

PSIONICS EXPANDED

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D&D DATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Psionics Expanded

UNLIMITED POSSIBILITIES

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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.

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 aegis base class, as well as advanced rules such as 0th-level powers, 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 aegis, presented in this section you will also find new options for the core psionic base classes: a new archetype for the soulknife 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 the core psionics system. Presented below you will find the aegis class, a psionic armor specialist, capable of creating customizable armor out of ectoplasm.

AEGIS

While the shaper is the master of manipulating ectoplasm and creating any manner of item, the aegis has learned to take ectoplasm and form it into a suit to be worn around his body, granting him a variety of benefits.

The aegis can shape his astral suit into several different forms and is capable of altering its abilities to suit his needs.

Role: An aegis is a front-line combatant. His astral suit allows him significant flexibility in handling combat and non-combat situations, and his defensive abilities are considerable.

Alignment: Any.

Hit Die: d10

Class Skills

The aegis's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (Engineering) (Int), Knowledge (Psionics) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All the following are class features of the aegis.

Weapon and Armor Proficiency: Aegii are proficient with all simple and martial weapons. Aegii are proficient with light armor and shields (but not tower shields). Armor does not interfere with the aegis's class features.

Power Points/Day: An aegis's ability to manifest some of his abilities is limited by the power points he has available.

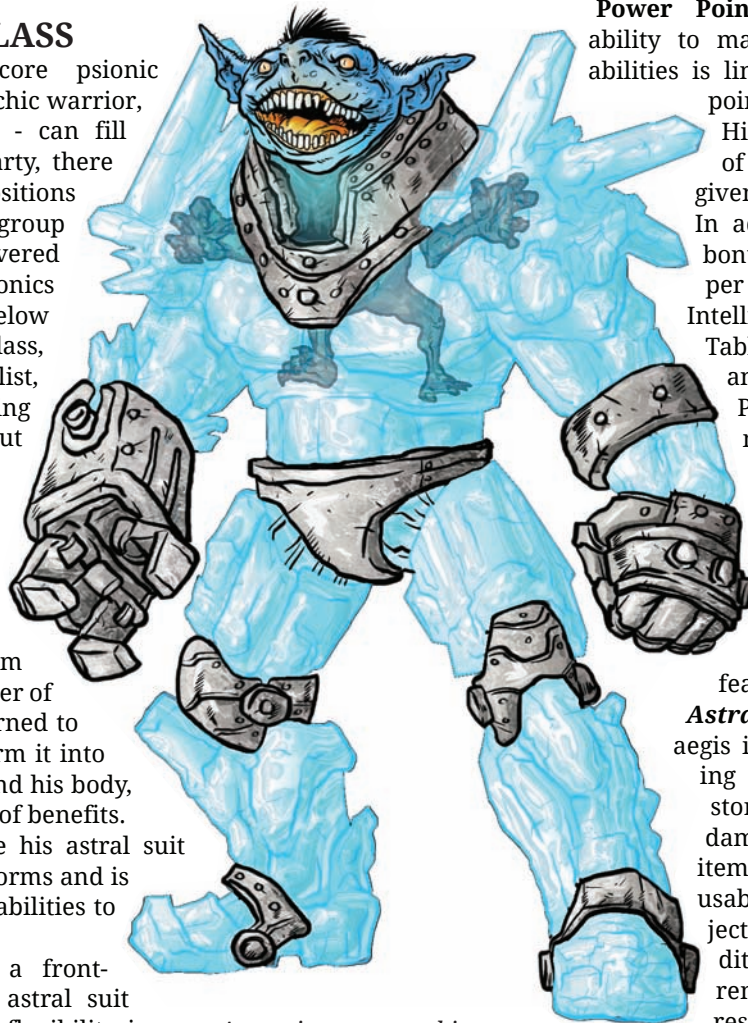
His base daily allotment of power points is given on Table: The Aegis. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points), treating his manifester level for the purposes of bonus power points as equal to his class level. His race may also provide bonus power points per day, as may certain feats and items.

Astral Repair (Ps): An aegis is capable of repairing mundane items, restoring 2 hit points of damage to the touched item as a standard action usable at will. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points.

All of the pieces of an object must be present for this ability to function.

This ability has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Form Astral Suit (Su): Every aegis learns to draw forth ectoplasm and form an astral suit around their form. The aegis can select from three different types when forming his astral suit - skin, armor, or juggernaut. An aegis is always considered to be proficient with his astral suit, even if he does not have the appropriate armor proficiency. The amount



An aegis augments his physical form with a customized suit of ectoplasm

of time forming this astral suit takes depends on the type of suit being formed. Different astral suit forms grant different free customizations. These free customizations never count against the aegis's total number of customization points spent on his astral suit, although customizations that have scaling costs, such as the Brawn customization, do count toward the customization point cost of subsequent selections. For example, the Astral Skin form grants the Nimble customization. Should the aegis want to select Nimble again, he would have to pay the increased cost (4) instead of the initial cost (2).

The aegis chooses the appearance of his astral suit, although its shape must reflect the selections the aegis has chosen: astral skin would cover the aegis like a *psychoactive skin*, astral juggernaut would appear to cover the aegis like plate armor, etc.

An astral suit can be dismissed as a free action.

An astral suit does not function in areas where psionics do not work, such as a *null psionics field*. *Dismiss ectoplasm* can be used against an astral suit; treat the manifester level as the aegis's class level,

although the aegis can simply form his astral suit again on his next turn.

Astral Suit Types

There are three suit forms from which the aegis can choose. Additional forms may be made available at your GM's discretion.

Astral Skin: When formed in this way, an astral suit resembles a *psychoactive skin*. Forming an astral suit into this form takes a swift action. The aegis gains no armor bonus from his astral suit when worn in this fashion, but he gains the following free customizations: speed (2), nimble. At 2nd level, the aegis gains the evasion customization as a free customization when the astral suit is in astral skin form. At 12th level, the aegis gains the improved evasion customization as a free customization when the astral suit is in astral skin form. An astral suit in this form does not count as any type of armor, but does count as a *psychoactive skin* and follows all the rules of a *psychoactive skin*.

Astral Armor: When formed into astral armor, an

TABLE: THE AEGIS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Customization Points	Power Points/Day
1	+1	+2	+0	+2	Astral repair, form astral suit	3	1
2	+2	+3	+0	+3	Craftsman (+1), damage reduction (2/-)	4	2
3	+3	+3	+1	+3	Reconfigure (1/day)	5	3
4	+4	+4	+1	+4	Augment suit (1)	7	5
5	+5	+4	+1	+4	Damage reduction (3/-), Master Craftsman, reconfigure (2/day)	8	7
6	+6/+1	+5	+2	+5	Craftsman (+2)	9	9
7	+7/+2	+5	+2	+5	Reconfigure (3/day)	10	11
8	+8/+3	+6	+2	+6	Augment suit (2), damage reduction (4/-)	11	14
9	+9/+4	+6	+3	+6	Reconfigure (4/day)	13	17
10	+10/+5	+7	+3	+7	Craftsman (+3)	14	20
11	+11/+6/+1	+7	+3	+7	Damage reduction (5/-), reconfigure (5/day)	15	24
12	+12/+7/+2	+8	+4	+8	Augment suit (3), cannibalize suit	16	28
13	+13/+8/+3	+8	+4	+8	Reconfigure (6/day)	17	32
14	+14/+9/+4	+9	+4	+9	Craftsman (+4), damage reduction (6/-)	19	37
15	+15/+10/+5	+9	+5	+9	Reconfigure (7/day)	20	42
16	+16/+11/+6/+1	+10	+5	+10	Augment suit (4)	21	47
17	+17/+12/+7/+2	+10	+5	+10	Damage reduction (7/-), reconfigure (8/day)	22	52
18	+18/+13/+8/+3	+11	+6	+11	Craftsman (+5)	23	58
19	+19/+14/+9/+4	+11	+6	+11	Reconfigure (9/day)	25	64
20	+20/+15/+10/+5	+12	+6	+12	Augment suit (5), damage reduction (8/-), perfect merger	26	70

astral suit resembles masterwork chainmail and is treated as such for all mechanical purposes. Should the aegis be wearing armor when forming his astral suit in this fashion, the astral suit encloses the armor and the aegis gains the benefits of only his astral suit and not that from his armor, even if his armor would confer better benefits. Forming an astral suit into this form takes a move action. The aegis gains the following free customizations: brawn, improved damage. At 2nd level, the aegis gains the flexible suit customization as a free customization when the astral suit is in astral armor form. At 8th level, the astral suit resembles and is treated as a masterwork breastplate for all mechanical purposes.

Astral Juggernaut: When formed into astral juggernaut, an astral suit resembles masterwork half-plate and is treated as such for all mechanical purposes. Should the aegis be wearing armor when forming his astral suit in this fashion, the astral suit encloses the armor and the aegis gains the benefits of only his astral suit and not that from his armor, even if his armor would confer better benefits. Forming an astral suit into this form takes a full-round action. The aegis gains the following free customizations: fortification, hardy. At 2nd level, the aegis gains the stalwart customization as a free customization when the astral suit is in astral juggernaut form. At 7th level, the astral suit resembles and is treated as masterwork full plate for all mechanical purposes.

Customization Points: An aegis gains a pool of points he can use to customize his astral suit, molding it to suit his needs. Modifying the customization points spent on an astral suit requires 8 hours of concentration. An aegis may choose to leave customization points free when he sets his customization choices, allowing him to customize his suit on the fly. If he does so, setting a customization in this fashion takes one minute of concentration and that customization cannot be changed until the aegis spends another 8 hours modifying the astral suit.

Each astral suit provides certain free customizations; these are provided on top of whatever customizations the aegis pays for with customization points, and are not subject to the usual level prerequisites or increased costs. If the aegis changes the type of his astral suit and the free customizations would take the suit over the maximum limit (such as switching from an Astral Armor with 3 Nimble customizations to Astral Skin, which grants an additional Nimble customization), the excess customizations go inert until the astral suit is changed to make the selections valid (by reconfiguring the customization points via 8 hours of concentration or Reconfigure ability or switching the astral suit type).

Craftsman: Beginning at 2nd level, an aegis gains a +1 bonus to any one Craft skill of his choice. At 6th level and every four levels thereafter, this bonus increases by 1.

Damage Reduction: Starting at 2nd level, when an aegis is wearing his astral suit, he gains damage reduction 2/-, regardless of what type of astral suit he is wearing. At 5th level and every three levels thereafter, this damage reduction improves by 1.

Invigorating Suit (Su): An aegis of at least 3rd level wearing his astral suit gains a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

Reconfigure: Starting at 3rd level, an aegis can reconfigure up to his Intelligence modifier in customization points on his astral suit once per day as a standard action. Every two levels thereafter, he can use this ability an additional time per day.

Augment Suit (Su): An aegis learns how to infuse his astral suit with his psionic power, augmenting the capacity of his suit. Beginning at 4th level, the aegis may spend up to one power point per four class levels to customize his Astral Suit, gaining one temporary customization point for each power point spent.

This ability, activated as a standard action, lasts for a number of rounds equal to the aegis' Intelligence modifier.

Activating this ability again, while already in use, immediately causes the previous duration to end.

An aegis may end the duration as a free action at any time.

Master Craftsman: At 5th level, an aegis gains the Master Craftsman feat as a bonus feat. He must still meet the prerequisites of the feat in order to gain its benefits.

Cannibalize Suit (Su): Starting at 12th level, an aegis learns to convert the psionic energy used to create his suit into healing power. Once per day as a standard action, he can dismiss his astral suit and heal a number of hit points equal to his customization pool. The aegis cannot reform his suit again for one minute after using this ability. Every two levels thereafter, the aegis can use this ability an additional time per day. Additional customization points gained from Augment Suit are not counted for this ability.

Perfect Merger (Su): An aegis of 20th level has learned to become one with his suit. His suit cannot be dispelled or removed against his will by any means, although his astral suit ability still does not function within areas where psionics do not work, such as a *null psionics field*.

In addition, the aegis can spend two daily uses of his reconfigure ability, to alter all of the customizations on his astral suit.

Finally, once per day, the aegis can boost his cannibalize suit ability, healing all of his hit point damage, although he cannot reform his suit for ten minutes after using this ability, rather than the standard one minute.

Customizations

Customizations are grouped by their cost in customization points. An aegis only gains the benefits of a customization when he is wearing his astral suit. Unless specified otherwise, a customization may not be selected multiple times.

1-point Customizations

The following customizations cost 1 point from the aegis's customization pool.

Darkvision: The aegis gains darkvision out to a range of 60 feet.

Energy Resistance: The aegis gains resist 5 against his active energy type. This resistance increases by 5 for every 5 levels the aegis possesses, to a maximum of 15 at 10th level. This customization can be selected multiple times. Each time beyond the first, the aegis selects an energy type (cold, electricity, fire, or sonic) to gain resistance to, in addition to his active energy type. If the aegis's active energy type is the same as one he has selected, the effects do not stack.

Evasion: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw. The aegis must be at least 2nd level before selecting this customization.

Extra Arms, Lesser: The aegis's astral suit has an extra pair of arms with limited function. Each arm can hold, but not use, any one item that can normally be held in one hand. Items held in this way count toward the aegis's carrying capacity. The aegis can

retrieve any item held by his extra arms as a swift action. The aegis does not gain any mechanical benefit from items held by these arms, such as a shield bonus to armor class.

Flexible Suit: The aegis's armor check penalty is reduced by 1 (to a minimum of 0). The aegis may also sleep in his astral suit without becoming fatigued, if he was not already able to do so (such as if in astral skin form).

Hardened Strikes: The aegis is considered to be armed even when unarmed, does not provoke attacks of opportunity when making unarmed strikes, and his unarmed strikes deal lethal damage. In addition, the aegis's unarmed strikes can deal slashing or piercing damage, chosen at the time the customization is selected, instead of bludgeoning damage.

Harness Power Stone: The aegis can manifest a single 1st-level power from a power stone stored in his power stone repository as if it were a known power, with an effective manifester level of 1. This effective manifester level does not make an aegis eligible for feats and prestige classes requiring a manifester level, nor does it allow him to activate other power stones without a Use Magic Device check. The aegis may manifest the chosen power as many times as his power point pool will allow, but changing to a different power (either within the same power stone, or within another power stone in the repository) requires a move action and flushes the old power from the power stone (so power stones with multiple powers lose one power, but the rest are unaffected; power stones with only a single power are flushed and dissolved). If this customization is lost or removed, any applicable attuned power is flushed from the power stone. The aegis must be at least 3rd level and have the Power Stone Repository customization to select this customization. This customization may be selected a second time beginning at 5th level; doing so allows the aegis to manifest a second 1st-level power from a power stone (either a second stone, or a second power in an already-selected stone). The aegis may freely alternate between these two powers (or any others gained via Harness Power Stone customizations) when manifesting, but trading out either power for a new power flushes out the sacrificed power as usual.

Harness Shard: The aegis is able to place a single *shard* into the astral suit as a move action. By spending one power point as a standard action, he can gain one use of the *shard* without the shard disintegrating. This customization may be selected multiple times. Each time, it allows the aegis to store an additional shard within the astral suit, although each shard must be activated separately.

ACTIVE ENERGY TYPE

Although the aegis is not a true manifesting class, he can still gain an active energy type (cold, electricity, fire, or sonic) just like any other psionic character when he gains psionic focus.

Improved Armor: The astral suit thickens and strengthens, increasing the aegis's Armor bonus by +1. This customization can be taken once for every five levels the aegis possesses and stacks with any Armor bonus granted from the astral suit itself. The aegis must be at least 5th level before selecting this customization.

