerves of the target, causing it to be knocked prone on a failed save.

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

1. If you spend 2 additional power points, on a failed save the target is fatigued, sickened, or staggered, at your choice, for 1 round / level, in addition to being knocked prone. Multiple applications of this power do not cause the target to become exhausted.

2. If you spend 4 additional power points, on a failed save the target is nauseated for 1 round / level, in addition to being knocked prone.

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

Defer Fatality

Discipline: Psychometabolism
Level: Vitalist 6, psion/wilder 6, psychic warrior 6
Display: Auditory
Manifestation Time: One immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 11

When death is about to claim you because of a lethal attack of any sort, you instead enter a state of suspended animation. While fatality is deferred, you do not age, breathe, grow hungry, sleep, or regain power points. You are unaware of your surroundings and cannot use subconscious powers. Outside forces can damage your body, but as long as your head remains attached to your torso and your brain remains intact, the physical damage can be healed. A coup de'grace still forces you to make a Fortitude save or die.

You can manifest this power quickly enough to avoid complete destruction if you are unexpectedly affected by a lethal melee or ranged attack or effect. You cannot manifest this power if you are unconscious.

You remain in a state of deferred fatality until some third party provides you with magical or



psionic healing in the amount equal to 10 points + the amount of damage your body originally (and subsequently) sustained which dropped you into this deferred state. When so cured, you become conscious, possess 1 hp, 1 power point, and sustain 1d4+1 points of temporary ability damage on each of your six ability scores. (If this brings your Constitution score to 0, you die normally.)

Detect Compulsion

Discipline: Clairsentience
Level: Vitalist 1, psion/wilder 1
Display: None (see text)
Manifestation Time: One swift action
Range: 60 feet
Target: One creature
Duration: Instantaneous
Saving Throw: None; **Power Resistance:** No
Power Points: 1

You detect if the target creature is under the effects of a compulsion or charm. Affected creatures appear to have an amber aura, though no one but you sees this visual effect.

Empathic Condition Relief

Discipline: Psychometabolism (Healing)
Level: Vitalist 2, psion/wilder 2
Display: Olfactory
Manifestation Time: One standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless); **Power Resistance:** Yes (harmless)
Power Points: 3

You cleanse the subject's body of unhealthy influences and relieve 1d2+1 rounds' worth of debilitating conditions - dazed, confused, nauseated, shaken, and/or stunned. The subject gains instant relief if she is dazed, confused, nauseated, shaken, and/or stunned. If the duration of the debilitating condition is longer than the relief provided by this power, the subject can either, at your choice, remain affected by the debilitating condition, but for a reduced time, or gain 1d2+1 rounds unaffected by the condition. So, if the subject is dazed for 10 rounds, using this power can either grant them 1d2+1 rounds not being dazed or shorten that period by 1d2+1 rounds. You could manifest this power again to relieve the additional rounds of the specified debilitating conditions.

Augment: For every 2 additional power points you spend, the number of rounds of relief extends by 1.

Endorphin Surge

Discipline: Psychometabolism
Level: Vitalist 3, psion/wilder 3, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round / level (D)
Power Points: Vitalist 5, psion/wilder 5, psychic warrior 3

The glands of your body emit massive quantities of endorphins, augmenting your natural abilities. While this power is active, you are treated as if in a barbarian rage, giving you a +2 morale bonus to your Constitution and Strength, a +1 morale bonus on Will saves, and a -2 penalty to your Armor Class. The effect is otherwise identical with a barbarian's rage except you aren't fatigued at the end of the rage.

Augment: If you spend 6 additional power points, the morale bonus to your Constitution and Strength is increased by 2, and the morale bonus on Will saves is increased by 1.

Graft Armor

Discipline: Psychometabolism
Level: Psychic warrior 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours (D)
Power Points: 5

Any armor you are wearing becomes a natural extension of your body, and blends seamlessly with your form. Now that the armor and you are one, your Maximum Dexterity Bonus increases by 1, the armor's Armor Check Penalty is reduced by 1 (to a minimum of 0), any arcane spell failure is reduced by 10%, and the armor is treated as one step lighter for all purposes except armor proficiency (light armor is still considered light armor).

