

# CLASSES

Along with a brand new base class, the exemplar, presented in this section you will also find new options for the core psionic base classes. New psychic warrior paths, new soulknife archetypes, and even new wilder surge options are all presented below.

## NEW BASE CLASS

While the four core psionic classes - the psion, psychic warrior, soulknife, and wilder - can fill many roles for the party, there are still necessary positions within an adventuring group that cannot be covered solely by psionics. Presented below you will find the dread class, a psionic combatant who taps into fears and nightmares to overcome his enemies.

### DREAD

Most creatures must learn to deal with fear in some fashion. For some, it is confronting and overcoming their fears. For others, it is always running away. For the dread, it is using her fear as a weapon, it is understanding how fear works and manipulating the fears of others in unusual and devastating ways. The dread is the master of fear and terror.

**Role:** A dread is an opponent on the battlefield who can turn the bravest of enemies into a sniveling coward with but a touch. Combining moderate manifesting ability with destructive melee attacks, the dread is a dangerous opponent to ignore. Out of combat, the dread uses fear and intimidation to manipulate or bully others into the path she deems best.

**Alignment:** Any

**Hit Die:** d8

**Starting Gold:** 3d6 x 10 (105 gp)

**Starting Age:** Simple (as rogue)

#### Class Skills

The dread's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (psionics) (Int), Perception (Wis), Stealth (Dex), Profession (Wis), Spellcraft (Int), Sense Motive (Wis), and Swim (Str)

**Skill Points Per Level:** 6 + Int modifier.

#### Class Features

All the following are class features of the dread.

**Weapon and Armor Proficiency:** Dreads are proficient with all simple and martial weapons, with light armor but not with shields.

**Power Points/Day:** A dread's ability to manifest

powers is limited by the power points she has available. Her base daily allotment of power points is given on Table: The Dread. In addition, she receives bonus power points per day if she has a high Charisma score. Her race may also provide bonus power points per day, as may certain feats and items.

**Powers Known:** A dread begins play knowing one dread power of your choice. At every class level after 1st, she unlocks the knowledge of a new power.

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

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

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

The Difficulty Class for saving throws against dread powers is 10 + the power's level + the dreads's Charisma modifier.

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

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

**Fearsome Insight:** The dread's connection to the fears and the subconscious grows and she gains a greater understanding of the mental faculties which regulate fear. This translates into an insight bonus to Intimidate equal to half her class level (minimum +1).

**Devastating Touch (Su):** A dread is able to channel psionic energy from fear and nightmares into a touch that causes pain. To use this ability, a dread must make a melee touch attack on a living target. If the attack hits, it deals 1d6 points of damage plus 1 point per class level.

**Terror (Su):** Beginning at 2nd level, a dread learns to harness the power of fear in a variety of ways called terrors. Using a terror is a swift action. Some terrors are channelled through her devastating touch class feature. These terrors charge a dread's touch (and later her weapon) until her next successful attack this round.

Some terrors can be augmented by spending power points, similar to manifesting powers, to increase their effect. When augmenting her terrors with power points, the dread cannot spend more power points than her manifester level on any single

use of a terror.

A dread can use her terrors a total number of times per day equal to her dread level + her Charisma modifier.

The dread chooses her terror from the list below. All terrors may only be chosen once unless otherwise specified.

**Chase Terror:** Whenever an adjacent foe that is shaken, frightened, or panicked attempts to take a 5-foot step away from the dread, the dread can, as an immediate action, take a 5-foot step so long as the dread ends up adjacent to the foe that triggered this ability.

**Concealed Nightmare:** The dread gains a shroud of materializing fears around her while using the nightmare form terror, giving her concealment (20% miss chance). The dread must be at least 14th level and have the Nightmare Form terror to select this option. This terror is used when Nightmare Form is activated and does not take a separate use of terrors to activate.

**Concealed Nightmare, Improved:** While using the Nightmare Form terror, the dread gains total concealment (50% miss chance). The dread must

be at least 20th level and have the Nightmare Form and Concealed Nightmare terrors to select this option. This terror is used when Nightmare Form is activated and does not take a separate use of terrors to activate.

**Consuming Nightmare:** The dread's next attack infects the target with nightmare so overwhelming it threatens to strike the creature dead. The target must make a Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or die. If the target succeeds, it becomes immune to this terror for 24 hours. This is a mind-affecting fear death effect. The dread must be at least 16th level to select this option.