Power Stone Repository: The aegis may absorb power stones into his astral suit, causing them to appear and disappear whenever the suit does. The aegis may choose to have the absorbed power stones visible (much like embedded gems), or may decide to keep any or all of them concealed. The aegis may store one power stone per class level in this fashion; adding or removing a power stone takes 1 minute per stone (any power stone that is completely flushed and powerless dissolves immediately and is not counted against the aegis's limit). The aegis may activate any power stone stored in his repository as if he were holding it in hand; this follows all of the standard rules for using power stones, except the aegis gets a bonus equal to the number of stored power stones to any Use Magic Device checks he makes for this purpose. If the aegis loses this customization for any reason, any power stones stored in the astral suit are inert but unharmed until removed or this customization is regained.

Psionic Attacks: The aegis's astral suit encompasses his melee attacks. All of the aegis's melee attacks are treated as if they were magic for the purpose of overcoming damage reduction. In addition, any melee weapons wielded by the aegis are treated as masterwork if they are not already.

Psionic Damage: The aegis's melee attacks deal an additional 1 point of damage. The aegis must have the psionic attacks customization and must be at least 5th level to select this customization.

Pull: The aegis's astral suit envelopes his weapon and grants him the ability to pull creatures closer with a successful melee attack. Whenever the aegis makes a successful melee attack, he can attempt a free combat maneuver check. If successful, the target of the attack is pulled 5 feet closer to the aegis. This ability only works on creatures of a size equal to or smaller than the aegis. Creatures pulled in this way do not provoke attacks of opportunity. The aegis must have a reach of 10 feet or more to select this customization. If there is insufficient room for the target to move closer to the aegis, the attempt automatically fails.

Push: The aegis gains the ability to push creatures away with a successful attack. Whenever the aegis makes a successful melee attack, he can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the aegis. This ability only works on creatures of a size

equal to or smaller than the aegis. Creatures pushed in this way do not provoke attacks of opportunity. If there is insufficient room for the target to be pushed away, the attempt automatically fails.

Ranged Attack: The aegis gains the ability to propel a non-psionic crystal, formed from the astral suit, at a target as a ranged attack that deals 1d8 points of piercing damage and has a range increment of 30 ft.

Retaliate: The aegis gains the ability as an immediate action and by expending psionic focus to make a melee attack against an enemy that has successfully hit him with a melee attack. This counts as an attack of opportunity and the aegis must be able to reach the enemy. An aegis must be at least 8th level before selecting this customization.

Speed: The aegis's base land speed is increased by 5 feet. This customization can be selected up to five times. Its effects stack.

Spiked Carapace: The astral suit is covered in sharp spikes as if equipped with armor spikes.

Stalwart: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect, he ignores the effect if he makes a successful saving throw. The aegis must be at least 2nd level before selecting this customization.

Swim: The aegis gains a swim speed equal to his base speed.

Underwater Breath: The aegis can safely breathe underwater as long as he is wearing his astral suit.

2-point Customizations

The following customizations cost 2 points from the aegis's customization pool.

Adhesive Feet: The aegis gains a +4 bonus to CMD against bull rush, trip, and any combat maneuvers that attempt to move him from his current location. He also gains a +4 circumstance bonus to Climb checks.

Augmented Weapon: The astral suit coats the aegis's weapon. The weapon is treated as if it was one size category larger for damage purposes. The aegis does not suffer any penalties for wielding the weapon. This ability does not stack with effects that increase the aegis's size category, such as *expansion*. The aegis must be at least 6th level to select this customization.

Brawn: The aegis gains a +2 enhancement bonus to Strength while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Strength is increased by +2.

Chameleon: The aegis gains a +4 circumstance bonus to Stealth checks. The aegis must be at least

5th level before selecting this customization and this customization can be taken once for every five levels the aegis possesses.

Climb: The aegis gains a climb speed equal to 1/2 of his base land speed.

Crystallized Weapon: The aegis's astral suit envelopes his melee weapon. The weapon is treated as if made from deep crystal. This treats the weapon as a masterwork weapon if it was not already and the aegis can pay two power points to charge the weapon with psionic energy which deals 2d6 additional points of damage on its next hit.

The weapon stays charged for 1 minute or until it successfully hits, whichever comes first.

Energy Resistance, Improved: The energy resistance gained from the Energy Resistance customization doubles. The aegis must have the Energy Resistance customization and be at least 6th level to select this customization.

Extra Arms: The extra arms on the aegis's astral suit gain improved functionality. The aegis gains a +2 circumstance bonus to Climb checks and CMD against grapple attempts for each extra arm that is not holding anything. In addition, one of the arms can wield and use a light or one-handed weapon, a shield, or any other item that can be used with one hand. Attacks made with this additional arm suffer a -2 penalty to attack rolls in addition to any penalties for using two weapons. These extra arms do not grant any additional attacks, only alternate arms with which to make the standard attacks. The aegis must be at least 5th level and have the Lesser Extra Arms customization before selecting this customization.

Flight: The aegis uses psychokinetic energy to gain a fly speed equal to its base speed. The aegis's maneuverability depends on his size. Medium or smaller aegii have good maneuverability. Large aegii have average maneuverability, while Huge aegii have poor maneuverability. For 2 additional customization points, the aegis's maneuverability increases to perfect. The aegis's fly speed can be increased by spending additional customization points, gaining a 20-foot increase to fly speed for

each additional point spent. The aegis must be at least 5th level before selecting this customization.

Fortification: The aegis gains 25% chance to negate critical hits or sneak attacks (so damage is rolled normally instead). This does not stack with armor with the same special ability. This ability can be selected again starting at 8th level and at 12th level, increasing the chance to negate critical hits or sneak attacks by an additional 25% for every additional time it is taken.

Hardy: The aegis gains a +2 enhancement bonus to Constitution while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Strength is increased by +2.

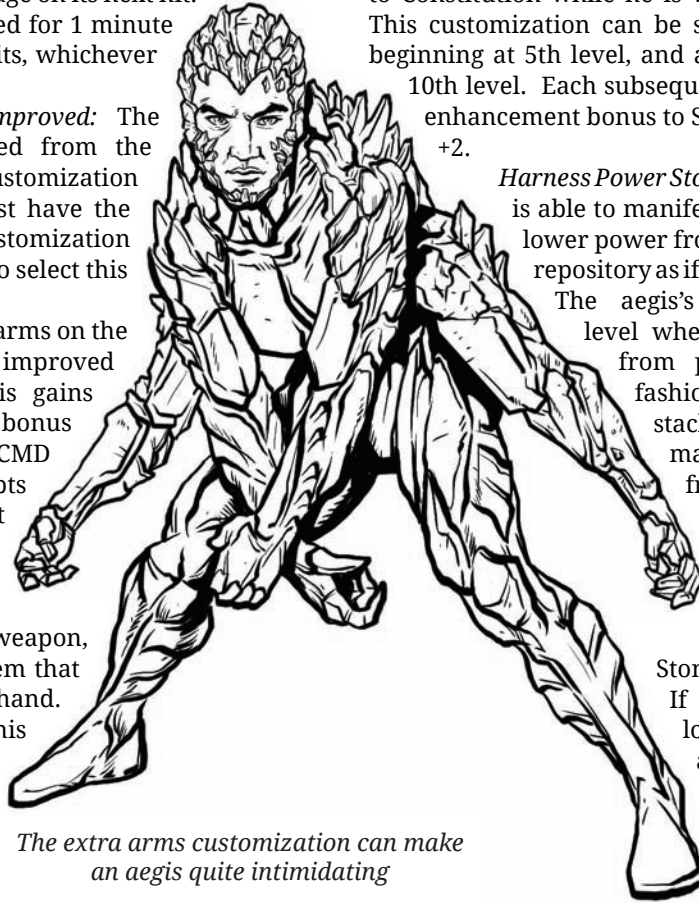
Harness Power Stone, Improved: The aegis is able to manifest a single 2nd level or lower power from a power stone in his repository as if it were a known power.

The aegis's effective manifester level when manifesting powers from power stones in this fashion is increased by 3 (this stacks with the effective manifester level gained from Harness Power stone as well as any effective manifester level increases granted by any of the other Harness Power Stone customizations).

If this customization is lost or removed, any applicable attuned power is flushed from the power stone. The aegis does not need to have taken any previous

Harness Power Stone customizations to take this customization. The aegis must be at least 7th level and have the Power Stone Repository customization to take this customization. The aegis can take this customization a second time at 9th level; doing so does not increase his effective manifester level, but allows him to manifest a second 2nd level power from a power stone.

Improved Damage: The juggernaut's melee attacks deal additional damage. If wielding a two-handed weapon, the aegis deals 3 additional points of damage on a successful hit. If wielding a one-handed weapon, the aegis deals 2 additional points of damage on a successful hit. If wielding a light



The extra arms customization can make an aegis quite intimidating

weapon, the aegis deals 1 additional point of damage on a successful hit. If dual-wielding, each weapon is affected separately.

Improved Damage Reduction: The aegis's damage reduction from his astral suit increases by 1. This customization can be taken once for every five levels the aegis possesses. Its effects stack. The aegis must be at least 5th level before selecting this customization.

Increased Size: The astral suit grows in size and the aegis and all of his equipment is treated as one size category larger as if affected by *expansion*. The aegis must be at least 9th level to select this customization.

Nimble: The aegis gains a +2 enhancement bonus to Dexterity while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Strength is increased by +2.

Power Resistance: The aegis gains power resistance 13. This customization may be selected up to 3 times. Each subsequent time increases the power resistance gained by 3. This ability can be selected again starting at 8th level and at 12th level, increasing the power resistance by 3 for every additional time it is taken.

Powerful Build: The aegis gains the powerful build trait while wearing his astral suit. Whenever the aegis is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the aegis is treated as one size larger if doing so is advantageous to him. The aegis is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. The aegis can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Ram: The astral suit forms a hardened shell over the aegis's head. If the aegis makes a bull rush or overrun attempt, he gains a +2 bonus to his CMB. Alternatively, he can make a single attack with this shell as part of a charge and deal 2d6 points of damage. This attack is treated as adamantine when used to attack an object. This customization can be taken once for every five levels the aegis possesses, each additional selection increasing the bonus to CMB by 1 and the damage on a charge by 1d6 points of damage. The aegis must be at least 5th level before selecting this customization.

Retaliate, Improved: As the Retaliate customization, except the triggering attack does not need to be

successful. The aegis must have the Retaliate customization and be at least 16th level before selecting this customization.

Tremorsense: The aegis gains tremorsense out to a range of 30 feet. This allows the aegis to pinpoint the location of creatures that it cannot see without having to make a Perception check as long as the creature and the aegis are in contact with the ground, but such creatures still have total concealment from the aegis. Visibility still affects the aegis's movement and he is still denied his Dexterity bonus to Armor Class against attacks from creatures he cannot see. The aegis must be at least 7th level before selecting this customization.

Unlock Psionics: The astral suit is able to emit energy that resonates with psionic items, helping the aegis use them. The aegis gains a +2 bonus to Use Magic Device checks while wearing his astral suit. If the aegis has 10 ranks in Use Magic Device, this bonus increases to +4.

3-point Customizations

The following customizations cost 3 points from the aegis's customization pool.

Blindsense: The astral suit augments the aegis's senses, giving him blindsense out to a range of 30 feet. This ability allows the aegis to pinpoint the location of creatures that he cannot see without having to make a Perception check, but such creatures still have total concealment from the aegis. Visibility still affects the aegis's movement and he is still denied his Dexterity bonus to Armor Class against attacks from creatures he cannot see. The aegis must be at least 9th level before selecting this customization.

Burrow: The aegis gains a burrow speed equal to 1/2 his base speed. He can use this speed to move through dirt, clay, sand, and earth. He does not leave a hole behind, nor is his passage marked on the surface. The aegis must be at least 9th level before selecting this customization.

Diehard: When the aegis's hit point total is below 0, but he is not dead, he automatically stabilizes. He does not need to make a Constitution check each round to avoid losing additional hit points. He may choose to act as if disabled, rather than dying. He must make this decision as soon as he is reduced to negative hit points (even if it isn't his turn). If he does not choose to act as if disabled, he immediately falls unconscious. When under this effect, the aegis is staggered. He can take a move action without further injuring himself, but if he performs any standard action (or any other action deemed as strenuous, including some swift actions, such as manifesting a quickened power) he takes 1 point of damage after

completing the act. If his negative hit points are equal to or greater than his Constitution score, he immediately dies.

Extra Arms, Greater: The extra arms on the aegis's astral suit function at nearly the same capacity as his normal arms. Each arm can now wield or use a light or one-handed weapon, shield, or any other item that he could normally use. Alternatively, the aegis can use one or both arms when wielding a two-handed weapon, possibly allowing him to wield a pair of two-handed weapons. The circumstance bonus on Climb checks and CMD against grapple attempts increases to +3 per extra arm that is not holding anything. The aegis must be 8th level and have the Extra Arms and Lesser Extra Arms customizations before selecting this customization.

Frightful Presence: The aegis makes his astral suit unsettling to his foes, gaining the frightful presence ability. The aegis can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the aegis must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the aegis's class level + the aegis's Charisma modifier. If the aegis has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the aegis are immune to this effect. The aegis must be at least 11th level before selecting this customization.

Harness Power Stone, Greater: As Improved Harness Power Stone, except the power is 3rd level or lower, and the effective manifester level increase is +5. The aegis must be at least 11th level and have the Power Stone Repository customization to take this customization, and be 13th level to take this customization a second time.

Quickened Attacks: When the aegis makes a full attack, he gains one additional attack at his highest attack bonus. This customization does not stack with other sources of extra attacks, such as *haste*. The aegis must be at least 10th level before selecting this customization.

Reach: The aegis's reach increases by 5 feet. The aegis must be at least 7th level before selecting this customization.

4-point Customizations

The following customizations cost 4 points from the aegis's customization pool.

Blindsight: The astral suit massively augments the aegis's senses, giving him blindsight out to a range of 30 feet. The aegis can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as he has line of effect to the target. The aegis must possess the blindsense

customization to take this customization. The aegis must be at least 11th level before selecting this customization.

Energy Immunity: The aegis gains immunity to his active energy type as long as he is wearing his astral suit. The aegis must be at least 15th level before selecting this customization.

Extra Passenger: The aegis can carry one creature of the same size or smaller as the aegis's base size (powers and effects that increase the aegis's size do not allow him to carry larger creatures, although Increased Size and Improved Increased Size customizations do allow the aegis to carry larger passengers). The carried creature is treated as if it has total concealment and he gains the damage reduction of the astral suit, as well as any environmental customization options, such as that granted from the Energy Resistance or Underwater Breath customization. The creature carried using this ability remains adjacent to the aegis and moves with the aegis's move actions. A creature can be loaded and unloaded into the astral suit as a free action by the aegis, but the creature can take no actions until its next turn. The aegis must be at least 11th level before selecting this customization.

Harness Power Stone, Superior: As Improved Harness Power Stone, except the power is 4th level or lower, and the effective manifester level increase is +7. The aegis must be at least 16th level and have the Power Stone Repository customization to take this customization, and be 18th level to take this customization a second time.

Improved Evasion: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw and only half damage if the saving throw fails. The aegis must be at least 12th level before selecting this customization.

Improved Stalwart: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect, he can expend his psionic focus as an immediate action to ignore the effect if he makes a successful saving throw and suffers the reduced effect if the saving throw fails. The aegis must be at least 16th level before selecting this customization.

Increased Size, Improved: The astral suit grows in size and the aegis is treated as two size categories larger as if affected by an augmented *expansion*. The aegis must be at least 15th level and have selected the increased size customization to select this customization. This customization does not stack with the increased size customization.

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.

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.

Constructor Discipline

Associated Discipline: Metacreativity

Replacement Abilities: The following discipline abilities replace the Ectoplasmic Protection and Maestro of Ectoplasm abilities of the metacreativity discipline.

Improved Constructs: At 8th level, you gain your choice of the Advanced Construct* or Boost Construct feat as a bonus feat. If you already have one of the feats, you gain the other instead. If you already possess both feats, you gain a bonus psionic feat of your choice. You must meet any applicable prerequisites to select the feat.