When this power's duration expires, the armor detaches normally and remains equipped.

Heal Injuries

Discipline: Psychometabolism (Healing)
Level: Vitalist 6
Display: Material, visual
Manifesting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous

Saving Throw: Fort negates (harmless); **Power Resistance:** Yes
Power Points: 11

You psionically augment the touched creature's healing ability with your own power. The touched creature heals 110 points of damage.

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

1 For every additional power point you spend, you heal an additional 10 points of damage.

2 If you spend 6 additional power points, you can heal all living creatures within 20 feet of you.

Incite Passion

Discipline: Telepathy [Mind-Affecting]

Level: Psion/Wilder 4, Vitalist 4

Display: Material, Olfactory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round / level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 7

The target creature's mind is subtly altered to embrace its more instinctual urges instead of logic. For the duration of the power, the target creature takes a -2 penalty on all Intelligence-related checks and may not take 10 or take 20 on any skill check. In addition, the target cannot competently grasp combat tactics and suffers a -2 penalty on attack rolls and Armor Class, cannot fight defensively, and cannot use Combat Expertise or any other feats that require it.

Mend Body

Discipline: Psychometabolism (Healing)

Level: Vitalist 3

Display: Auditory, Mental

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 5

You mend your own wounds, healing 3d8 points of damage.

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

1. For every 2 power points spent, the power heals an additional 1d8 points of damage.

2. By expending your psionic focus, each 1d8 points of damage healed is instead 2d6 points of damage healed.

Physical Acceleration

Discipline: Psychometabolism

Level: Vitalist 4, egoist 3, marksman 3, psychic warrior 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: Vitalist 7, egoist 5, marksman 5, psychic warrior 5

You move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, you gain one additional attack. The attack is made using your full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to manifest a second power or otherwise take an extra action in the round.)

You gain a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of your modes of movement (including land



movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice your normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects your jumping distance as normal for increased speed. Multiple *physical acceleration* effects don't stack, nor does it stack with *haste*. *Physical acceleration* negates *slow*.

Augment: If you spend an additional 6 power points, you can manifest this power as a swift action.

Psychic Bodyguard

Discipline: Telepathy [Mind-Affecting, Network]

Level: Vitalist 2, psion/wilder 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. Once the connection is forged, your mind takes 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*. 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.

Regenerative Aura

Discipline: Psychometabolism

Level: Vitalist 9, egoist 9

Display: Material, visual

Manifesting Time: 1 standard action

Range: 30 ft

Area: 30 ft. radius sphere centered on you

Duration: 1 round / level (D)

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

Power Points: 17

Psionic power radiates out from your body, causing all living creatures within range to rapidly heal as their healing ability is hyperaccelerated. All living creatures within range heal 25 hit points per round.

Augment: By expending your psionic focus while manifesting this power, you may select which creatures are healed.

Resist Toxin

Discipline: Psychometabolism (Healing)

Level: Vitalist 2, egoist 2, psychic warrior 2

Display: Mental, visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour / level

Power Points: 3

You become temporarily immune to poison. Any poison in your system or any poison to which you are exposed during the power's duration does not affect you until the duration has expired. This does not cure any damage that poison may have already done.

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

1. If you spend 2 additional power points, this power can instead cure all diseases from you are suffering. You must make a manifesting level check (1d20 + manifester level) against the DC of each disease affecting you. Success means that the disease is cured. The power's duration changes to Instantaneous when using this augment option. This does not prevent reinfection after a new exposure to the same disease at a later date.

2. If you spend 4 additional power points, this power can instead detoxify any sort of venom in you. You must make a manifester level check (1d20 + manifester level) against the DC of each poison affecting you. Success means that the poison is neutralized. You suffer no additional effects from the neutralized poison, and any temporary effects are ended, but this does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The power's duration changes to Instantaneous when using this augment option.