**Fear Incarnate:** The dread's connection to the realm of nightmares and her understanding of the fears of others gives her a terrible insight into how to shake people's faith in themselves, granting her a bonus to Intimidate equal to her class level while using the nightmare form terror. The dread must be at least 12th level and have the Nightmare Form terror to select this option.

**Haunting Steps:** The dread's attack slows the target (as the spell) for 1 round per dread level unless she

Table 1: The Dread

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Fearsome insight, devastating touch	1	1	1st
2nd	+1	+0	+3	+3	Terror	2	2	1st
3rd	+2	+1	+3	+3	Aura of fear, channel terror	4	3	1st
4th	+3	+1	+4	+4	Terror	6	4	2nd
5th	+3	+1	+4	+4	Bonus feat	8	5	2nd
6th	+4	+2	+5	+5	Terror	12	6	2nd
7th	+5	+2	+5	+5	Immersed in fear	16	7	3rd
8th	+6/+1	+2	+6	+6	Terror	20	8	3rd
9th	+6/+1	+3	+6	+6	Bonus feat	24	9	3rd
10th	+7/+2	+3	+7	+7	Terror	28	10	4th
11th	+8/+3	+3	+7	+7	Shadow twin, twin fear	36	11	4th
12th	+9/+4	+4	+8	+8	Terror	44	12	4th
13th	+9/+4	+4	+8	+8	Bonus feat	52	13	5th
14th	+10/+5	+4	+9	+9	Terror	60	14	5th
15th	+11/+6/+1	+5	+9	+9	Shadow twin (100 ft.), twin fear (form of doom)	68	15	5th
16th	+12/+7/+2	+5	+10	+10	Terror	80	16	6th
17th	+12/+7/+2	+5	+10	+10	Bonus feat	92	17	6th
18th	+13/+8/+3	+6	+11	+11	Terror	104	18	6th
19th	+14/+9/+4	+6	+11	+11	Shadow twin (400 ft.)	116	19	6th
20th	+15/+10/+5	+6	+12	+12	Fear incarnate, terror	128	20	6th

makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). The dread must be at least 8th level to select this option.

*Horrible Strike:* The dread's attack deals an extra 1d6 points of damage as she empowers her attacks through her connection to the region of nightmares. For every 2 power points spent, this damage increases by 1d6. The dread must be at least 4th level to select this option.

*Incite Fear:* The dread's next successful attack incites fear in her target. The target must make a Will saving throw (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or become shaken for 1d4 rounds. This is a mind-affecting fear effect.

*Invigorating Fear:* If the dread's reduces an enemy to 0 or fewer hit points this round, she gains temporary hit points equal to her Charisma modifier.

*Lingering Fear:* The dread's attack causes a lingering fear in the target which prevents rest for one day unless it makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). Inability to rest means the target cannot regain spells or power points, nor heal normally. For each 2 power points spent, this fear lingers for an additional day. This is a mind-affecting fear effect. The dread must be at least 10th level to select this option.

*Maddening Fear:* The dread's next successful attack imposes a -2 penalty to the struck creature's Wisdom score in addition to its normal damage. This is mind-affecting fear effect. The dread must be at least 4th level to select this option.

*Mind Drain:* The dread's attack drains a number of power points equal to the dread's level unless the target makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). When used against a target with spellcasting, the dread drains away one spell at random equal to 1/2 her dread level or the next lowest level available if none exist for the applicable level. If the target has both spellcasting and power points, the dread chooses which to drain. This is a mind-affecting fear effect. The dread must be at least 6th level to select this option.

*Mind Rend:* The dread's attack deals 1d8 additional damage if his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not). If the dread spends a power point when activating this terror, the damage increases to 1d10. This extra damage is not multiplied on a critical hit. The dread must be 4th level to take this terror. This terror can be taken one additional time every three levels thereafter (7th, 10th, etc). Each time, it increases the additional damage by one die.

*Mindlock:* The dread can invade the mind of an

enemy through their subconscious by making a melee touch attack that does not provoke attacks of opportunity. The target must succeed on a Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier), or be mindlocked for 1 minute per dread level. A mindlock allows the dread to either channel her devastating touch ability at range as a standard action which automatically hits, or attempt an Intimidate check on the target, even though the target might be out of normal range or out of sight. The range of the mindlock is 10 feet per dread level, and the dread does not need line of effect or line of sight once a mindlock is established. This is a mind-affecting effect. A dread can only sustain one mindlock at a time. If the dread attempts to mindlock a new target while another mindlock is active, the active mindlock ends. The dread is aware if the mindlock fails or ends, although she does not necessarily know the reason. The dread must be at least 4th level to select this option.