Maestro of Constructs: At 14th level, once per day as a standard action, you can choose to create up to half your psion level in astral constructs, divided at your discretion (For example, for a 14th level constructor, a 5th-level construct and a 2nd-level construct, a single 7th-level construct, seven 1st-level constructs, etc.), repair a damaged astral construct for up to 30 hit points plus 1 hit point per psion level, or summon two astral swarms plus one astral swarm for each three levels beyond 14th, to a maximum of 4 at 20th level.

ASTRAL SWARM

A shimmering mass swarms across the ground in a deadly wave.

Astral Swarm CR 7
 XP 3,200
 N Diminutive construct (swarm)
Init +4; **Senses** darkvision 60 ft., low-light vision,
 Perception +0

DEFENSE

AC 20, touch 18, flat-footed 16 (+4 Dex, +2 natural, +4 size)

hp 77 (14d10)

Fort +4, **Ref** +4, **Will** +4

Defensive Abilities swarm traits, **Immune** weapon damage

OFFENSE

Speed 30 ft.

Melee swarm (4d6 plus ectoplasmic poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 17), poison

STATISTICS

Str 1, **Dex** 18, **Con** -, **Int** -, **Wis** 11, **Cha** 10

Base Attack +14; **CMB** -; **CMD** -

ECOLOGY

Environment Any

Organization solitary

Treasure none



Astral swarm

SPECIAL ABILITIES

Ectoplasmic Poison (Ex) Swarm—injury; *save* Fort DC 17; *frequency* 1/round for 2 rounds; *effect* 1d3 Dexterity drain; *cure* 1 save.

Erudite Discipline

Associated Discipline: Generalist

Replacement Ability: The following discipline abilities replace the discipline talents and bonus feat abilities of the generalist discipline.

Discipline Talents (Ps): When you meditate to regain your power points for the day, choose two powers from the following list: call to mind, catfall, create sound, far hand, hammer, and telepathic lash. As long as you maintain psionic focus, you may manifest either of your chosen powers without paying a power point cost, but the power may not be augmented or affected by metapsionic feats. The competence bonus from call to mind is reduced to +2, the effect of catfall only treats your fall as 20 ft. shorter than it is, the duration of create sound is one round per two psion levels (minimum 1 round), and the damage of hammer is reduced to 1d4.

This ability replaces the Discipline Talents

TABLE: THE ERUDITE

Level	Special	Powers Known
1st	Bonus feat, <i>detect psionics</i> , discipline, discipline talents	3
2nd	Daily power	3
3rd	—	5
4th	—	7
5th	Bonus feat	9
6th	—	11
7th	Daily power	11
8th	Discipline ability	13
9th	—	15
10th	Bonus feat	16
11th	—	18
12th	Daily power	18
13th	—	19
14th	Discipline ability	21
15th	Bonus feat	23
16th	—	24
17th	Daily power	24
18th	—	26
19th	—	27
20th	Bonus feat, discipline ability	29

normally gained by a generalist psion.

Daily Powers: At 2nd level, each day, you may choose one power from the Psion/Wilder list that is not on your list of powers known and manifest that power as if it was. You must have manifested the power from a power stone at some point prior to choosing it as a daily power and the power's level may not exceed your maximum power level. You may decide which power to manifest at the time of manifesting. Once this choice has been made, it cannot be changed until you have meditated to regain your daily power points after resting. At 7th level and every five psion levels thereafter, you may choose one additional power per day to treat as if a power known (2 at 7th level, 3 at 12th level, 4 at 17th level). These powers are in addition to your normal powers known.

This ability replaces the Bonus Feat normally gained by a generalist psion and the powers known gained at each level a daily power is gained, as displayed on the table below.

SOULKNIFE ARCHETYPES

Although the quintessential soulknife wields a mind blade and is a master of melee combat, there are others who have learned to harness psionic energy into psionic weapons. From those who focus on ranged combat to those who have learned to manifest psionic powers, these alternate soulknives are just as deadly as their traditional counterparts.

Presented below is a new archetype for the soulknife, the gifted blade, which offers a manifesting option for the soulknife class.

Gifted Blade

There are some soulknives who learn to manifest powers, as well as to form mind blades.

Manifesting: At 3rd level, a gifted blade gains the ability to manifest a small number of psionic powers, which are drawn from the gifted blade power list.

A gifted blade chooses his powers from the gifted blade power list. At 3rd level, a gifted blade knows one gifted blade power of your choice. He learns new powers as indicated on Table: The Gifted Blade. A gifted blade can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a gifted blade can manifest per day is limited only by his daily power points.

A gifted blade never needs to prepare powers ahead of time; he draws them from his mind when needed. When a gifted blade 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 gifted blade power list, and the maximum number of powers

the gifted blade may know at any one time in this fashion is listed on Table: The Gifted Blade. If a gifted blade learns a power through other means, such as the Expanded Knowledge feat, the Mental Power blade skill, or *psychic chirurgery*, this power is known in addition to his normal powers. He may never exchange it for another power from the gifted blade 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 gifted blade powers is 10 + the power's level + the gifted blade's Wisdom modifier.

Through 2nd level, a gifted blade has no manifester level. At 3rd level and higher, a gifted blade's manifester level is equal to his soulknife level - 2.

A gifted blade gains the ability to learn 1st-level powers at 3rd level. Every four levels thereafter (7th, 11th, etc), a gifted blade gains the ability to master more complex powers, up to 4th level powers at level 15.

To learn or manifest a power, a gifted blade must have a Wisdom score of at least 10 + the power's level.

A gifted blade'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: Gifted Blade. 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. If a gifted blade has power points from a different class, those points are pooled together and usable to manifest powers from either class.

This ability replaces the psychic strike class feature normally gained by soulknives. The gifted blade never gains the psychic strike class feature.

Blade Skills

Presented below are several new blade skills for use with the soulknife class.

Focused Defense: When fighting defensively or using Combat Expertise or the total defense action, the soulknife adds her Wisdom modifier as a dodge bonus to her AC so long as she maintains psionic focus. The soulknife must be at least 4th level in order to select this blade skill.

Focused Offense: As long as the soulknife maintains psionic focus, she adds her Wisdom modifier to her attack and damage rolls instead of her Strength modifier.

Mental Power: The soulknife gains an additional power known from the gifted blade power list, up to the maximum power level she can manifest. In addition, the soulknife gains an additional 2 power points. This blade skill can be selected multiple times. Each time, the soulknife gains another power known and 2 additional power points. The soulknife must have manifesting ability from her levels in soulknife in order to select this blade skill.

TABLE: THE GIFTED BLADE

Soulknife Level	Power Points/Day	Powers Known	Maximum Power Level Known
3	0	1	1st
4	1	1	1st
5	2	2	1st
6	3	2	1st
7	5	3	2nd
8	7	3	2nd
9	9	4	2nd
10	11	4	2nd
11	14	5	3rd
12	17	5	3rd
13	20	5	3rd
14	24	6	3rd
15	28	6	4th
16	32	6	4th
17	37	7	4th
18	42	7	4th
19	47	7	4th
20	52	7	4th

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*. Feats denoted by a * are new feats presented here.

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.

ACCESS PSIONIC TALENT [PSIONIC]

You are able to manifest minor psionic abilities.

Prerequisite: Manifester level 1st or Unlocked Talent*.

Benefit: You gain five psionic talents (see Psionic Powers, below).

Special: This feat may be selected more than once. Each time, you gain five additional psionic talents.

ADVANCED CONSTRUCTS [PSIONICS]

You are especially skilled at creating astral constructs.

Prerequisite: Able to manifest *astral construct*.

Benefit: You gain additional menu options for astral constructs, as detailed below.

Menu A

Armor Spikes (Ex): The construct’s body is covered in spikes, allowing the construct to deal an extra 1d6 points of piercing damage with a successful trample, constrict, bull rush, or grapple attack. The construct also can make a regular melee attack with the spikes, dealing 1d6 points of damage.

Dodge (Ex): The astral construct gains the Dodge feat even if it does not meet the prerequisites.

Might (Ex): The astral construct’s melee attacks deal an additional +1 point of damage.

Talons (Ex): The astral construct replaces its slam attacks with claw attacks that deal either slashing or piercing damage, chosen at time of manifestation.

Utility (Ex): Your construct can perform tasks for you. This can include such tasks as cleaning, cooking, or setting up camp, or any other activity that requires a DC 10 or lower skill check. An astral construct with this option does not need to stay close to the manifester and will continue following any given order until given other instructions. You can select this menu option multiple times. Each time, the DC of skill checks the construct can attempt increases by 2.

Menu B

Great Cleave (Ex): The astral construct gains the Great Cleave feat even if it does not meet the prerequisites.

Improved Might (Ex): The astral construct's melee attacks deal an additional +3 points of damage. This does not stack with the Might menu option.

Reach (Ex): The astral construct's reach increases by 5 feet.

Stunning Fist (Ex): The astral construct gains the Stunning Fist feat even if it does not meet the prerequisites. The construct can use Stunning Fist with its slam attack.

Menu C

Greater Might (Ex): The astral construct's melee attacks deal an additional +5 points of damage. This does not stack with the Improved Might or Might menu option.

Tail Slap (Ex): The astral construct gains a tail, giving it a tail slap secondary attack. A tail slap deals 2d8 points of damage.



Burning power increases the damage caused by fiery effects

BURNING POWER [METAPSIONIC]

You cause creatures to take extra damage when you affect them with a power that has the acid or fire descriptor.

Benefit: To use this feat, you must expend your psionic focus. The acid or fire effects of the affected power adhere to the creature, causing more damage the next round. When a creature takes acid or fire damage from the affected power, that creature takes damage equal to $2 \times$ the power's level at the start of its next turn. The damage is acid or fire, as determined by the power's descriptor. If a burning power has both the fire and acid descriptor, the manifester chooses what kind of damage is dealt by the burning power effect. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not deal fire or acid damage cannot be used with this feat.

CONCUSSIVE POWER [METAPSIONIC]

You cause creatures to be disoriented when you affect them with a power that has the sonic descriptor.

Benefit: To use this feat, you must expend your psionic focus. With sonic damage comes a concussive wave of energy that rattles creatures affected by the power.

A concussive power causes creatures that take damage from a power that has the sonic descriptor to take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to the power level of the power. A concussive power only affects powers with the sonic descriptor. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not deal sonic damage cannot be used with this feat.

DAZING POWER [METAPSIONIC]

You can daze a creature with the powers you manifest.

Benefit: To use this feat, you must expend your psionic focus. You can modify a mind-affecting power that targets only one creature to possibly daze the creature. When a creature makes a successful save against a dazing power, they must make an additional saving throw or become dazed for a number of rounds equal to the level of the power. If the power does not allow a save, the target can make a Will save to negate the daze effect. If the power effect causes the creature to become dazed, the duration of this metapsionic effect is added to the duration of the power if the creature fails its save. This is considered a mind-affecting effect;

if the subject fails the save for the daze effect, he is unaware that he has been subjected to a mind-affecting power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level

ECHOING POWER [METAPSIONIC]

You have learned how to release most, but not all, of a power's potential when you manifest it.

Benefit: To use this feat, you must expend your psionic focus. When you manifest an echoing power a portion of it remains in your power point pool, and you can manifest it one additional time during that day. This second manifesting does not expend any additional power points. Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

ECTOPLASMIC POWER [METAPSIONIC]

Your psionic powers breach the gulf between dimensions, sending ghostly emanations into the ether.

Benefit: To use this feat, you must expend your psionic focus. An ectoplasmic power has full effect against incorporeal or ethereal creatures. Using this feat does not increase the power point cost of the power.

EXTRA CUSTOMIZATION [PSIONIC]

Your astral suit can have additional customizations.

Prerequisites: Astral suit class feature

Benefit: You gain one additional customization point.

Special: You can gain this feat multiple times, but only one additional time for every five aegis levels you possess.

EXTRA POWER KNOWN [PSIONIC]

You know an additional psionic power.

Prerequisite: Manifester level 1st.

Benefit: Add one additional power known of any level up to the highest-level power you can manifest to your powers known. 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.

EXTRA RECONFIGURATION [PSIONIC]

You are able to modify your astral suit more often.

Prerequisites: Astral suit class ability, reconfigure class ability

Benefit: You gain one additional daily use of your reconfigure class ability.

FAST STEP [PSIONIC]

You are able to teleport more easily.

Prerequisite: Nomad's Step class feature.

Benefit: You may use Nomad's Step as a move action, instead of as a standard action.

FAVORED ENERGY [PSIONIC]

You prefer a certain energy type over all others.

Prerequisite: Ability to manifest any power that deals fire, cold, electricity, or sonic damage, manifester level 3rd.

Benefit: Choose one type of energy to become your favored energy: cold, electricity, fire, or sonic. Any time you manifest a power that deals damage of your favored energy type, the damage is increased by +1 per die.

FLARING POWER [METAPSIONIC]

You dazzle creatures when you affect them with a power that has the fire, light, or electricity descriptor.

Benefit: To use this feat, you must expend your psionic focus. The electricity, fire, or light effects of the affected power create a flaring that dazzles creatures that take damage from the power. A flare power causes a creature that takes fire, light, or electricity damage from the affected power to become dazzled for a number of rounds equal to the level of the power. A flaring power only affects powers with a fire, light, or electricity descriptor. Using this feat does not increase the power point cost of the power.

Powers that do not deal fire, light, or electricity damage cannot be used with this feat.

FOCUSED POWER [METAPSIONIC]

When you manifest a power that affects more than one creature, one opponent finds it more difficult to resist.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power that can or does affect or target more than one creature, you can choose one target or creature within the power effect. That creature's saving throw DC to resist the power is increased by +2. You must choose which target to focus the power on before manifesting the power. Using this feat does not increase the power point cost of the power.

Powers that do not require a saving throw to resist or lessen the power's effect cannot be used with this feat.

LINGERING POWER [METAPSIONIC]

Your power clings to existence, slowly fading from the world.

Benefit: To use this feat, you must expend your psionic focus. You may cause an instantaneous power that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering power with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet. Using this feat does not increase the power point cost of the power. Powers that do not affect an area cannot be used with this feat.

MALLEABLE POWER [METAPSIONIC]

You are able to shape the effect of your power to exclude targets.

Prerequisites: Selective Power, Spellcraft 10 ranks.

Benefit: To use this feat, you must spend your psionic focus. Doing so lets you manifest a malleable power. This power may exclude any number of 5-foot cubes (5' long by 5' wide by 5' high). The cubes you exclude do not otherwise hamper the power.

For example, you may shoot an energy bolt from your fingertips and exclude the first two cubes of the power. The other 110' of the energy bolt would be manifest as normal.

Manifesting a malleable power increases the power point cost of the power by 2. The total cost cannot exceed your manifester level.

Powers that do not affect an area cannot be used with this feat.

MERCIFUL POWER [METAPSIONIC]

Your damaging powers subdue rather than kill.

Benefit: To use this feat, you must maintain your psionic focus, rather than expend it. You can alter powers that inflict hit point damage to inflict nonlethal damage instead. Powers that inflict hit point damage of a particular type (such as fire) inflict nonlethal damage of that same type. Using this feat does not increase the power point cost of the power. Powers that do not deal hit point damage cannot be used with this feat.

METAPSIONIC MASTERY [PSIONIC]

You have mastered applying a metapsionic feat to a particular power.

Prerequisites: Manifester level 3rd, one metapsionic feat

Benefit: Select one psionic power you can manifest. You can manifest this power while applying any number of metapsionic feats you possess without

having to expend your psionic focus, but for each metapsionic feat you apply without expending your psionic focus, the power's cost is increased by 2 power points. The power's total cost cannot exceed your manifester level.

Special: You can select this feat multiple times. Each time, it applies to a different psionic power.

PERSISTENT POWER [METAPSIONIC]

You can modify a power to become more tenacious when its targets resist its effect.

Benefit: To use this feat, you must expend your psionic focus. Whenever a creature targeted by a persistent power or within its area succeeds on its saving throw against the power, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the power, as if it had failed its first saving throw.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not require a saving throw to resist or lessen the power's effect cannot be used with this feat.