Suppress Compulsion

Discipline: Telepathy [Mind-Affecting]

Level: Vitalist 1, telepath 1

Display: None

Manifestation Time: One swift action

Range: Close (25 feet + 5 feet/two levels)

Target or Area: One dominated or controlled creature

Duration: 1 round

Saving Throw: None; **Power Resistance:** Yes
Power Points: 1

You can attempt to suppress a compulsion or charm effect on another creature by overwhelming the creature with conflicting telepathic signals, temporarily canceling the domination. When you manifest this power, make a manifester level check against the ongoing controlling power currently in effect on the creature. The manifester level check is 1d20 + your manifester level against a Difficulty Class of 11 + the manifester level of the entity that originally manifested the controlling power. On a successful check, the control is suppressed for 1 full round. Even though suppressed, the compulsion or charm is still considered to be running off its duration.

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

1. If you spend 4 additional power points, you can attempt to permanently terminate a compulsion or charm effect on another creature, including mind control. When you manifest this power, make a manifester level check against the ongoing controlling power currently in effect on the creature against a Difficulty Class of 11 + the manifester level of the entity that originally manifested the controlling power. On a successful check, you terminate the effect.

2. For every additional power point you spend, you increase your check result by +1 and extend the duration by 1 round.

Wither

Discipline: Psychometabolism

Level: Vitalist 4, psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates; **Power Resistance:** Yes

Power Points: 7

Your touch disrupts the target's physical form, draining the strength from its muscles. The creature suffers 2d4 points of Strength damage. A successful Fortitude save halves the Strength damage taken.

Augment: For each additional 4 power points spent, this power causes an additional 1d4 points of Strength damage.

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 shapechanging.

Soulknives And Prestige Classes

Sometimes, a soulknife may qualify for a prestige class with "+1 level of existing manifesting class" as a class feature. This increased psionic training helps those who follow the path of the mind blade as well as the path of the manifester. At each level where a manifester level would increase by one, treat the soulknife as if he had gained a level of soulknife for the purposes of Enhanced Mind Blade. The soulknife does not gain any other benefits from an increased level (blade skills, etc.).

It's less common, but sometimes a multiclass soulknife enters one of these prestige classes with a bit of manifesting talent. In high psionics games, for this special case, each indicated level of the prestige class advances both the soulknife's Enhanced Mind Blade, as above, and his existing manifester level by one level. In games that are not high psionics, choose one or the other to increase, but not both.

METAMORPH

While egoists and psychic warriors are both capable of changing their shape, both do so in a limited fashion. There are still a wide variety of forms that most of them cannot take.

A select few, however, have chosen to devote their studies into altering their bodies in new and unique ways, gaining special and powerful abilities that their less focused counterparts could only dream of. These are the metamorphs, and they are often found in altered forms, rather than in their natural state.

Role: As masters of altering their forms, metamorphs are often excellent at handling unexpected circumstances and have decent combat ability. They are capable of changing their form to match whatever scenario might present itself.

Alignment: Any

Hit Die: d8.

Requirements

To qualify to become a metamorph, a character must fulfill all the following criteria.

Skills: Autohypnosis 5 ranks, Knowledge (Psionics) 5 ranks

Feats: Improved Metamorphosis*

Psionics: Ability to manifest *metamorphosis*.

Class Skills

The metamorph's class skills (and the key ability for each skill) are Autohypnosis, Climb, Fly, Knowledge (nature), Knowledge (psionics) (Int), Spellcraft (Int), and Swim.

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the metamorph prestige class.

Weapon and Armor Proficiency: Metamorphs gain no proficiency with any weapon or armor.

Manifesting: When indicated, the character gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained (bonus metapsionic or item creation feats, and so on). This essentially means that he adds that level of metamorph to the level of whatever other manifesting class the character has, and then determines power points per day, powers known, and manifeste level accordingly.