*Nightmare Form:* The dread's internal connection to the realm of nightmares allows her to take on the form of nightmares herself. The dread can use *Ectoplasmic Form* as a psi-like ability at a manifester level equal to her dread level. The dread is still able to use her supernatural abilities while in Nightmare Form, although she suffers all normal restrictions on attacks and targeting. Each use of this ability is considered a daily use of the dread's Terrors. The dread must be at least 8th level to select this option.

*Nightmare Step:* When the dread is adjacent to a shaken target, she can teleport up to 40 ft. away into a square adjacent to another shaken target. The dread must be at least 10th level to select this option.

*Nightmare Touch:* The dread can use her Devastating Touch ability while using the Nightmare Form terror, even though she normally cannot make physical attacks. This terror is used when Nightmare Form is activated and does not take a separate use of terrors to activate. The dread must be at least 10th level and have the Nightmare Form terror to select this option.

*Overwhelming Fear:* The dread's next attack stuns her target with overwhelming fear if the attack is successful. The target must make a Fortitude saving throw (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or cower for 1 round. If the attack misses, the effect is wasted. This is mind-affecting fear effect.

*Paranoia:* The dread's attack causes the target to become intensely paranoid, making it fear even its friends. The target must make a Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or treat all creatures as enemies. The target reacts violently to anyone who approaches and will use the most efficient means of disposing the enemy.

The target also attempts a save against all effects he could, unless he makes a successful Spellcraft check to identify the effect. This condition lasts for 1 minute per dread level. This is a mind-affecting fear effect. The dread must be at least 14th level to select this option.

*Persistent Nightmare Form:* The dread can maintain her Nightmare Form inside areas of Null Psionics or dead magic areas. The dread must be at least 18th level and have the Nightmare Form terror to select this option.

*Ranged Mindlock:* The dread can initiate the mindlock terror at a range of 10 ft. per class level instead of as a touch attack as a standard action, but she still requires initial line of sight and line of effect. The target still gets a Will save as normal to resist the mindlock. The dread must be at least 10th level and have the Mindlock terror to select this option.

*Shroud of Fears:* The dread draws on the subconscious fears of those around herself while she is using the Nightmare Form terror, forming translucent shapes around herself representing the inner fears and terrors of those who view her. This grants her a deflection bonus to AC equal to her Charisma modifier. The dread must be at least 10th level and have the Nightmare Form terror to select this option.

*Sickening Fear:* The dread's attack causes the target to become sickened unless it makes a successful Fortitude save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). This effect lasts for 1d6 rounds. This is mind-affecting fear effect. For every additional power point spent, the target also takes 1 point of damage per round the effect lasts. The dread must be at least 6th level to select this option.

*Soul-chilling Fear:* The dread's attack creates a conduit between her own subconscious and the mind of her target. The target must make a Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or gain 1 negative level. This is a mind-affecting fear effect. For every 3 power points spent, the target gains 1 additional negative level. The dread must be at least 12th level to select this option.

*Steal Essence:* The dread's next devastating touch attack works as a conduit between the target's subconscious and her own, turning some of the damage she does into healing energy, reinvigorating the dread. She heals an amount of damage equal to the damage she deals with her Devastating Touch. The dread must be at least 8th level to select this option.

*Terrified Escape:* The dread's attack causes the target to flee from the dread on its next turn unless it makes a successful Will save (DC 10 + 1/2 the dread's

class level + the dread's Charisma modifier). This is a mind-affecting fear effect.

*Weakening Fear:* The dread's attack causes the target to be fatigued for one round per dread level unless it makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). This is a mind-affecting fear effect. This terror has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the terror's duration expires.

**Aura of Fear (Su):** At 3rd level, a dread radiates a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of a dread with this ability. This ability functions only while the dread remains conscious, not if she is unconscious or dead.

**Channel Terror (Su):** At 3rd level, the dread learns how to channel her terrors through any melee weapon she is holding or through her devastating touch class feature, even if using devastating touch as a ranged attack (such as through the mindlock terror). If channeling a terror through a weapon, it does not gain the benefits of the devastating touch ability.

**Bonus Feat:** At 5th level, the dread gains a bonus feat from the following list. The dread must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements (like levels in another specific class).

These bonus feats are in addition to the feats that a character of any class gains every two levels. A dread is not limited to the list of feats below when choosing these other feats.

Additional Terror\*, Disciple of Fear\*, Extra Terrors\*, Fear Mastery\*, Multiple Connections\*, Open Door\*, Touch of Terror\*.