PIERCING POWER [METAPSIONIC]

Your studies have helped you develop methods to overcome power resistance.

Benefit: To use this feat, you must expend your psionic focus. When you manifest a piercing power against a target with power resistance, it treats the power resistance of the target as 5 lower than its actual PR. Using this feat does not increase the power point cost of the power.

REDIRECT POWER [METAPSIONIC]

You can direct a failed power against a different target.

Benefit: To use this feat, you must expend your psionic focus. Whenever a redirecting power targeting a single creature has no effect on its intended target (whether due to power resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected power behaves in all ways as if its new target were the original target for the power. Powers that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. Using this feat does not increase the power point cost of the power.

RIME POWER [METAPSIONIC]

Creatures damaged by your powers with the cold descriptor become entangled.

Benefit: To use this feat, you must expend your psionic focus. The frost of your cold power clings to

the target, impeding it for a short time. A rime power causes creatures that take cold damage from the power to become entangled for a number of rounds equal to the original level of the power.

This feat can only be used with powers that have the cold descriptor and deal damage. Using this feat does not increase the power point cost of the power.

SELECTIVE POWER [METAPSIONIC]

Your allies need not fear friendly fire.

Prerequisite: Spellcraft 10 ranks.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a selective power with an area effect, you can choose a number of targets in the area equal to your key ability modifier. These targets are excluded from the effects of your power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not have an area of effect cannot be used with this feat.

SHARED POWER [METAPSIONIC]

You have learned to extend the range of your personal powers, granting their benefits to your nearby allies.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a power with a range of personal at any distance up to 30 ft. as a ray, gaining no benefit yourself, but granting it to a willing target. You must succeed on a ranged touch attack for the target to be affected by the power or the power points are lost.

Alternatively, the power is treated as having the Network descriptor (see below), rather than making a ranged touch attack.

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

SICKENING POWER [METAPSIONIC]

You can sicken creatures with your powers.

Benefit: To use this feat, you must expend your psionic focus. You can modify a power to sicken a creature damaged by the power. When a creature takes damage from this power, they become sickened for a number of rounds equal to the level of the power. If the power allows a saving throw, a successful save negates the sickening effect. If the power does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the power effect also causes the creature to become sickened, the duration of this metapsionic effect is added on to the duration of the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not inflict damage cannot be used with this feat.

THUNDERING POWER [METAPSIONIC]

You can conjure your powers into existence with blaring thunder or fearful shrieks, deafening creatures damaged by their effects.

Benefit: To use this feat, you must expend your psionic focus. You can modify a power to deafen a creature damaged by the power. When a creature takes damage from this power, it becomes deafened for a number of rounds equal to the level of the power. If the power allows a saving throw, a successful save negates the deafening effect. If the power does not allow a save, the target can make a Fortitude save to negate the deafening effect. If the power effect also causes the creature to become deafened, the duration of this metapsionic effect is added to the duration of the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Powers that do not inflict damage cannot be used with this feat.

TOPPLING POWER [METAPSIONIC]

Your powers with the force descriptor knock the affected creatures prone.

Benefit: To use this feat, you must expend your psionic focus. The impact of your force power is strong enough to knock the target prone. If the target takes damage, fails its saving throw, or is moved by your force power, make a trip check against the target, using your manifester level plus your manifesting ability score bonus (Wisdom for psychic warriors, Intelligence for psions, and so on). This does not provoke an attack of opportunity. If the check fails, the target cannot attempt to trip you or the force effect in response.

A toppling power only affects powers with the force descriptor. Using this feat does not increase the power point cost of the power.

UNLOCKED TALENT

You have discovered your psionic ability, granting you limited manifesting ability.

Prerequisite: Wild Talent.

HIGH PSIONICS GAMES

In campaigns where psionics is more commonplace, such as the *Third Dawn Campaign Setting*, it is recommended to remove the prerequisite of Wild Talent from Unlocked Talent and substitute the Unlocked Talent feat for Wild Talent to represent how the ability to manifest powers is common within the world.

Benefit: You gain 2 power points. In addition, when you take this feat, select any one 1st level power. You treat this power as a power known and can manifest this power with a manifester level of 1 as long as you have a Charisma score of at least 11. Use your Charisma modifier to determine any applicable save DCs. If you have manifester levels from a psionic class, you may instead use the manifester level from that class when manifesting the power gained from this feat, as well as the appropriate key ability modifier.

Special: The manifester level when manifesting the power granted from this feat is not a true manifester level and does not count as a manifester level for purposes such as bonus power points, feat, item creation, or prestige class prerequisites.

PSIONIC POWERS

As well as the rules for 0th-level powers (talents), presented below are new psionic powers for manifesters. These new powers 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. With the introduction of 0th-level powers (talents), many existing 1st-level powers have been listed below with the changes noted to use them as a 0th-level power, to more easily incorporate them into your existing games.

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 for most manifesting characters is equal to your 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.

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.

TALENTS

Talents are 0th-level psionic powers that are powered by psionic focus, rather than power points. These abilities give manifesters minor abilities that can be used at-will, but typically have very limited functionality or use. Talents are typically used as a way to train manifesters to avoid depleting the power point reserve.

A manifester may manifest any talent that he knows without paying power points as long as he maintains psionic focus. However, if the talent has a duration longer than instantaneous, he can only have one such talent active at a time; manifesting another talent without paying power points in this manner causes the original talent to immediately expire.

A manifester may also manifest a talent by paying one power point, regardless of whether psionic focus is held; these do not cause any other active talents to lapse and may be augmented if the power description indicates such.

Talents can only be augmented if the manifester spends 1 power point on the manifestation in addition to any power points spent augmenting the power.

Manifesters select talents from their class's power list (see below).

Implementing Talents

Unlike the spellcasting classes, manifesters did not receive 0-level powers with the release of *Psionics Unleashed*. To implement these abilities into your game, you can mix or match from the options below or devise your own system to introduce talents.

Automatic: Manifesting classes automatically gain talents, similar to how spellcasters automatically gain cantrips or orisons. In this option, manifesters should receive talents at 1st level according to the list below.

Marksmanship: One talent

Psion: Three talents (replaces Discipline Talents)

Psychic Warrior: Two talents

Vitalist: Three talents (replaces *Knacks*)

Wilder: One talent

For any other manifesting classes, use the list above as a guideline to determine how many talents they should receive.

Linked Talents: Certain 1st level powers automatically grant an associated talent (see below). Some talents are associated to multiple powers. If a character selects a power with an associated talent he already knows, he may select a different talent to gain.

Retroactive Talents: Manifesters may already know powers now available as talents. These characters may select four additional talents in addition to keeping the talents they already have.

Swap With Power Known: When a manifesters picks a power known, he may opt instead to select five psionic talents. Using this option, the manifesters will know one fewer psionic power.

TABLE: LINKED TALENTS

1st Level Power	Linked Talent
Astral Traveler	Know Direction and Location
Attraction	Distract
Astral Construct	Ectoplasmic Trinket
Bolt	Ectoplasmic Trinket
Burst	Float
Call to Mind	Detect Psionics
Catfall	Float
Control Flames	Crystal Light
Control Light	Crystal Light
Control Object	Far Hand
Crystal Shard	Crystal Light
Deceleration	Float
Déjà Vu	Telepathic Lash
Demoralize	Distract
Destiny Dissonance	Telepathic Lash
Detect Teleportation	Know Direction and Location
Disable	Telepathic Lash
Dissipating Touch	Telekinetic Punch
Ecto Protection	Ectoplasmic Trinket
Ectoplasmic Creation	Ectoplasmic Trinket
Ectoplasmic Sheen	Ectoplasmic Trinket
Empathic Connection	Empathy
Empty Mind	Conceal Thoughts
Energy Ray	Energy Splash

Entangling Ectoplasm	Ectoplasmic Trinket
Force Screen	Far Hand
Hammer	Telekinetic Punch
Inertial Armor	Far Hand
Matter Agitation	Crystal Light
Mind Thrust	Telepathic Lash
Mindlink	Missive
Precognition	Detect Psionics
Precognition, Defensive	Detect Psionics
Precognition, Offensive	Detect Psionics
Prescience, Offensive	Detect Psionics
Sense Link	Empathy
Skate	Float
Synesthete	My Light
Telepathic Projection	Empathy
Thicken Skin	Vim
Vigor	Vim

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, manifesters such as the tactician and vitalist 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 and efficient network features of the vitalist class in *Psionics Expanded: Mind Over Body*.

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

GIFTED BLADE POWER LIST

1ST-LEVEL GIFTED BLADE POWERS

Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.

Biofeedback^A: Gain DR 2/-.

Burst^A: Gain +10ft. to speed this round.

Call Weaponry^A: Create temporary weapon.

Chameleon^A: Gain +10 enhancement bonus on Stealth checks.

Conceal Thoughts: You conceal your motives.

Deaden Attack*: Your attacks with weapons deal non-lethal damage.

Detect Psionics: You detect the presence of psionics.

Distract^A: Subject gets -4 on Perception and Sense Motive checks.

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

Empty Mind^A: Gain +2 on Will saves until your next action.

Expansion^A: Become one size category larger.

Float^A: Buoy yourself in water or other liquid.

Force Screen^A: Invisible disc provides +4 shield bonus to AC.

Fortify^A: You gain a +2 resistance bonus on saves.

Grip of Iron^A: Your iron grip gives +4 bonus on grapple checks.

Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.

Metaphysical Weapon^A: Weapon gains +1 bonus.

My Light^A: Your eyes emit 40-ft. cone of light.

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

Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.

Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.

Prevenom Weapon^A: Your weapon is mildly venomous.

Skate^A: Subject slides skillfully along the ground.

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 GIFTED BLADE POWERS

Body Adjustment^A: Heal 1d12 damage.

Body Equilibrium: You can walk on nonsolid surfaces.

Body Purification^A: Restore 2 points of ability damage.

Cloud Mind^A: You erase knowledge of your presence from target's mind.

Concealing Amorpha^A: Quasi-real membrane grants you concealment.

Defy Gravity: You move up and down, forward and back, via mental support.

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

Dimension Swap^A: You and an ally switch positions.

Dissolving Weapon^A: Your weapon deals 4d6 acid damage.

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

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

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

Heightened Vision: See 60 ft. in total darkness.

Prowess: Instantly gain another attack of opportunity.

Psionic Scent: Gain the scent ability.

Sustenance: You can go without food and water for one day.

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

Wall Walker: Grants ability to walk on walls and ceilings.

3RD-LEVEL GIFTED BLADE POWERS

Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.

Dimension Slide^A: Teleports you very short distance.

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

Escape Detection: You become difficult to detect with clairsentience powers.

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

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

Graft Weapon: Your hand is replaced seamlessly by your weapon.

Hustle: Instantly gain a move action.

Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.

Physical Acceleration^A: You move faster, gain +1 on attack rolls, AC, and Reflex saves.

Psionic Lion's Charge^A: You can make full attack in same round you charge.

Sharpened Edge: Doubles normal weapon's threat range.

Ubiquitous Vision: You have all-around vision.

Vampiric Blade: You heal half of your base weapon damage.

4TH-LEVEL GIFTED BLADE POWERS

Energy Adaptation^A: Your body converts energy to harmless light.

Fold Space^A: Teleports you short distance.

Immovability: You are almost impossible to move and gain DR 15/-.

Inertial Barrier: Gain DR 5/-.

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

Slip the Bonds: You cannot be held or otherwise rendered immobile.

Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Perception checks.

Truevenom Weapon: Your weapon is horribly poisonous.

Weapon of Energy: Weapon deals additional energy damage.

MARKSMAN POWER LIST

0TH-LEVEL MARKSMAN POWERS (TALENTS)

Conceal Thoughts: You conceal your motives.

Detect Psionics: You detect the presence of psionics.

Distract: Target gets –4 bonus on Perception and Sense Motive checks.

Ectoplasmic Trinket: Create a small, fragile, temporary object.

Float^A: You buoy yourself in water or other liquid.

My Light^A: Your eyes emit 20-ft. cone of light.

Telekinetic Punch: Deal 1 force damage to target.

Trick Shot: Your ranged attacks defy the laws of physics.

PSION/WILDER POWER LIST

0TH-LEVEL PSION/WILDER POWERS (TALENTS)

Conceal Thoughts: You conceal your motives.

Create Sound: Create the sound you desire.

Crystal Light: Cause a crystal to glow.

Detect Psionics: You detect the presence of psionics.

Distract: Target gets –4 bonus on Perception and Sense Motive checks.

Ectoplasmic Trinket: Create a small, fragile, temporary object.

Empathy^A: You know the subject's surface emotions.

Energy Splash: Deal energy (2 cold, 1 electricity (+3 to hit metal), 2 fire, or 1 sonic) damage.

Far Hand^A: Move small objects at a limited distance.

Float^A: You buoy yourself in water or other liquid.

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

My Light^A: Your eyes emit 20-ft. cone of light.

Telekinetic Punch: Deal 1 force damage to target.

Telepathic Lash^A: Humanoid creature of 4 HD or less loses next action.

Vim: Gain 1 temporary hit point.

PSYCHIC WARRIOR POWER LIST

0TH-LEVEL PSYCHIC WARRIOR POWERS (TALENTS)

Conceal Thoughts: You conceal your motives.

Detect Psionics: You detect the presence of psionics.

Distract: Target gets –4 bonus on Perception and Sense Motive checks.

Ectoplasmic Trinket: Create a small, fragile, temporary object.

Float^A: You buoy yourself in water or other liquid.

My Light^A: Your eyes emit 20-ft. cone of light.

Telekinetic Punch: Deal 1 force damage to target.

Vim: Gain 1 temporary hit point.

Power Descriptions

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

Conceal Thoughts

Level: Psion/wilder 0, psychic warrior 0

Duration: 1 hour/level (D)

Power Points: Psionic focus or 1

As the 1st level power, except as noted above.

Create Sound

Level: Psion/wilder 0

Power Points: Psionic focus or 1

As the 1st level power, except as noted above.

Crystal Light

Discipline: Psychokinesis [Light]

Level: Psion/wilder 0

Display: Visual and material

Manifesting Time: 1 standard action

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

Target: One crystalline creature or object

Duration: 1 min./level (D) or Instantaneous; see text

Saving Throw: Will negates (object) or Fortitude negates; see text

Power Resistance: Yes

Power Points: Psionic focus or 1

Upon manifesting this power, you cause one crystalline creature or object (glass, crystal, gem, psicrystal, astral construct, etc.) to glow in one of two ways. You can cause it to glow with a steady light

equivalent to a torch, in which case the duration lasts up to 1 minute per manifester level. Alternately, you can cause it to flash brightly once, causing one creature of your choice in that square or immediately adjacent to be dazzled for 1 minute unless it makes a successful Fortitude save. Crystalline creatures or objects which are targeted to glow are allowed a Will save to negate the power completely; if such is also the target of a dazzling flash, the creature being dazzled is also allowed a Fortitude save to avoid being dazzled.

Crystalline Bonds

Discipline: Metacreativity (Creation)

Level: Shaper 4

Display: Mental and visual

Manifesting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power points: 7

You create rope-like coils of crystal that encircle your foe, gagging and immobilizing him, dealing 3d6 points of damage and 1d6 points of damage every round thereafter, as the crystal tightens against the target.

A creature caught by the crystal can attempt purely mental actions, but must make a concentration check (DC 20 + half the continuous damage dealt) to manifest powers. The creature can attempt to break free by spending 1 round and making a DC 20 Strength or Escape Artist check. The bond can alternatively be cut to break the target free. The crystal has AC 5, hardness 12, and 30 hit points.

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

1. For every 2 additional power points spent, this power can affect a target of one size category larger.

2. For every 2 additional power points spent, the continuous damage increases by 1d6 points of damage.

In addition, for every 2 additional power points spent on either of the above options, the power's save DC and the DCs to break free increase by 1.