If a character had more than one manifesting class before he became a metamorph, he must decide to which class he adds the level of metamorph for purpose of determining power points per day, powers known, and manifeste level.

Natural Shifter: Although metamorphs sacrifice their manifesting progression to gain increased capability of changing their form, their manifesting ability when manifesting the *metamorphosis* powers is unaffected. When manifesting the *metamorphosis* powers, the metamorph's manifeste level is increased by 1.

Once a metamorph reaches level 6, his manifeste level is instead increased by 2. This manifeste level bonus stacks with effects like wild surge or

Overchannel.

Supernatural Shift (Su): One thing that sets metamorphs apart from their traditional manifeste brethren is their ability to assume supernatural abilities of creatures when they utilize one of the *metamorphosis* powers. The metamorph gains the following menu options when manifesting the *metamorphosis* powers.

Abilities Menu A

- You gain darkvision out to 60 ft.
- You gain the ability to breathe underwater.

Abilities Menu B

- Your natural attacks cause 2 points of ability damage to either Strength or Dexterity (chosen at time of manifesting). A successful Fortitude save (DC 10 + 1/2 class level + primary ability modifier) negates this damage.
- You gain a fear aura. All creatures within a 30-foot radius that see you must make a Will save (DC 10 + 1/2 class level + primary ability modifier) or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same your aura again for 24 hours. This is a paralysis and a mind-affecting fear affect.

Abilities Menu C

- You gain a breath attack of your active energy type. This attack is a 30 ft. cone that deals 6d8 points of damage of your active damage type. A successful Reflex save (DC 10 + 1/2 class level + primary ability modifier) halves the damage.
- You gain immunity against your active energy type.
- Your natural attacks cause paralysis unless

Table: Metamorph

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1	+0	+1	+0	+0	Natural shifter, supernatural shift	-
2	+1	+1	+1	+1	Free shift (1/day)	+1 level of existing class
3	+2	+2	+1	+1	Alter metamorphosis (move)	+1 level of existing class
4	+3	+2	+1	+1	Free shift (2/day)	+1 level of existing class
5	+3	+3	+2	+2	Quick shift	+1 level of existing class
6	+4	+3	+2	+2	Alter metamorphosis (swift), free shift (3/day), <i>major metamorphosis</i>	-
7	+5	+4	+2	+2	Extended shift	+1 level of existing class
8	+6	+4	+3	+3	Free shift (4/day)	+1 level of existing class
9	+6	+5	+3	+3	Alter metamorphosis (complete), shift type	+1 level of existing class
10	+7	+5	+3	+3	Free shift (5/day), permanent shift	+1 level of existing class

the target creature makes a successful Fortitude save (DC 10 + 1/2 class level + primary ability modifier). A target need only make one save per round, even if you hit with multiple natural attacks. The paralysis lasts 1d4 rounds.

Free Shift: Beginning at 2nd level, once per day, a metamorph can manifest *metamorphosis*, augmented up to his manifester level, without having to pay the power point cost. Every two levels thereafter, a metamorph can use this ability one additional time per day. The metamorph may not augment this power in any other way.

Alter Metamorphosis: Once a metamorph has reached 3rd level, he may spend a move action to modify one of his menu choices for any active *metamorphosis* power affecting him.

At 6th level, the metamorph can alter one of his menu choices as a swift action instead of as a move action.

At 9th level, the metamorph can alter all menu choices as a move action.

Swift Shapeshifter: A 5th level metamorph gains the Swift Shapeshifter feat as a bonus feat. If he already has the Swift Shapeshifter feat, he instead gains Master of Forms as a bonus feat. If he already has both feats, he gains no benefit.

Major Metamorphosis: At 6th level, metamorphs add *major metamorphosis* to their list of powers known as a 6th level power. This power does not count against their limit of powers known, but may not be changed by effects such as *psychic reformation*. If a metamorph already knows *major metamorphosis*, she may instead choose any psychometabolism power of up to 5th level.