The dread gains an additional bonus feat from the same list every 4 levels thereafter (9th, 13th, and 17th).

**Immersed in Fear (Su):** At 7th level, the dread gains immunity to fear (psionic or otherwise). This ability functions whether the dread is conscious or unconscious, but not when dead.

**Shadow Twin (Su):** A dread of 11th level is able to draw forth a replica of herself formed from fears and nightmares. The shadow twin appears at a location chosen by the dread that is within 30 ft. and lasts for one round per class level. The dread and this shadow twin are, for all intents and purposes, one person - including only having one round's worth of actions to use between the two, sharing attacks of opportunity, sharing a single pool of hit points and power points, and having access to all of

the same abilities and daily uses of those abilities. If the shadow twin is damaged or healed, the dread takes the damage or healing, and vice versa.

If the shadow twin attacks, it uses the dread's attack values. The shadow twin can threaten squares and has all the same equipment as the dread, but charged items or items with limited uses per day have their uses shared between the two. Any permanent magic items are also active on the shadow twin.

The shadow twin can allow the dread to flank an enemy, make attacks of opportunity she wouldn't normally be able to do, extend the range for a power or mindlock, or just scout ahead.

Effects, both beneficial and detrimental, that affect the dread also affect the shadow twin, and vice versa. The shadow twin must stay within 30 ft. of the dread or the effect immediately ends.

A dread can use shadow twin a number of times per day equal to his Charisma modifier.

At 15th level, the shadow twin must stay within

100 ft. of the dread before the effect ends.

At 19th level, the shadow twin must stay within 400 ft. of the dread before the effect ends.

**Twin Fear (Su):** When a dread of at least 11th level has a shadow twin active, if any creature within 30 ft. of the dread or the shadow twin suffers from the shaken, frightened, or panicked condition at the start of the dread's turn, the shadow twin uses a separate action pool instead of sharing the round's actions with the dread for that round. This means that it and the dread could both make attacks in the same round.

At 15th level, if any creature within 30 ft. of the dread or shadow twin suffers from the frightened or panicked condition, the shadow twin is treated as if under the affect of the *form of doom* power. Unlike other effects, the dread is not also under this effect.

**Fear Incarnate:** At 20th level the dread no longer acts as a simple conduit between the realm of nightmares and the Material Plane, but becomes the embodiment of nightmares. The dread's type changes to Outsider (native), she gains DR 10/psionic, and she gains the ability to turn ethereal at will. In addition, the dread can use the Nightmare Form terror at will, even if she does not already have it. Using Nightmare Form no longer consumes a use of her terrors for the day.



## ADVANCED CORE PSIONIC CLASSES

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

### 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 are new archetypes for the soulknife which provide a variety of new options for the iconic soulknife class.

#### ***Armored Blade***

Although most soulknives choose to focus their psionic energy into weapons they can wield, some have chosen to channel their energy into a more defensive form, creating armor to protect themselves

TABLE: MIND ARMAMENT PROGRESSION

Soulknife Level	Enhancement Bonus
1	-
2	-
3	+1
4	+1
5	+1
6	+2
7	+2
8	+3
9	+3
10	+3
11	+4
12	+4
13	+5
14	+5
15	+5
16	+6
17	+6
18	+7
19	+7
20	+7

as well as the weapons to strike at their enemies.

**Form Mind Armaments:** The armored blade can form a mind blade in the same fashion as a standard soulknife, using the normal rules under the Form Mind Blade class feature. In addition, as a separate move action, she may form mind armor.

Mind armor can be formed as light, medium, or heavy form. Light form is treated in all ways (except visually) as a masterwork chain shirt. Medium form is treated in all ways (except visually) as masterwork chainmail. Heavy form is treated in all ways (except visually) as masterwork splint mail. Mind armor is treated like a mind blade in all other ways (breaking, null psionics fields, etc).

An armored blade is always considered proficient in her mind armor.

This replaces the Form Mind Blade class feature, but counts as Form Mind Blade for prerequisites or requirements.

**Shape Mind Armaments:** The armored blade can shape her mind blade and mind armor in the same fashion as a standard soulknife shapes her mind blade. Her mind blade and mind armor must be reshaped separately.

This replaces the Shape Mind Blade class feature, but counts as Shape Mind Blade for prerequisites or requirements.