Deaden Attack

Discipline: Metacreativity

Level: Marksman 1, psychic warrior 1

Display: Material

Manifesting Time: 1 swift action

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

Target: One weapon

Duration: 1 round/level

Saving Throw: Will negates; see text

Power Resistance: Yes; see text

Power Points: 1

You coat a single manufactured weapon within range in a sheen of springy ectoplasm. The manufactured weapon deals nonlethal damage instead of lethal damage for the duration of the effect. Ranged weapons transmit this effect to ammunition fired.

If you attempt to manifest this power on an attended weapon not in your possession, the owner may attempt a Will save to resist the effect.

Detect Psionics

Level: Psion/wilder 0, psychic warrior 0

Power Points: Psionic focus or 1

As the 1st level power, except as noted.

Augment: If you spend 2 additional power points, the duration changes to 3 rounds/level (D) (no concentration required) and it also gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of



Crystalline bonds disable an enemy

magic items in your possession. This power does not allow you to identify artifacts.

Distract

Level: Psion/wilder 0, psychic warrior 0

Power Points: Psionic focus or 1

As the 1st level power, except as noted above.

Ectoplasmic Trinket

Discipline: Metacreativity (Creation)

Level: Psion/wilder 0, psychic warrior 0

Display: Material

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Unattended, nonpsionic, nonmagical object of nonliving matter, up to 1 cu. ft.

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: Psionic focus or 1

You shape raw ectoplasm into a nonmagical, unattended object of nonliving matter. The item created cannot exceed 1 cubic foot in volume or 1 gp in value. You must succeed on an appropriate Craft skill check to make a complex item. Coins and other objects of rare and precious materials (such as adamantine, cold iron, silver, etc.) cannot be created. Objects created in this manner may be used as tools, but have 1 hp and 0 hardness; they are too fragile to be used as weapons except for arrows, bolts, bullets, darts, and shuriken (manifesting this power will create up to three of such at once). Attempting to use any created object as a material component for spells causes the spell to fail.

Empathy

Level: Psion/wilder 0

Power Points: Psionic focus or 1

As the 1st level power, except as noted above.

Endorphin Surge

Discipline: Psychometabolism

Level: Gifted blade 2, psion/wilder 3, psychic warrior 2, vitalist 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level (D)

Power Points: Gifted blade 3, psion/wilder 5, psychic warrior 3, vitalist 5

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.

Energy Splash

Discipline: Psychokinesis [see text]

Level: Psion/wilder 0

Display: Auditory

Manifesting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: Psionic focus or 1

You create a ray of your active energy type (cold, electricity, fire, or sonic) that shoots forth from your fingertip and strikes a target within range, dealing damage if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals 2 points of damage. Alternately, the manifester can choose to deal no damage but instead chill up to 1 pound of non-living material (such as cooling a drink).

Electricity: A ray of this energy type deals 1 point of damage. Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Alternately, the manifester can choose to deal no damage but instead cause a relatively harmless static shock. This shock is painful enough to wake someone sleeping, but is not painful to interrupt concentration or spellcasting.

Fire: A ray of this energy type deals 2 points of damage. Alternately, the manifester can choose to deal no damage but instead light a readily flammable object such as a lantern or torch, or warm up to 1 pound of nonliving material (such as heating food).

Sonic: A ray of this energy type deals 1 point of damage and ignores an object's hardness. Alternately, the manifester can choose to deal no damage but instead cause a loud bang at the target location (DC 10 Perception check to hear it).

This power's subtype is the same as the type of energy you manifest.

Far Hand

Level: Psion/wilder 0

Power Points: Psionic focus or 1

As the 1st level power, except as noted above.

Float

Discipline: Psychoportation

Level: Psion/wilder 0, psychic warrior 0

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: Psionic focus or 1

You mentally support yourself in water or similar liquid. You can swim at a speed of 5 feet using the power alone, or, if you already have a swim speed, this power boosts your swim speed by 5 feet.

Augment: For every additional power point you spend, your swim speed and bonus to swim speed increases by +5 feet.

Graft Armor

Discipline: Psychometabolism

Level: Gifted blade 3, 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.

Missive

Level: Psion/wilder 0

Power Points: Psionic focus or 1

As the 1st level power, except as noted above.

My Light

Level: Psion/wilder 0, psychic warrior 0

Power Points: Psionic focus or 1

As the 1st level power, except as noted.

If *my light* is used in conjunction with control light, the cone of light extends out to 60 feet instead of 20 feet.

Physical Acceleration

Discipline: Psychometabolism

Level: Egoist 3, gifted blade 3, marksman 3, psychic warrior 3, vitalist 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: Egoist 5, gifted blade 5, marksman 5, psychic warrior 5, vitalist 7

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



Physical acceleration speeds up a xeph

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.

Telekinetic Punch

Discipline: Psychokinesis [Force]

Level: Psion/wilder 0, psychic warrior 0

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature or unattended object

Duration: Instantaneous

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: Psionic focus or 1

You can mentally punch a creature or object from a distance. This power deals 1 point of force damage; creatures and objects in their possession are allowed a Will save to negate the effect. You cannot push anything into another square using this power.

Telepathic Lash

Level: Psion/wilder 0

Power Points: Psionic focus or 1

As the 1st level power, except as noted above.

Trick Shot

Discipline: Psychoportation

Level: Marksman 0

Display: Mental

Manifesting Time: 1 immediate action

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

Target: One Tiny or smaller object in motion

Duration: 1 round or until discharged

Power Points: Psionic focus or 1

By altering the levels of probability surrounding a small object in motion, you can 'trick' it into performing seemingly impossible maneuvers. While this ability has no direct influence on an attack roll, it can nevertheless make a certain outcome possible in the first place.

Until the beginning of your next turn, you may make one Tiny or smaller moving object perform a 'trick shot' -- a stunt that you describe -- so long as it is not moving under its own power (thrown objects or fired projectiles are not moving under their own power, while an insect or a flying psicrystal are). So long as the stunt can be succinctly described in ten words or less, it occurs, no matter how unlikely this is. This trick shot has no influence on attack or damage rolls, although the effect itself may allow an attack to occur.

Example trick shots include the following (which are descriptive and of varying complexity; the sentences used in manifesting are shorter):

- Shooting an arrow through the sockets of twelve axe heads between you and your target
- Bouncing a billiard ball off of nine different fixtures (including your friend's breastplate) before sinking in a pocket
- Having a crossbow bolt "loop the loop" before impacting normally
- Forcing a tossed coin to land, perfectly stable, on its edge
- Getting a javelin to slalom around trees between you and your target
- Directing the tiny bead of an undetonated fireball to fly a "figure eight" around its target's feet
- Allowing a dagger, despite being pointy, to bounce off of the ground between a creature's legs and continue unhindered to its actual target behind him

Additional trick shots beyond this list are possible.

From a combat perspective, the most powerful use of this power would be to shoot around corners, but doing so is treated as shooting blind. It is more frequently used, however, to show off outside of combat.

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

1. Each additional power point spent allows you to affect one additional object before the power ends, although this cannot allow you to make more attacks in a standard attack or full attack than normal.

2. For every 2 additional power points you spend, the size of an object you can affect with this power increases one step.

3. For every additional power point you spend, the power's duration extends 1 round. The number of objects you can alter this way remains unchanged,

and the power still ends when these run out.

Additionally, every additional power point spent to achieve any of these effects allows for your trick shots to be described in sentences of up to one word longer.

Vim

Discipline: Psychometabolism

Level: Psion/wilder 0, psychic warrior 0

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: Psionic focus or 1

You suffuse yourself with power, gaining 1 temporary hit point. This temporary hit point overlaps (does not stack) with temporary hit points from any source, including previous manifestations of this power.

Shrapnel Burst

Discipline: Metacreativity

Level: Psion/wilder 5, psychic warrior 4

Display: Mental, Visual

Manifesting Time: 1 standard action

Area: 40 ft. burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: No

Power Points: Psion/wilder 9, psychic warrior 7

You emit a burst of crystalline shrapnel, dealing 9d6 points of piercing damage to all creatures within a 40 ft. burst centered on you.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage. For every two additional dice of damage, the save DC is increased 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.

Racial Traits

Unlike psionic traits, detailed later, alternate racial traits replace one of the standard abilities of a race with a new trait that represents a segment

of that race's population. This trait might be due to geographic location, the attitude of a specific population, or even the result of an accident.

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.

Alternate Racial Traits

The following racial traits replace existing blue racial traits. Consult your GM before selecting any of these new options.

Goblinoid Camouflage (Su): Some blues have learned to make subtle, but long-lasting, psionic changes to their body structure - the most notable being the change of skin color from their eponymous blue to a more common goblin color, typically green. They also get into the habit of eating regularly so as to avoid suspicion. By spending 1 power point as a swift action, a blue with this trait gains a +10 bonus on Disguise checks to appear as a normal goblin rather than a blue; this bonus lasts for 24 hours and is dismissable as a free action. This trait replaces the Repletion trait.

Kinslayer: Outcast blues must fight their own kind to survive. Blues with this trait gain a +1 racial bonus on attack rolls against goblinoids. This replaces the Repletion racial trait.

Leadership: Some blues naturally take on leadership roles, either directly controlling a tribe, or as an important advisor to a leader. A blue with this trait gains a +2 racial bonus to Diplomacy checks. This trait replaces the Keen Senses trait.

Mindbender: The rare blue is able to tap into the minds of others to impose its will. Blues with this trait gain a +1 racial bonus to the saving throw DCs of compulsion powers they manifest. This trait

replaces the Stealthy trait.

Psionic Prodigy: It is not uncommon for blues to natively have the ability to manifest powers. Blues with this trait gain the Unlocked Talent* feat as a bonus feat. This trait replaces the Repletion and Stealthy traits.

Self Reliant: Blues outcast from their kin learn to survive on their own, but often lack in social graces. A blue with this trait gains a +3 racial bonus to Survival checks, but suffers a -1 penalty to all Diplomacy checks. This trait replaces the Pariah trait.

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.

Aegis: Add 1 to the hit points restored using astral repair.

Marksman: Add 1 to the number of times per day the marksman can use the Wind Reader class feature.

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

Psychic Warrior: Add +1 to the psychic warrior's CMD when resisting a grapple or trip.

Ranger: Add +1/3 dodge bonus to Armor Class against the blue's favored enemies.

Rogue: Add +1/2 to Bluff checks to feint and to Stealth checks.

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.

Alternate Racial Traits

The following racial traits replace existing dromite racial traits. Consult your GM before selecting any of these new options.

Atavistic Link (Su): Some dromites still have traces of their ancestral hive-mind link, making them more receptive to telepathic communication. Although a dromite with this trait cannot directly

initiate telepathic contact via this trait (it still may normally via any other telepathic powers or abilities), it is easier for another to telepathically communicate with the dromite. Any use of a mind-affecting power by someone else which targets only the dromite costs 1 power point less for the manifester (to a minimum of 0). This reduction in cost applies even to hostile mind-affecting powers targeting the dromite. The dromite may also be added to a Collective without counting against the Collective's membership limit. This trait replaces the Dromite Psionics trait.

Crafter: Natural excavators, some dromites excel at turning the raw materials they remove from the earth into finished goods. Dromites with this trait gain a +2 racial bonus on any one Craft skill. This bonus improves to +4 if the dromite has at least 10 ranks in the Craft skill. This trait replaces the Dromite Psionics trait.

Excavator: As a caste-based society, some dromites are bred to remove the rubble and debris as tunnels are dug. Dromites with this trait treat their Strength as 4 higher for the purposes of carrying capacity and gain the Slow and Steady speed (as the dwarf racial ability). This trait replaces the Dromite Psionics trait.

Gendered: Some dromites have a gender, allowing them to become a Hive Queen or Consort. Dromites with this racial trait gain a +3 bonus to Diplomacy checks on dromites. This trait replaces the Dromite Psionics trait.

Hive Mind: Dromite hive living can result in a mental link among the members. A dromite with this trait gains *mindlink* as a psi-like ability usable at will. This trait replaces the Dromite Psionics and Scent traits.

Hive Soldier: There are many predators within the bowels of the earth. A dromite with this trait has chitin with sharpened edges instead of being hardened, granting two claw attacks. These are primary natural attacks that deal 1d3 points of slashing damage. This trait replaces the Chitin trait.

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.

Aegis: Add +1/4 to the dromite's armor bonus from his astral suit.

Psion: Add +1 to the dromite's energy resistance from its chitin racial ability to a maximum +10, after

which the dromite may choose a different energy type to gain the +1 energy resistance.

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

Wilder: Add +1/3 to the wilder's saving throws against effects with a type matching the wilder's energy resistance gained from the chitin racial trait.

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.

Alternate Racial Traits

The following racial traits replace existing duergar racial traits. Consult your GM before selecting any of these new options.

Ancestral Voice: Duergars have a connection to their ancestors through the crystals they harvest deep beneath the earth. In some, their ancestors are able to speak to them directly. A duergar with this trait gains a +4 racial bonus to Intimidate and a +2 bonus to a Knowledge skill. This trait replaces the Stability trait.

Echoes of the Abyss: Some duergar are more deeply touched by their experiences underground than their fellows. A duergar with this trait is treated as an aberration rather than a humanoid whenever it would be beneficial (for example, harmful spells which target only humanoids such as Charm Person or Hold Person will automatically fail unless the duergar specifically chooses otherwise; rangers will not be able to use Favored Enemy against him unless they have both humanoids (dwarves) and aberrations as favored enemies, in which case the duergar suffers the lesser bonus of the two). This trait replaces the Hardy trait.

Method to the Madness: While you might appear to be mad, there is a mental order to your actions. You gain a +2 racial bonus to Will saves and gain *call to mind* as a psi-like ability usable once per day with a manifester level equal to your character level. This trait replaces the Hardy trait.

Reborn Ancestor: While most duergar are influenced by the spirits of their ancestors, some are the spirits of their ancestors reborn. The insights and experience of their previous life allows a duergar with this trait to re-roll any d20 roll made once per day. This trait replaces the Hardy trait.

Waking Dreamer: You have adapted to always humming to keep That Which Sleeps Beneath from waking. You do not need to sleep at all and can meditate, fully awake and aware, for 4 hours to gain all the benefits of sleep, including regaining power points. This trait replaces the Duergar Psionics trait.

Whispers of Insanity: Some duergar hum insane lullabies mentally, rather than vocally, in a subconscious attempt to keep That Which Sleeps Beneath asleep, while they themselves suffer from insomnia. Duergar with this trait gain a +2 bonus on Perception and Stealth checks, and the DC to make Perception checks while sleeping is only +5 (rather than +10). This trait replaces the Duergar Psionics trait.

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.

Aegis: Increase the astral suit's damage reduction by +1/4.

Fighter: Add +1/3 to attack rolls to confirm critical hits.

Psychic Warrior: Gain 1/3 additional daily usage of the duergar's daily expansion psi-like ability.

Rogue: Add a +1/2 bonus on Bluff checks to feint and Intimidate checks.

Psion: Add a +1 bonus to one Craft skill of the psion's choice.

Vitalist: Treat the vitalist's level as +1/2 higher when using the Transfer Wounds ability.

Elan

With bodies built by and infused with psionic energy, elans are most commonly found as manifesters of psionic power. Due to their efforts to remain unknown to other races, some elans become better at stealth and avoiding detection, while others strive to fit in better and hide in plain sight.

Because elans are created by a psionic process, a rare few suffer from inconsistencies or failures with this process, while others discover they are more adept at healing their body, rather than protecting themselves from damage.

Alternate Racial Traits

The following racial traits replace existing elan racial traits. Consult your GM before selecting any of these new options.

Failed Transformation: It is incredibly rare, but sometimes, the transformation into an elan does not complete as expected. Elans with this trait gain the following benefit based upon their original race:

Blue: The elan gains the Darkvision and Small traits of the blue, but retains the Normal speed of the elan.

Dromite: The elan gains the Chitin trait of the dromite.

Duergar: The elan gains the Darkvision and Slow and Steady traits of the duergar.