Extended Shift: Any time a metamorph of 7th level or higher manifests a *metamorphosis* power, he may expend his psionic focus to double the duration.

Shift Type: When a metamorph of 9th level or higher manifests a *metamorphosis* power, he can become one of the following types, with the

associated traits: aberration, construct, elemental (cold, electricity, fire, or sonic only), dragon, fey, humanoid (any subtype), magical beast, monstrous humanoid, plant. This does not grant him any special attacks or special qualities, it simply grants the traits for that type. A metamorph may change this type through the use of Alter Metamorphosis as if it was a menu choice.

Permanent Shift: Upon reaching 10th level, a metamorph is able to permanently change his form. When manifesting one of the *metamorphosis* powers, the power's duration becomes "Permanent (D)".



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 ARMOR

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

PSIONIC ARMOR SPECIAL ABILITY

DESCRIPTIONS

Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Fusing: A suit of armor or a shield granted this ability melds with its wearer when the appropriate command word is given, seamlessly fusing with the wearer's form. The Armor Check penalty of the armor is reduced by 1 (to a minimum of 0), the Maximum Dexterity

Bonus is increased by 1, and the armor is treated as if one category lighter for movement restrictions. This decrease does not apply to proficiency in wearing the armor. For example, a character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty to all his attack rolls and skill checks that involve moving. These modifications are in addition to any changes from special materials, but do not stack with effects such as that from *graft armor*.

Strong psychometabolism; ML 15th; Craft Psionic Arms and Armor, *graft armor*; Price +2 bonus.

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.

GLOVES OF THE BEAST

Aura Moderate psychometabolism **ML** 5th
Slot hands; **Price** (per glove) 625 gp (1d3 damage), 1,000 gp (1d4 damage), 3,000 gp (1d6 damage), 5,000 gp (1d8 damage), 7,000 gp (2d6 damage), 11,000 gp (3d6 damage), 15,000 gp (4d6 damage), 19,000 gp (5d6 damage), 22,000 gp (6d6 damage);
Weight 0.5 lb.

DESCRIPTION

These supple, black leather gloves allow the wearer to assume the natural attack of a specific animal. Different gloves grant different attacks, such as slam, claws, hooves, talons, or tentacles, allowing mismatched gloves to grant the wielder two different natural attacks simultaneously.

Wearing two or more gloves that grant the same type of attack with the same amount of damage grants the wielder a +1 circumstance bonus on attack rolls with the natural attacks.

The different types of natural attacks are identical in cost, only the damage granted from the gloves alters the price. Boot forms of gloves of the beast are also available and take up the boot slot instead of the hand slot. A hand wearing a *glove of the beast* cannot hold anything.

CONSTRUCTION

Requirements Craft Universal Item *claws of the beast*, *graft weapon*; **Cost** (per glove) 313 gp (1d3 damage), 500 gp (1d4 damage), 1,500 gp (1d6 damage), 2,500 gp (1d8 damage), 3,500 gp (2d6 damage), 5,500 gp (3d6 damage), 7,500 gp (4d6 damage), 9,500 gp (5d6 damage), 11,000 gp (6d6 damage)

MENDER'S VESTMENTS

Aura Moderate psychometabolism; **ML** 10th
Slot Body; **Price** 3,750 gp (additional daily use), 4,000 gp (additional 1d6), 10,000 (additional 1d6 and daily use); **Weight** 1 lb.

DESCRIPTION

This light garment is worn over normal clothing or armor. Most such vestments are red, embroidered with hands, hearts, and staves. Depending on the version of the vestments, when this item is worn by a character with the transfer wounds ability, the character can use that ability one additional time each day, heal an additional 1d6 points of damage, or both.

CONSTRUCTION

Requirements Craft Wondrous Item, *empathic transfer* or transfer wounds ability; **Cost** 1,875 gp (additional daily use), 2,000 gp (additional 1d6), 5,000 (additional 1d6 and daily use)

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