Armor Special Ability	Enhancement Bonus Value	Required Level
Fortification, Light	+1	5
Spell Resistance (13)	+2	7
Energy Resistance	+3	9
Ghost Touch	+3	9
Invulnerability	+3	9
Fortification, Moderate	+3	9
Spell Resistance (15)	+3	9
Energy Resistance, Improved	+4	12
Spell Resistance (17)	+4	12
Fortification, Heavy	+5	15
Spell Resistance (19)	+5	15
Energy Resistance, Greater	+5	15

**Enhanced Mind Armaments:** The armored blade's mind armor and mind blade are improved like a standard soulknife's mind blade, including if the armored blade creates two mind blades, except the enhancement bonus increases at a reduced rate, rather than every odd level, as indicated on Table: Mind Armament Progression. The enhancement bonus for mind armor is unaffected if the armored blade shapes two mind blades. The armored blade can select armor special abilities from the list below.

This replaces the Enhanced Mind Blade class feature, but counts as Enhanced Mind Blade for prerequisites or requirements.

**Deadly Fist**

Some soulknives learn to channel the psionic energy of a mind blade into their unarmed strikes, making them lethal without the need for a weapon.

**Empowered Strikes (Su):** At 1st level, the deadly fist can, as a move action, wreath his body in psionic energy distilled from his own mind. This energy lasts until the deadly fist chooses to dismiss it as a free action.

When empowered strikes is active, the deadly fists's unarmed strikes deal 1d6 points of damage (or your normal unarmed strike damage, if higher) and are considered to be magic weapons for the purposes of overcoming damage reduction.

This effect is similar to a mind blade, except the deadly fist cannot change the form of empowered strikes, although he can change the damage type of his attacks between bludgeoning, piercing, and slashing, just like a normal soulknife. This effect cannot be broken like a mind blade, and it is still

considered to be unarmed attacks instead of a weapon.

In all other ways, empowered strikes functions as a mind blade, including using Psychic Strike.

This replaces the Form Mind Blade class feature, but counts as Form Mind Blade for prerequisites or requirements.

**Enhanced Strikes:** The deadly fist's empowered strikes are improved like a standard soulknife's mind blade, except the enhancement bonus or weapon special abilities apply to the deadly fist's unarmed attacks, rather than to a weapon.

This replaces the Enhanced Mind Blade class feature, but counts as Enhanced Mind Blade for prerequisites or requirements.

**Unarmed Assault:** At 1st level, the deadly fist gains the Improved Unarmed Strike feat as a bonus feat. In addition, the deadly fist gains the Flurry of Fists blade skill.

This ability replaces the bonus feat gained at 1st level.

**Psychokinetic Discharge (Su):** A deadly fist of 1st level learns how to take the energy he has charged into his unarmed strikes and release it as a blast of energy at an opponent.

As a ranged attack, the deadly fist can make an unarmed attack at an opponent. The attack deals damage as normal for the deadly fist's unarmed attacks.

The range increment of the attack is 10', but is considered to be a projectile instead of a thrown weapon, so the attack has a maximum range of 10 increments instead of 5. Whether or not the attack hits, the deadly fist's unarmed attacks are no longer empowered and he must take the normal time to empower them.

This ability replaces the Throw Mind Blade class feature.

**Quick Empower:** At 5th level, the deadly fist can activate his Empowered Strikes ability as a free action instead of as a move action. He may only do so once per round.

This replaces the Quick Draw class feature normally gained by a 5th level soulknife.

### Shielded Blade

Some soulknives choose to focus on both offense and defense, splitting the energy of their mind blade into a sword and a shield.

**Form Mind Shield (Su):** At 1st level, a shielded blade gains the Mind Shield blade skill, gaining a +2 shield bonus to AC as long as she has a hand free.

Unlike any other soulknife who takes the Mind Shield blade skill, a shielded blade can use the mind shield as if it was in all ways (except visually) a masterwork heavy steel shield, including making shield bashes, although she does not suffer the Armor Check penalty or Arcane Spell Failure for using a heavy steel shield. The shielded blade's mind shield is affected like a mind blade in all other ways (breaking, null psionics fields, etc).

A shielded blade still applies the shield's shield bonus to her AC when performing a shield bash.

The shielded blade's mind shield is enhanced as the soulknife gains levels at the same, but the mind blade suffers a -1 penalty to its enhancement bonus (if any) if the shielded blade has both formed at the same time. The shielded blade may only apply the enhancement bonus for a mind shield to the Armor Class bonus of the shield, and not as a bonus to attack and damage rolls.

A shielded blade may (and eventually must) choose special abilities for the mind shield, just as she does for the mind blade. She chooses special abilities for the mind shield from the table below.

A shielded blade is always considered proficient with her mind shield.