Dwarf: The elan gains the Darkvision and Slow and Steady traits of the dwarf.

Elf: The elan gains the Low-Light Vision and Elven Immunities traits of the elf.

Gnomes: The elan gains the Low-Light Vision and Keen Senses traits of the gnome.

Half-Elf: The elan gains the Adaptability and Low-Light Vision traits of the half-elf.

Half-Giant: The elan gains the Fire Acclimated and Low-Light Vision traits of the half-giant.

Half-Orc: The elan gains the Darkvision and Ferocity traits of the half-orc.

Halfling: The elan gains the Halfling Luck and Keen Senses traits of the halfling.

Human: The elan gains the Skilled trait of the human.

Maenad: The elan gains the Sonic Affinity and Outburst traits of the maenad.

Ophiduan: The elan gains the Scaled Hide and Poison Resistant traits of the ophiduan.

Xeph: The elan gains the Darkvision and Burst traits of the xeph, but may only use Burst once per day.

In addition, the elan suffers a -2 penalty to Charisma-based skills and checks against elans due to the failed transformation. Regardless of the original race, the elan loses the Repletion, Resilience, and Resistance traits.

Haughty: As intentionally crafted, psionically-endowed beings, some elans consider themselves better than non-elans. This arrogance grants them a toughened will that resists attacks. An elan with this trait gains a +2 racial bonus to saves against mind-affecting effects, but suffers a -2 penalty to Charisma-based skill checks when dealing with non-elans. This trait replaces the Aberrant Nature and Resistance traits.

Reconstruction (Su): Some elans are more adept at psionically rebuilding bodies than preserving them in the first place. You may spend 1 or more pp as a swift action to gain Fast Healing 2 for a number of rounds equal to the number of pp spent; you may use this ability even when unconscious. You also gain +1 to your effective manifester level when manifesting Psychometabolism powers of the

Healing subdiscipline. This replaces Resistance and Resilience.

Smooth Talker: Elans seek to hide their nature from others. Some may have been created for the purpose of hiding their nature and achieving positions of power or trust. Elans with this trait gain a +2 racial bonus to Charisma-based skill checks against non-mindless creatures. This trait replaces the Aberrant Nature and Repletion traits.

Strong Blooded: Some elans have a small portion of their original racial characteristics survive the transformation process. Elans with this racial trait gain the following benefit based upon their original race:

Blue: The elan can spend one power point as a swift action to gain a +2 bonus on Stealth checks for one round.

Dromite: The elan can spend one power point as a swift action to gain energy resistance 5 against his active energy type for one round.

Duergar: The elan can spend one power point as a swift action to gain a +2 bonus to his CMD when resisting a bull rush or trip attempt while standing on the ground.

Dwarf: The elan can spend one power point as a swift action to gain the Stonecunning trait of the dwarf for one minute.

Elf: The elan can spend one power point as a swift action to gain low-light vision for one minute.

Gnomes: The elan can spend one power point as a swift action to a +2 bonus against illusions for one minute.

Half-Elf: The elan can spend one power point as a swift action to gain a +2 bonus on Perception checks for one round.

Half-Giant: The elan can spend one power point as a swift action to be treated as having the Powerful Build trait for one round.

Half-Orc: The elan can spend one power point as a swift action to gain a +2 racial bonus to Intimidate checks made in the same round.

Halfling: The elan can spend one power point as a swift action to gain a +2 racial bonus on Acrobatics checks made for one round.

Human: The elan can spend one power point as a swift action to gain a +1 bonus on any one skill check made in the same round.

Maenad: The elan can spend one power point as a swift action to enter a maenad outburst, gaining a +2 bonus to Strength and suffering a -2 penalty to Intelligence and Wisdom for one round.

Ophiduan: The elan can spend one power point as a swift action to gain a +1 natural armor bonus to his armor class for one round.

Xeph: The elan can spend one power point as a swift action to increase his base speed by 10 feet for one round.

Regardless of the original race, the elan loses the Resilience trait.

Favored Class Options

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

Alchemist: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the alchemist selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Psion: Add a +1/2 bonus on concentration checks when manifesting psion powers.

Rogue: Add a +1 bonus on Disguise checks to appear as a human (or their original race if they have the Failed Transformation or Strong Blooded trait), and a +1/2 bonus on Stealth checks.

Soulknife: Add a +1/2 circumstance bonus on critical hit confirmation rolls with the mind blade. This bonus does not stack with Critical Focus.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Wizard: Gain a +1/3 bonus to saving throws against spells of the transmutation school.

Half-giant

Known mostly for their impressive physical presence, half-giants have a tendency to become psychic warriors or other melee-oriented combatants. Yet there are some who channel their emotions through the wild surge of the wilder. Although most half-giants are from hot climates, some tribes have instead adapted to colder regions.

Alternate Racial Traits

The following racial traits replace existing half-giant racial traits. Consult your GM before selecting any of these new options.

Cold Acclimated: Although most half-giants reside in desert regions, some have grown toughened against colder extremes. Half-giants with this trait receive a +2 racial bonus on saving throws against all cold spells, powers and effects. This replaces the fire acclimated trait.

Flame of Freedom: Half-giants have an affinity for heat and fire. Half-giants with this trait gain a +1 racial bonus to their manifester level on powers with the Fire descriptor. This trait replaces the Half-giant Psionics trait.

Juggernaut: Physically imposing, some half-giants are especially gifted at manhandling opponents in combat. Half-giants with this trait gain a +1 racial bonus to their CMB on Bull Rush, Overrun, and Trip attempts. This trait replaces the Half-Giant Psionics and Survivor traits.

Liberty or Death: The history of the half-giants speaks of them once being an enslaved race. Some half-giants have a built-in defense against being subjugated against their will. Half-giants with this bonus gain a +2 racial bonus on saving throws against mind-affecting effects. This trait replaces the Fire Acclimated trait.

Psionic Resonance: Although considered by the uninformed to be violent and primitive as a race, many half-giants have a natural affinity to handling psionic items. Half-giants with this trait gain a +2 racial bonus to Use Magic Device checks to activate an item or to use a power stone. This trait replaces the Survivor trait.

Favored Class Options

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

Aegis: Add +1 to the aegis's CMD when resisting a bull rush or grapple.

Barbarian: Add 1 to the half giant's total number of rage rounds per day.

Psychic Warrior: Add +1/2 to the psychic warrior's manifester level when manifesting a path power.

Soulknife: Add +1/2 to the soulknife's CMB when attempting a sunder or overrun.

Wilder: The wilder gains 1 psionic talent.

Maenad

Tempestuous in emotions, yet cold in demeanor, maenads most often find the calling of the barbarian or wilder as the most fitting. Some, however, seek to use their abilities to control their demeanor and hide their emotions to become leaders or performers.

Alternate Racial Traits

The following racial traits replace existing maenad racial traits. Consult your GM before selecting any of these new options.

Born to Lead: As a seafaring race, some maenads seem to be simply bred to be a captain or admiral. Maenads with this trait gain a +2 racial bonus to Diplomacy and Knowledge (Nobility) checks. In addition, he gains proficiency with the rapier and

whip, weapons used by the leaders of the maenad fleets. This trait replaces the Natural Sailor, Sonic Affinity, and Weapon Familiarity traits.

Crystal Resonance: Some maenads are able to arrange the crystals embedded in their skin to form resonating frameworks for their psionic circuits. A maenad with this trait gains a +1 racial bonus to the effective manifester level of any psionic tattoo he activates. He may also apply the bonus from Sonic Affinity to any psionic tattoo he uses which has the Sonic descriptor. This trait replaces the Maenad Psionics trait.

Crystallized Skin: There are the rare maenads who have skin where the crystalline flecks are more advanced than others of their race. A maenad with this trait gains a +1 natural armor bonus to his Armor Class. This trait replaces the Outburst trait.

Shore-Bound: While most maenads are natural sailors, some maenads are more at ease on solid ground. Maenads with this trait gain a +2 bonus to



Acrobatics checks as long as he is standing on the ground. This ability replaces Natural Sailor.

Tempestuous Temper: Some maenads are less disciplined than their brethren, constantly losing control of their emotions and suffering frequent mood swings. Whenever a maenad with this trait maintains psionic focus (including via such means as Psycrystal Containment), he is treated as Lawful for the purposes of any spells, magic items, etc. that he may be using or that may affect him; whenever he does not have psionic focus, he is treated as Chaotic for such purposes. In addition, the maenad may expend psionic focus as a swift action to gain a +2 bonus to Strength, but suffer a -2 penalty to Intelligence and Wisdom, until the end of his turn. This replaces Outburst and Inner Rage.

Favored Class Options

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

Barbarian: Add 1 to the maenad's total number of rage rounds per day.

Bard: Add 1 to the maenad's total number of bardic performance rounds per day.

Fighter: Add +1/3 to the maenad's saving throws against powers with the sonic descriptor.

Soulknife: Add +1 to the soulknife's CMD against disarm or trip attempts.

Wilder: Add +1/4 round to the duration of the wilder's surging euphoria.

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.

Alternate Racial Traits

The following racial traits replace existing ophidian racial traits. Consult your GM before selecting any of these new options.

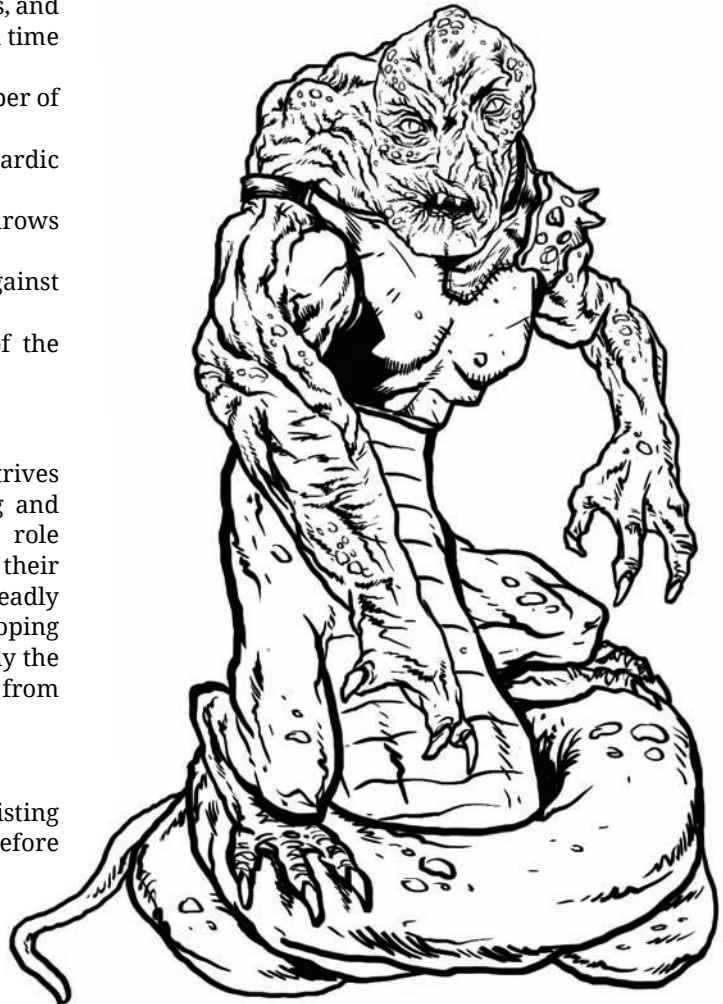
Deformed: Part of the ophidian history involved experimenting on their physical form to create a superior caste. Unfortunate bloodlines of ophidians are instead twisted

versions of the race, when the improvement caused an unexpected side-effect. Ophidians with this trait have the Slow and Steady speed (as the dwarf racial ability) and gain a +2 natural armor bonus to AC, but suffer a -2 penalty on all Diplomacy checks. This racial trait replaces the Normal Speed and Scaled Hide traits.

Metabolist: Ophidians are ever seeking to improve their form. Ophidians with this racial trait are treated as one level higher when manifesting powers of the psychometabolism discipline with a range of personal. This racial trait replaces the serpent's bite and poison resistant racial traits.

Poisonous Flesh: While most ophidians are resistant to poison, some are also capable of excreting a poison from their skin. Ophidians with this racial trait gain the ability to use *prevenom* or *prevenom weapon* as a psi-like ability once per day with a manifest level equal to your character level. This trait replaces the serpent's bite racial trait.

Scholar: All ophidians seek to better themselves; some choose to do so by studying. Ophidians with this racial trait gain a +2 bonus on any one Knowledge



skill and this Knowledge skill is always considered a class skill. This racial trait replaces the serpent's bite racial trait.

Slippery Hide: Some ophidians have sleeker, more flexible scales than their brethren. Ophidians with this racial trait gain a +2 racial bonus his CMD to against grapple attempts, to Escape Artist checks, and to escape a grapple. This racial trait replaces the scaly hide racial trait.

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.

Aegis: Add +1/4 to the maximum dexterity bonus of the aegis's astral suit.

Psion: Add +1/4 on manifester level checks to overcome power resistance.

Psychic Warrior: Add 1/2 round to the duration of any psychometabolism powers the psychic warrior manifests with a range of Personal and a target of You with a normal duration of 1 round / level.

Soulknife: Add +1 to the soulknife's CMD when resisting a grapple or trip.

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.

Alternate Racial Traits

The following racial traits replace existing xeph racial traits. Consult your GM before selecting any of these new options.

Bladeborn: Although most xephs are quick on their feet, some are lightning fast with their hands. A xeph with this racial trait gains the Quick Draw and Weapon Proficiency (Xephyr Knife) feats as bonus feats. This trait replaces the Burst trait.

Call Blade: Xephs are perhaps the race that most commonly chooses the path of the soulknife. Some xephs have an innate tie to summoning a weapon from thin air. A xeph with this racial trait gains the ability to use *call weaponry* as a psi-like ability once per day with a manifester level equal to the xeph's character level. This trait replaces one daily use of the Burst trait and can be taken multiple times. Each time, it replaces one daily use of the Burst trait and increases the daily uses of the *call weaponry* psi-like

ability by one.

Explorer: Many xephs prefer to travel the world rather than to settle down. Xephs with this racial trait receive a +2 bonus on Knowledge (geography) and Survival checks. When manifesting psychoportation powers that only effect willing creatures or have a range of personal, xephs treat their manifester level as +1 higher than normal. This racial trait replaces one daily use of the Burst trait and the Innate Resistance racial traits.

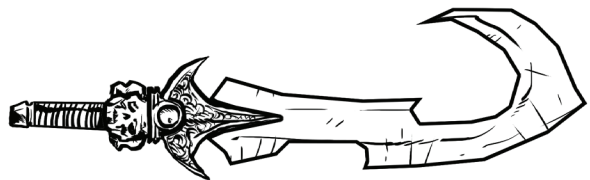
Quick Craftsman (Ex): Some xephs are swifter with their hands than their feet. A xeph with this trait reduces the time required for all item creation (whether via skill or feat) by half. This trait replaces two daily uses of the Burst trait.

Troubadour: Most xephs are charismatic and natural entertainers. Xephs with this racial trait gain a +1 racial bonus on Diplomacy and Perform checks and, if they fail a Diplomacy check to change a creature's attitude by less than 5, they can try to influence the creature a second time even if 24 hours have not passed. This trait replaces the Innate Resistance trait.

Windweaver: Fleet of foot and nimble, some xephs are more adept at avoiding physical dangers rather than psionic ones. A xeph with this racial trait gains a +1 dodge bonus to his armor class. This trait replaces the Innate Resistance trait.

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.



XEPHYR KNIFE

This specialized dagger is used by xephs to protect themselves while traveling in more dangerous areas. Its hooked blade is capable of causing deadly wounds, and the weapon is slightly larger than a standard dagger.

A xephyr dagger functions as a normal dagger, except it is an exotic weapon, deals 1d6 damage if Medium-sized, and threatens a critical on 18-20. A xephyr knife costs 15 gp.

Barbarian: Add +1 to the xeph's base speed.

Bard: Add 1 to the xeph's total number of bardic performance rounds per day.