This ability replaces the bonus feat gained at 1st level.

**Improved Shield:** A shielded blade of 2nd level gains her choice of either the Improved Mind

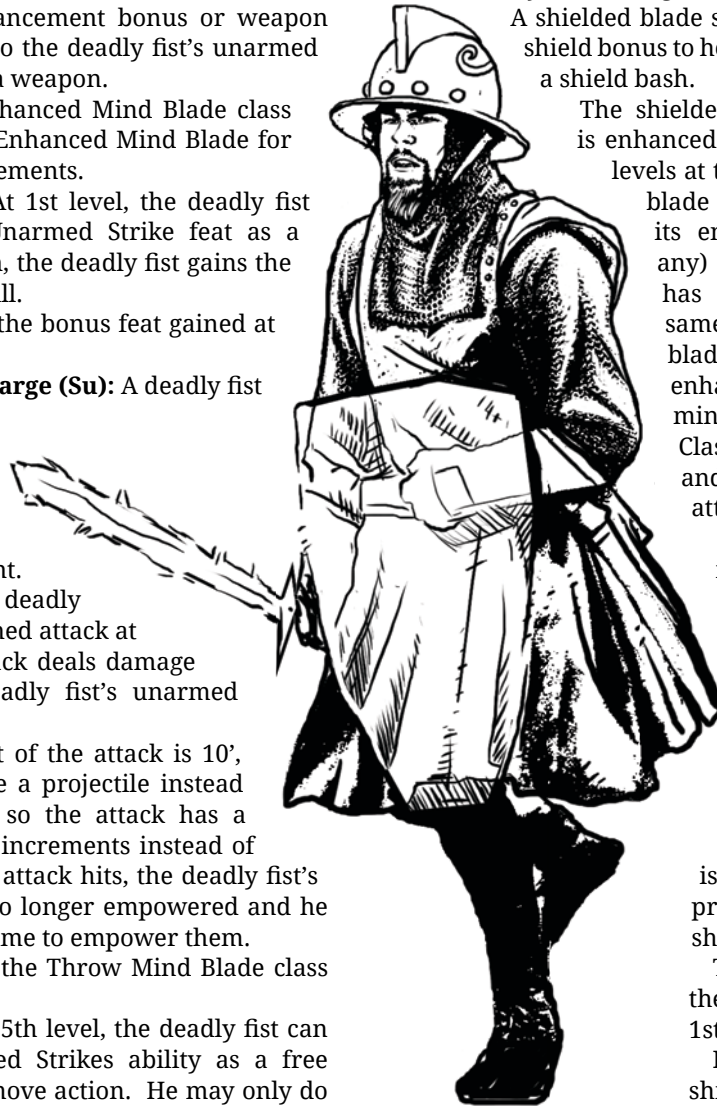
Shield or Tower Mind Shield blade skill.

This ability replaces the blade skill gained at 2nd level.

### Blade Skills

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

*Absorbing Blade:* The soulknife may expend her



psychic strike to have her mind blade absorb a spell, spell-like ability, power, or psi-like ability that would affect her. Effects that are not subjected to spell resistance or power resistance cannot be absorbed in this fashion. Effects that target an area or multiple targets are only absorbed for the soulknife; other affected targets are still affected normally. The level of the effect cannot exceed the number of dice of psychic strike expended. The soulknife must be 8th level to select this blade skill.

*Additional Configuration:* The soulknife gains the ability to have a separate configuration for her mind blade's enhancement bonus and special abilities. When she forms her mind blade, the soulknife may choose either configuration. Creating this extra configuration functions just as reassigning the enhancement of her mind blade, typically 8 hours of concentration, and when the soulknife reassigns her mind blade configuration, she must reassign each configuration separately, taking the normal 8 hours of concentration per configuration. Alternatively, the soulknife may configure the off-hand light weapon form of his mind blade separately, if he chooses to form two mind blades and spends the normal 8 hours of concentration. Level 6.

*Dazzling Blade:* The soulknife may, as a standard action, channel psionic energy into her mind blade, dazzling all creatures within 30 feet. A successful Fortitude save negates this effect. The save DC is 10 + the soulknife's base attack bonus.

*Deadly Shield:* The soulknife may choose to empower her mind shield with weapon special abilities, instead of shield special abilities, and may select to apply the enhancement bonus of the mind shield for attacks, rather than for armor. The soulknife must have the Form Mind Shield class feature and be at least 5th level in order to select this blade skill.