Monk: Add +1 to the xeph's base speed.

Psion: Add +1/2 to the xeph's saving throw against psychoporation powers or effects.

Soulknife: Add +1 to the xeph's base speed.

Vitalist: Add a +1/2 bonus on concentration checks when manifesting vitalist 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.

Psychic Warrior: Add +1 to the psychic warrior's CMD when resisting a bull rush or trip.

Vitalist: Treat the vitalist's level as +1/2 higher when using the Transfer Wounds ability.

Elf

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

Marksman: The marksman gains 1 psionic talent.

Psion: Choose one discipline talent gained at 1st level. Add 1/3 to the number of power points that power is treated as being augmented by. This is an exception to the rule that discipline talents cannot be augmented.

Soulknife: Add +1 to the elf's CMD when resisting a disarm or sunder attempt.

Vitalist: Gain +1/2 additional daily use of transfer wounds.

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.

Aegis: Gain +1/2 to Damage Reduction / cold iron.

Psion: Choose one discipline talent gained at 1st level. Add 1/3 to the number of power points that power is treated as being augmented by. This is an exception to the rule that discipline talents cannot be augmented.

Vitalist: Treat the gnome's vitalist level as +1/2 for the purposes of Vitalist's Touch.

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.

Aegis: Add +1/4 to the aegis's customization points.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting a path power.

Soulknife: Add +1 to the soulknife's CMD against disarm or overrun attempts.

Wilder: The wilder gains 1 psionic talent.

Half-orc

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

Psychic Warrior: Add 1 to the half-orc's power points per day.

Soulknife: Add +1/2 to the soulknife's psychic strike damage.

Wilder: The wilder gains 1 psionic talent.

Halfling

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

you select the listed favored class reward.

Soulknife: Add +1 to the soulknife's CMD when resisting a grapple or trip.

Vitalist: The vitalist gains 1 psionic talent.

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.

Aegis: Add +1/4 to the aegis's customization points.

Marksman: Add +1/3 to damage rolls made with ranged or thrown weapons when expending focus on Psionic Shot.

Psion: Add 1/2 power known from the psion power list. This power must be at least one level below the highest power level the psion can manifest.

Psychic Warrior: Add 1/3 power known from the psychic warrior power list. This power must be at least one level below the highest power level the psychic warrior can manifest.

Soulknife: The soulknife gains +1/6 of a new blade skill.

Vitalist: Add 1/3 power known from the vitalist power list. This power must be at least one level below the highest power level the vitalist can manifest and may not be changed when the vitalist regains his daily power points.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

CHARACTER TRAITS

The *Pathfinder Roleplaying Game* introduced the concept of character traits as extra features that add a little depth and flavor to characters. Existing character traits come in several flavors: Basic (separated into Combat, Faith, Magic, and Social),

Campaign, Racial, Regional, and Religion. Presented below are two other categories for the psionic campaign: Psionic traits and Dream traits. Psionic traits are separate from Magic traits, but should a Psionic trait and Magic trait have the same effect, the effects do not stack. Dream traits are campaign traits recommended for use in campaigns that focus on dreams or dreaming.

PSIONIC TRAITS

These traits are associated with the powers of the mind. You do not have to be psionic to take these traits, but many of the benefits require you to have the psionic subtype.

Clairsentient Talent: If you have psionic focus, you can be treated as having *detect psionics* active, but only effective in the space you occupy. This is a psi-like ability, and you must concentrate on it for a round to glean any more meaningful information than a 'hunch'. This talent grants no benefit if you do not have the ability to gain psionic focus.

Mental Discipline: You have had some basic training in mental control. Autohypnosis is always considered a class skill for you, and you get a +1 trait bonus to Autohypnosis checks.

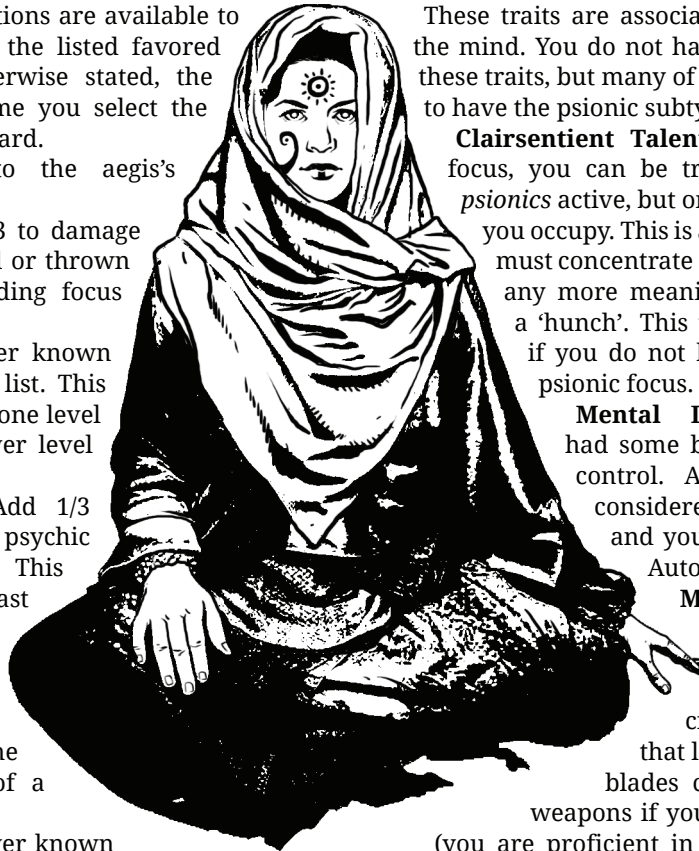
Metacreative Talent:

While you maintain psionic focus you can manifest shards of crystal as a swift action that last for one round. These blades can be used as thrown weapons if you use them immediately (you are proficient in their use; 1d2 slashing damage, 20/x2 crit, range increment 10 feet). This talent grants no benefit if you do not have the ability to gain psionic focus.

Perceptive Talent: While maintaining psionic focus you are more aware on a subliminal level of the thoughts and intentions of those around you. You gain a +1 trait bonus on initiative and on Sense Motive checks while you are psionically focused. This talent grants no benefit if you do not have the ability to gain psionic focus.

Psigifted: You have an affinity for one particular power chosen from ones that you know, and your effective manifester level for that psionic power increases by 1. Once this power is selected it cannot be changed.

Psionic Item Familiarity: You are very familiar with psionic and magic items. Use Magic Device is now a class skill for you, and you gain a +1 trait



bonus to Use Magic Device checks. This trait may not be stacked with the Dangerously Curious trait.

Psionic Knack: You are naturally psionically gifted, even if you dabble in other studies. Pick a class with a manifester level when you gain this trait—your manifester level in that class gains a +2 trait bonus as long as this bonus doesn't raise your manifester level above your current Hit Dice. You must have a level in the class chosen to gain this benefit.

Psionic Monster Familiarity: You've either seen or read about a great number of psionic creatures. You gain a +2 trait bonus to Knowledge (Psionics) checks to identify psionic creatures and their abilities.

Psionic Power Focus: Pick a first level power you know with an ability you can use while psionically focused. You are always treated as being psionically focused for this purpose, even if you are not.

Psionic Theory: You have studied psionics deeply, gaining a +2 trait bonus to Spellcraft checks when analyzing psionic powers or items.

Psychokinetic Talent: You can expend your psionic focus as a swift action to manifest *far hand* as a psi-like ability. It has a duration of one round, a range of ten feet, and allows you to move a maximum weight of 1 lb. If you have psionic power points, you may expend one to extend the duration of this psi-like ability by one round. This talent grants no benefit if you do not have the ability to gain psionic focus.

Psychoportive Talent: You can expend your psionic focus as an immediate action to make a five-foot step. You may do this even if you have already moved in the round in question, although not if you have already taken a five-foot step, and doing so does not prevent further movement in this round. This talent grants no benefit if you do not have the ability to gain psionic focus.

Telepathic Talent: You can expend your psionic focus to gain a +2 trait bonus to your saves against mind-affecting powers and psi-like abilities. This talent grants no benefit if you do not have the ability to gain psionic focus.

DREAM TRAITS

These traits are associated with the realm of dreams. Not all games will interact with this eerie domain, and the number of traits here is correspondingly few.

Dream Seared: Some powerful psychic phenomenon has damaged your dream circle, and although it has since recovered, it has taken on a slightly warped and toughened form. You gain a +1 trait bonus on all saves against effects that affect your sleeping mind (any spell, power, or ability that requires you to be sleeping).

Dreamless Sleep: You rarely seem to dream at all, and your dreams have little effect on your waking life. You gain a +1 trait bonus on saves against dream-related effects whether awake or asleep. However, any effects of this nature you use take a -1 to their DC to resist.

Lucid Dreaming: You have the ability to recall dreams vividly, and can always recall things you may have done in your sleep. In addition, you are aware of when you are dreaming and have access to your power point pool and powers known while in the dream. When you awaken, any power points spent while dreaming are depleted from your power point reserve.

PSIONIC RACE TRAITS

Psionic races, like conventional ones, have their traits. Like other racial traits they are available only to members of that race.

BLUE RACE TRAITS

Only blues may select these racial traits.

Playing Dumb: You have learned to hide your true worth to protect yourself. You gain a +2 trait bonus on Bluff checks to play down your value or threat and to appear as less than you are.

Psionic Lineage: Pick one power when you pick this trait. Metapsionic feats applied to that power cost 1 pp less.

DROMITE RACE TRAITS

Only dromites may select these racial traits.

Psychoenergetic Talent: Your natural ability to create rays of energy is heightened, allowing you to fire a weakened version of *energy ray* as a standard action as long as you maintain psionic focus. This *energy ray* instead deals 1d3 points of damage of the energy type of your caste. Your manifester level for this ability is always 1.

Sensitive Nose: You gain a +1 trait bonus on your Perception or Survival checks related to smell. However, you also take a -1 penalty on saves that involve resisting smells, such as *stench*.

DUERGAR RACE TRAITS

Only duergar may select these racial traits.

Psychic Buffer: Years of living near creatures that attack your mind has sharpened your defenses; you are skilled at repelling mental assaults, and gain a +1 trait bonus to Will saves against Telepathy powers.

Sense Dissonance: Your psionic abilities help you tell if a person is under the psychic control of another, by sensing psionic dissonance around them. You gain a +2 trait bonus to Sense Motive for the "sense enchantment" and "hunch" functions.

ELAN RACE TRAITS

Only elans may select these racial traits.

Fight Through the Pain: You can tap into the psionic energy that permeates your body to keep going despite certain injuries. You gain a +2 bonus to Autohypnosis checks in order to resist caltrop wounds, stabilize yourself, or resist the secondary effect of poisons.

Memories: You have fleeting memories of your past life before becoming what you now are. Your Charisma-based penalty does not apply against individuals you knew prior to becoming an elan.

HALF-GIANT RACE TRAITS

Only half-giants may select these racial traits.

Impressive Physique: Your size and stature are imposing. Your natural physique gives you a +2 trait bonus to Intimidate checks due to your size.

Hot-Foot: Your Fire-based powers give your enemies a “hot-foot”. Any creature that takes damage from a fire-based power you manifest takes 1 point of fire damage on their next turn.

MAENAD RACE TRAITS

Only maenads may select these racial traits.

Inner Peace: You have studied philosophy and theology as a way to handle the mental turmoil of your race. Knowledge (Religion) and Knowledge (Psionics) are both class skills for you. If either or both are already class skills, you gain a +1 trait bonus to them.

Surge Protection: You are more skilled at resisting psychic enervation, and take 1 less HP or PP damage whenever you enervate (to a minimum of 1).

OPHIDUAN RACE TRAITS

Only ophidians may select these racial traits.

Beguiling Nature: Your telepathic abilities are even more entrancing than normal. You gain a +1 trait bonus to all Charisma-based checks against creatures affected by one of your Telepathy powers.

Infiltrator: You have had extensive dealings with other humanoid races, and have learned to mimic their mannerisms and body language to ease their fears of your kind. You gain a +1 trait bonus to Bluff and Diplomacy checks against non-ophidian humanoids, and Sense Motive is always a class skill for you.

XEPH RACE TRAITS

Only xephs may select these racial traits.

Fancy Footwork: In any round in which you employ your *burst* ability, you gain a +1 dodge bonus to your AC.

Resist Dampening: Your powers and other psychic abilities are not easily dampened. You gain a +1 trait

bonus to manifester level checks to bypass power resistance. If you can create a mind blade, you gain a +2 trait bonus to create it while inside a *null psionics field*.

PRESTIGE CLASSES

Prestige classes, unlike base classes, are for 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 are two new psionic prestige classes: the metaforge, which blends the defensive power of the aegis with the offensive power of the soulknife, and the psicrystal imprinter, which gives manifesters new ways to utilize their psicrystals.

Aegii and Prestige Classes

Like soulknives, sometimes, an aegis 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 astral suit as well as the path of the manifester. At each level where a manifester level would increase by one, treat the aegis as if he had gained a level of aegis for the purposes of damage reduction and customization points. The aegis does not gain any other benefits from an increased level (bonus customizations, daily uses of reconfigure, etc.).

It’s less common, but sometimes a multiclass aegis 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 aegis’s damage reduction and customization points, 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.

METAFORGE

Forming and creating items from thin air is a skill honed by many who practice the psionic arts. Some, like the soulknife, form a weapon out of psionic energy. Others, like the aegis, form armor out of ectoplasm. A rare breed of psionic individual is capable of combining the abilities of the two, using the different techniques in a complementary fashion, where the whole is greater than the sum of its parts.

Role: Combining the abilities of two frontline combatants, a metaforge is most at home in the thick of battle, using his astral suit to ward off attacks, while he decimates enemies with his mind blade.

Alignment: Any.
Hit Die: d10.

Requirements

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

Skills: Craft (any) 3 ranks.

Psionics: Enhanced Mind Blade class feature, Invigorating Suit class feature

Class Skills

The metaforge’s class skills are Autohypnosis, Climb, Fly, Intimidate, and Knowledge (psionics).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

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

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

Astral Suit: At each level, treat the metaforge as if he had gained a level of aegis for the purposes of damage reduction and customization points. The metaforge does not gain any other benefits from an increased level (bonus customizations, daily uses of reconfigure, power points, etc.). This does, however, allow the metaforge to qualify for customizations dependant on his aegis level, such as the Reach customization.

Mind Blade: At each level, treat the metaforge as if he had gained a level of soulknife for the purposes of Enhanced Mind Blade. The metaforge does not gain any other benefits from an increased level (blade skills, etc.).

Crystallized Mind Blade (Su): A metaforge is able to combine the ectoplasm he uses to form his astral suit and the psionic energy he uses to shape his mind blade into a crystallized form of his mind blade. Creating a crystallized mind blade works the same as



A metaforge is a self-sufficient combatant forming a mind blade, and the weapon functions in all ways mechanically as the metaforge’s mind blade, except as follows. The weapon’s hardness and hit points are increased by 1 for each level the metaforge

TABLE: THE METAFORGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mind Blade / Astral Suit
1st	+1	+0	+0	+1	Crystallized mind blade (+1)	+1 level of existing class
2nd	+2	+1	+1	+1	Transfer enhancement (+1)	+1 level of existing class
3rd	+3	+1	+1	+2	Dual summon	+1 level of existing class
4th	+4	+1	+1	+2	Transfer enhancement (+2)	+1 level of existing class
5th	+5	+2	+2	+3	Crystallized mind blade (+2)	+1 level of existing class
6th	+6	+2	+2	+3	Transfer enhancement (+3)	+1 level of existing class
7th	+7	+2	+2	+4	-	+1 level of existing class
8th	+8	+3	+3	+4	Transfer enhancement (+4)	+1 level of existing class
9th	+9	+3	+3	+5	Crystallized mind blade (+3)	+1 level of existing class
10th	+10	+3	+3	+5	Shift form, transfer enhancement (+5)	+1 level of existing class

has. In addition, the weapon can be charged with 1 power point, increasing its enhancement bonus by 1.

At 5th level, the weapon can instead be charged with 2 power points, increasing its enhancement bonus by 2.

At 9th level, the weapon can instead be charged with 3 power points, increasing its enhancement bonus by 3.

Transfer Enhancement (Su): Starting at 2nd level, a metaforge can spend one minute in concentration to reduce his mind blade's enhancement bonus or weapon special abilities by 1 (or a +1 equivalent ability) and gain an armor special ability of equal value added to the astral suit. This transfer lasts until the metaforge spends another minute to either revert his mind blade to its full power or to alter the armor special ability granted to his astral suit.

A metaforge may only have one such transfer in effect at any given time and may not reduce his mind blade to a +0 enhancement bonus. Every two levels thereafter, the enhancement bonus that the metaforge can transfer is increased by 1, to a maximum of +5 at 10th level.

Dual Summon (Su): Upon achieving 3rd level, the metaforge has learned to bring about his weapon and armor at the same time. While maintaining his psionic focus, the metaforge can form both mind blade and astral suit at the same time. The action needed to do this is whichever action takes the longer between the two abilities.

For example, for a soulnife with the Quick Draw feat and using Astral Juggernaut form, using this ability requires a full-round action, as that is how long it takes to form an astral suit in Astral Juggernaut form. For Astral Skin form, it would instead take a swift action.

The metaforge may alternatively expend his psionic focus to summon both his mind blade and his astral suit. The action needed to do this is whichever action takes the shorter between the two abilities.

Swift Transfer (Su): At 10th level the metaforge can use his transfer enhancement ability as a standard action, rather than requiring one minute in concentration.

PSICRYSTAL IMPRINTER

The psicrystal imprinter has learned to harness crystals, power stones, and his psicrystal better than a normal psion is able. By using gems to store psionic powers and power points, the psicrystal imprinter learns to store powers in his psicrystal similar to how a power stone works, only without flushing the power. In time, these advancements transform the psicrystal into more than a mere shard of its

master's personality, and most psicrystal imprinters look on their gems as a parent would a child.

Role: With abilities focusing primarily around manifesting psionic powers and harnessing the energy of his crystals, the psicrystal imprinter is not intended to be a front-line fighter. His talents revolve around flexibility in utilizing his psionic powers and providing support from a safe distance.

Alignment: Any

Hit Die: d6

Requirements

To qualify to become a psicrystal imprinter, a character must fulfill the following criteria.

Skills: Knowledge (psionics) 1 ranks, Spellcraft 5 ranks

Feats: Craft Cognizance Crystal, Scribe Scroll

Class Skills

The psicrystal imprinter's class skills are Knowledge (psionics) and Spellcraft.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the psicrystal imprinter.

Weapons and Armor Proficiency: Psicrystal imprinters gain no weapon or armor proficiencies.

Manifesting: At every level indicated on the table, the psicrystal imprinter gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of psicrystal imprinter to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifesting level accordingly. If a character had more than one manifesting class before he became a psicrystal imprinter, he must decide to which class he adds the new level of psicrystal imprinter for the purpose of determining power points per day, powers known, and manifesting level.

Psicrystal Bond (Ex): If the psicrystal imprinter does not have a psicrystal, he gains Psicrystal Affinity as a bonus feat. If he already has Psicrystal Affinity, he instead gains the Improved Psicrystal feat as a bonus feat.

Psicrystal Receptacle (Ex): Starting at 1st level, the psicrystal imprinter can store powers in his or her psicrystal, similar to storing powers in a power stone (but see below). The psicrystal imprinter can store up to his class level + his key ability modifier in

power levels. For example, Lieden is a 5th level psion / 3rd level psicrystal imprinter with an Intelligence score of 22. He can therefore store up to 9 levels of powers, such as 2 3rd level powers, 1 2nd level power and 1st level power, or 9 1st level powers.

* Storing a power: Storing a power in a psicrystal costs the standard monetary cost of creating a power stone of the appropriate level. The psicrystal imprinter can store any power he knows or otherwise has access to (through power stones or other psionic characters, for instance, although drawing from a power stone flushes the power from the stone). Storing a power takes half the normal time to create a power stone (4 hours for every 1000 GP value of a comparable power stone instead of 8 hours). For example, Lieden has a power stone of *defy gravity*, and wants to store it in his psicrystal. By making a DC 17 Spellcraft check, Lieden successfully addresses the stone to access the power locked within. After a second DC 17 Spellcraft check, Lieden is able to understand the power, and with a final DC 17 Spellcraft check, he is able to use the power inside. He then pays 75 gp and spends 4 hours in work (the normal cost and half the time of creating a 2nd level power stone), and has successfully stored *defy gravity* in his psicrystal. Storing a power requires use of the Scribe Scroll feat. If the psicrystal imprinter loses access to this feat for any reason, he can no longer store any powers in his psicrystal until he regains use of the feat.

* Utilizing a stored power: Manifesting a power stored in the psicrystal is treated exactly as if manifesting a known power, except that the psicrystal imprinter must be in contact with his psicrystal, and the power costs an additional 2 pp to manifest. The total cost for this manifestation, as normal, cannot exceed the psicrystal imprinter's manifester level.

Unlike a normal power stone, manifesting the powers stored in a psicrystal does not flush the power.

* Changing stored powers: If the psicrystal imprinter so chooses, he can manifest any power stored in the psicrystal in the same fashion as a power stone and without spending any power points; the power's manifester level is treated as the minimum to manifest the power when manifested in this fashion. Doing this flushes that power from the psicrystal and frees the levels it occupied for a new power to be stored. If the psicrystal imprinter chooses, he can harmlessly flush out powers stored without actually manifesting the power.

Skilled Crafter (Ex): Once a psicrystal imprinter has achieved 2nd level, he has unlocked techniques to help him in his crafting. He gains a bonus equal to half his class level (rounded down) on Spellcraft checks when crafting items using the Craft Cognizance Crystal or Scribe Scroll feats.

Psicrystal Resonance (Su): Beginning at 3rd level, the psicrystal imprinter is able to channel known powers through his psicrystal, provided it is within 5 feet of him. By doing this, the psicrystal's inherent psionic power enhances the power in different ways. The psicrystal imprinter increases the manifesting time of any power he manifests directly this way to a full-round action if it took a standard action or less or adds a full-round action to the manifesting time of any power with a manifesting time of a full-round action or longer (much as a sorcerer extends casting time when adding metamagic feats to a spell); he may not use this ability on powers manifested from his psicrystal. The psicrystal imprinter unlocks resonating abilities as he advances in class levels. He may choose only one effect when manifesting any single power, but may choose a different effect on the next manifestation.

TABLE: THE PSICRYSTAL IMPRINTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+1	Psicrystal bond, psicrystal receptacle	-
2nd	+1	+1	+1	+1	Skilled crafter (+1)	+1 level of existing class
3rd	+1	+1	+1	+2	Psicrystal resonance (augment)	+1 level of existing class
4th	+2	+1	+1	+2	Improved Psicrystal, skilled crafter +2	+1 level of existing class
5th	+2	+2	+2	+3	Efficient receptacle, psicrystal resonance (empower)	+1 level of existing class
6th	+3	+2	+2	+3	Skilled crafter (+3)	+1 level of existing class
7th	+3	+2	+2	+4	Improved Psicrystal, psicrystal resonance (extend)	+1 level of existing class
8th	+4	+3	+3	+4	Skilled crafter (+4)	+1 level of existing class
9th	+4	+3	+3	+5	Essence crystal, psicrystal resonance (twin)	+1 level of existing class
10th	+5	+3	+3	+5	Crystalline infusion, efficient receptacle, Improved Psicrystal, skilled crafter (+5)	+1 level of existing class

* 3rd Level: The power is treated as if the psicrystal imprinter had spent one more power point augmenting it than he actually did. The additional point from this ability may raise the cost of the power above the psicrystal imprinter's manifester level.

* 5th Level: The power is treated as if affected by the Empower Power feat. This ability does not cost additional power points, nor does it require expending psionic focus.

* 7th Level: The power is treated as if affected by the Extend Power feat. This ability does not cost additional power points, nor does it require expending psionic focus.

* 9th Level: The power is treated as if affected by the Twin Power feat. This ability does not cost additional power points, nor does it require expending psionic focus, but the manifesting time is increased by one full-round action.

Improved Psicrystal: At 4th level and every 3 levels thereafter, the psicrystal imprinter gains the Improved Psicrystal feat as a bonus feat.

Efficient Receptacle

(Ex): At 5th level, the additional power point cost to manifest a power from the psicrystal imprinter's psicrystal (see psicrystal receptacle, above) decreases from +2 to +1. At 10th level it decreases to 0.

Essence Crystal (Su): Once per week, a 9th level psicrystal imprinter can attune his crystal to his psyche – a process that takes 1 hour. Should the psicrystal imprinter later perish, his mind and soul (as they existed when he last attuned his crystal) immediately transfer to his psicrystal instead of

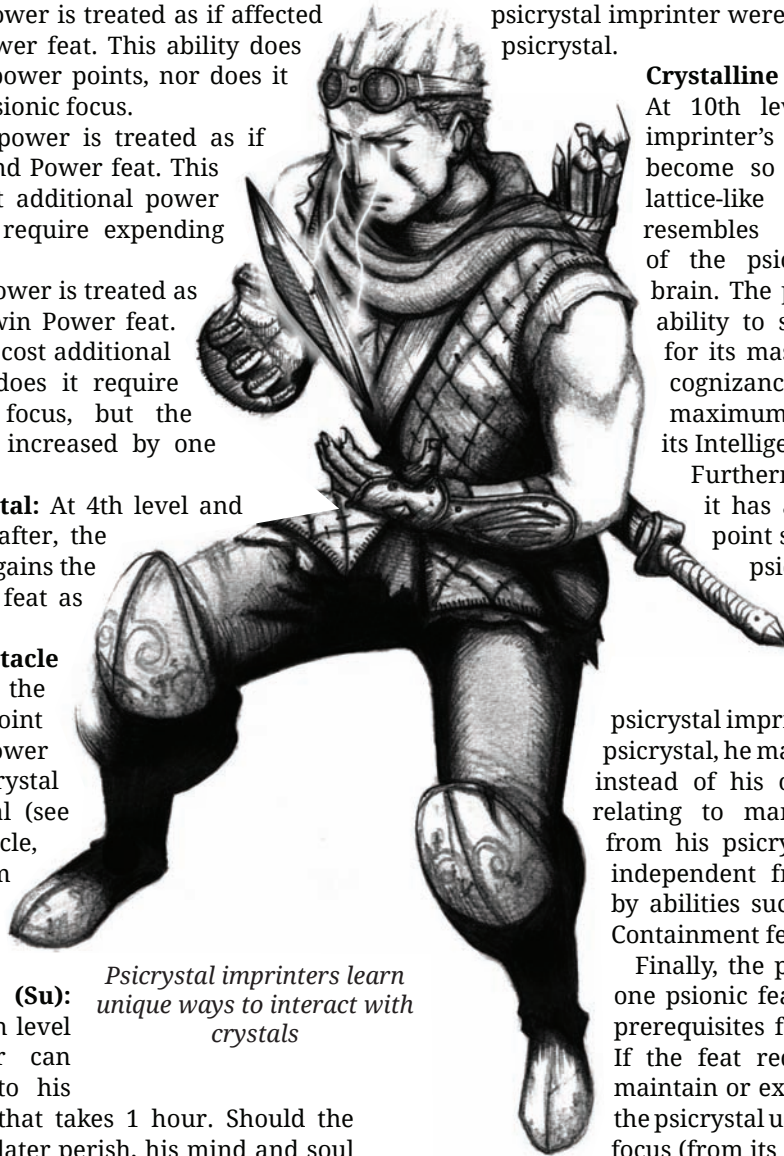
passing on. Treat this in all regards as the *astral seed* power, substituting the psicrystal imprinter's psicrystal for the storage crystal, except as noted here. All powers stored in the psicrystal remain untouched and can still be accessed as if the psicrystal imprinter were in contact with his psicrystal.

Crystalline Infusion (Ex):

At 10th level, the psicrystal imprinter's psicrystal has become so advanced that its lattice-like structure closely resembles the complexity of the psicrystal imprinter's brain. The psicrystal gains the ability to store power points for its master as if it were a cognizance crystal (with a maximum capacity equal to its Intelligence score).

Furthermore, so long as it has at least one power point stored within it, the psicrystal gains the psionic subtype and may attempt to psionically focus itself. If the psicrystal imprinter is touching his psicrystal, he may expend this focus instead of his own on any effect relating to manifesting a power from his psicrystal. This focus is independent from that provided by abilities such as the Psicrystal Containment feat.

Finally, the psicrystal gains any one psionic feat that it meets the prerequisites for as a bonus feat. If the feat requires the user to maintain or expend psionic focus, the psicrystal uses its own ability to focus (from its master's crystalline infusion) for that feat.



Psicrystal imprinters learn unique ways to interact with crystals

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.

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.

BOOTS OF THE NOMAD

Aura moderate psychoportation discipline **ML** 10th
Slot feet; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

These black leather boots seem to shimmer when looked at, as if they are constantly moving. When this item is worn by a character with the nomad's step ability, the character's nomad level is treated as four higher for the purposes of the nomad's step ability. If the character is not a nomad, they gain the nomad's step ability as if a 4th-level nomad.

CONSTRUCTION

Requirements Craft Wondrous Item, *dimension slide* or nomad's step ability, **Cost** 5,000 gp

CIRCLET OF THE SHELTERED MIND

Aura moderate telepathy **ML** 8th
Slot head; **Price** 7,500 gp; **Weight** 2 lb.

DESCRIPTION

This iron circlet has prongs that are shaped such that it seems to cup the entire skull. When this item is worn by a character with the wild surge ability, the character's chance of psychic enervation is reduced by 5% (to a minimum of 0).

CONSTRUCTION

Requirements Craft Wondrous Item, wild surge ability, **Cost** 3,750 gp

IOUN STONE, GREEN AND WHITE

Aura moderate psychometabolism **ML** 12th
Slot -; **Price** 12,000 gp; **Weight** -

DESCRIPTION

This *ioun stone* is green and white in color and has a prism shape. When used by a creature with manifesting ability, it grants one additional power

known. The power known granted is set at time of creation. A creature may only have one such *ioun stone* active at any time. The owner manifests the power just like any other power known, so if the power granted is of a level higher than those the owner can manifest, it gains no benefit. The power known granted must be on the owner's class list or the owner gains no benefit.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be 12th level, **Cost** 6,000 gp

STUDENT'S ROBES

Aura moderate psychometabolism **ML** 10th
Slot body; **Price** 13,000 gp; **Weight** 1 lb.

DESCRIPTION

This light garment is worn over normal clothing or armor and improves the wearer's mental abilities. Most such robes are beige in color, with adornments of eyes or hands on a head. When this item is worn by a psion, the character's psion level is treated as five higher for the purposes of determining his discipline abilities and the effects allowed by his discipline abilities.

CONSTRUCTION

Requirements Craft Wondrous Item, discipline class feature, **Cost** 6,500 gp

WARRIOR'S BRACER

Aura moderate psychometabolism **ML** 12th
Slot wrist; **Price** 15,000 gp; **Weight** -

DESCRIPTION

These leather bands grants the wearer access to a specific warrior path, as long as the wearer has the warrior's path class feature. If the wearer has already chosen the warrior path of the bracers, his psychic warrior level is treated as four higher for the purposes of the path's trance and maneuver.

If the wearer has not chosen the path of the bracers, three times per day for one minute per use, the character is treated as if having the warrior path granted by the bracers for the purposes of the path's trance and maneuver. The wearer may still only have one warrior path active at any time unless using the Pathweaving class feature.

If the character does not have the Warrior's Path class feature, he gains no benefit.

CONSTRUCTION

Requirements Craft Wondrous Item, warrior's path class feature, **Cost** 7,500 gp

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