*Deceptive Blade:* When the soulknife feints in combat, she may also form her mind blade in the same action as the feint. Additionally, Bluff is now a class skill for the soulknife. If the soulknife has the Improved Feint feat and the psychic strike class feature, once per round she may also charge her psychic strike when performing a feint and forming her mind blade in the same action.

*Disrupting Strike:* As a full-round action, a soulknife can make one melee attack against each enemy adjacent to her. If she hits, the attack deals no damage, but each enemy hit takes a -5 penalty to all melee and ranged damage rolls until the start of the soulknife's next turn.

*Dueling Blade:* When a soulknife is fighting defensively, or using the Combat Expertise feat, with a mind blade, and an opponent misses her in melee, she may expend her psionic focus to make an attack

of opportunity against that opponent with her mind blade. The soulknife ignores the penalty to attack rolls from fighting defensively for this attack.

*Emulate Weapon:* You can form your mind blade to replicate any single melee weapon, chosen at the time you take this blade skill. You are proficient with your mind blade in this form and it functions in all ways as the chosen weapon. This blade skill may be taken multiple times; each time, it allows you to form your mind blade to replicate a different melee weapon.

*Energized Shield:* As an immediate action when the soulknife is attacked in melee and by expending her psionic focus, she may charge her mind shield with one of the energy types she could normally make her mind blade deal, dealing additional points of the appropriate type of energy damage equal to her normal psychic strike damage to her attacker. This effect lasts only for one attack. The soulknife must be at least 8th level and have the mind shield blade skill and one of the fire blade, ice blade, lightning blade, or thunder blade blade skills to choose this blade skill.

*Expand Shield:* When using the total defense action or attacking defensively, as a free action on her turn the soulknife can transform her mind shield into a tower shield until the start of her next turn. All of the standard penalties for having a mind shield shaped as a tower shield apply. The soulknife must have the Mind Shield blade skill to choose this blade skill.

*Fast Empower:* You can empower your mind blade with a psionic power effect as a move action that does not provoke attacks of opportunity rather than a standard action that does provoke attacks of opportunity. In addition, you can expend your psionic focus to empower your mind blade with a psionic power effect as a swift action. The soulknife must have the Power Storing class feature and the ability to manifest powers in order to select this blade skill.

*Fire Blade:* When you make an attack with your mind blade, you can choose to have it deal fire damage instead of its normal damage. In addition, you can expend your psionic focus when you hit with an attack to deal an additional +1d10 fire damage.

*Firestorm:* When you expend your psionic focus to damage an enemy via the Fire Blade blade skill, if the damaged target is adjacent to you at the end of its next turn, you deal 1d10 additional fire damage to it and each enemy within 10 feet of the damaged target. Requires Fire Blade blade skill.

*Flurry of Fists:* When making unarmed attacks and making a full attack, you can make one additional attack at your highest attack bonus, but all attacks in the full attack suffer a -2 penalty to the attack



roll. This extra attack does not stack with abilities that grant additional attacks, such as Two-Weapon Fighting, Flurry of Blows, or other such effects.

*Flurry of Fists, Improved:* Gain an additional attack when using flurry of fists, but at a -5 penalty. Must be 6th level soulknife and have Flurry of Fists.

*Flurry of Fists, Greater:* Gain an additional attack when using flurry of fists, but at a -10 penalty. Must be 11th level soulknife and have Flurry of Fists and Improved Flurry of Fists.

*Freezing Ice:* When you expend your psionic focus to slow an enemy via the Ice Blade blade skill, if the slowed target is adjacent to you at the end of its next turn, its speed is reduced to 0 until the end of your next turn. Requires the Ice Blade blade skill.

*Grasping Shield:* The soulknife's mind shield takes on an adhesive quality. Once per round, she may make a free disarm attempt against any enemy that makes a melee attack that misses her. This disarm attempt counts as an attack of opportunity and does not provoke attacks of opportunity. The soulknife must have the shield block blade skill and the form mind shield class feature to choose this blade skill.

*Ice Blade:* When you make an attack with your mind blade, you can choose to have it deal cold damage instead of its normal damage. In addition, you can expend your psionic focus when you hit with an attack to reduce the target's speed by half until the end of your next turn.

*Improved Armor:* Your mind armor improves depending on its form. Light form is treated as if not wearing armor, while still gaining the armor bonus to Armor Class. Medium form is treated as a masterwork breastplate. Heavy form is treated as masterwork full plate. The soulknife must have the ability to form mind armor in order to take this blade skill.

*Improved Mind Shield:* The shield bonus to AC granted by your mind shield increases by 1. The soulknife must have the Mind Shield blade skill in order to select this blade skill.

*Interrupting Throw:* If an enemy within 10 feet of the soulknife performs an action that would provoke an attack of opportunity, such as casting a spell without casting on the defensive, she may, as an immediate action and by expending psionic focus, throw her mind shield at that enemy as an attack of opportunity. The soulknife may not use this blade skill if her mind shield is in the form of a tower shield. The soulknife must be at least 12th level and have the form mind shield class feature to choose this blade skill.

*Lightning Arc:* When you expend your psionic focus to penalize an enemy via the Lightning Blade blade skill, if the penalized target is adjacent to you at the end of its next turn, it is dazzled for one round

and another enemy within 30 feet of the target takes 3d6 electricity damage. A successful Reflex Save (DC 10 + the soulknife's base attack bonus) halves the damage taken. Requires Lightning Blade blade skill.

*Lightning Blade:* When you make an attack with your mind blade, you can choose to have it deal electricity damage instead of its normal damage. In addition, you can expend your psionic focus when you hit with an attack to give the target a -2 penalty to attack and damage rolls until the end of your next turn. If the target is wearing metal armor, the penalty increases to -3.

*Mark of the Challenger:* You charge your mind blade with the ability to cause an enemy to focus on you. As a standard action, you make a melee attack against a creature. If your attack is successful, the target takes a -2 penalty to attacks made against targets other than you until the end of its next turn.

*Mind Blade Finesse:* The benefits of the Weapon Finesse feat apply to the mind blade even when it is in forms that cannot normally be the subject of Weapon Finesse (including two-handed forms).

*Ranged Shield Block:* When using the Shield Block blade skill, the soulknife may block a ranged attack, but not ranged touch attack. The soulknife must have the form mind shield class feature and the shield block blade skill to choose this blade skill.

*Reflective Blade:* A soulknife may expend her psychic strike as an immediate action to reflect a spell or power that would strike her back at the caster. The spell or power must be a touch attack spell or power, either ranged or melee, and the level of the spell or power reflected cannot exceed the number of dice of damage expended by psychic strike. The soulknife makes a ranged touch attack to determine if the spell successfully strikes the target. The soulknife must be at least 14th level and have the Absorbing Blade blade skill to select this blade skill.

*Resounding Thunder:* When you expend your psionic focus to daze an enemy via the Thunder Blade blade skill, you gain an additional benefit. If the dazed target ends its next turn adjacent to you, it takes 2d6+2 sonic damage. The soulknife must have the Thunder Blade blade skill to select this blade skill.

*Shield Block:* As an immediate action and by expending your psionic focus, the soulknife may block one melee attack, but not touch attack, against her by making an attack roll. If her attack roll is higher than the attack roll she is attempting to block, the attack misses. The soulknife must have the form mind shield class feature to choose this blade skill.

*Thunder Blade:* When the soulknife makes an attack with her mind blade, she can choose to have it deal sonic damage instead of its normal damage, although the weapon is treated as if it was one size

smaller when determining its damage. In addition, the soulknife can expend her psionic focus when she hits with an attack to daze the target until the end of her next turn unless it makes a successful Fortitude save (DC 10 + the soulknife's base attack bonus).

**Tower Mind Shield:** The soulknife's mind shield can be shaped into a tower shield. Altering the mind shield in this fashion is a move action that does not provoke attacks of opportunity. The mind shield remains in this form until shaped back into its standard form. The mind shield is treated in all ways (except visually) as a masterwork tower shield, granting a +4 shield bonus to AC, imposing a +2 Maximum Dexterity Bonus, a -9 Armor Check penalty, and a 50% Arcane Spell Failure Chance. The soulknife must have the Mind Shield blade skill to select this blade skill.

**Tower Shield Skill:** The soulknife reduces the attack and armor check penalties by 1 (to a minimum of 0) if her mind shield is in tower shield form. The soulknife may take this blade skill multiple times, its effects stack. The soulknife must have the mind shield blade skill and the ability to shape her mind shield into a tower shield to choose this blade skill.

**Whiplash:** The soulknife can throw her mind shield as a thrown weapon with a range increment of 10. In addition, by expending psionic focus as a free action after making a ranged attack with her mind shield, the soulknife can cause the shield to return back to her hand, hitting any enemy in line of effect from her target and dealing damage as a light shield. Soulknives with the Form Mind Shield class feature instead deal damage as a heavy shield. The soulknife makes a ranged attack roll for each enemy in the line of effect. The soulknife may not use this blade skill if her mind shield is in the form of a tower shield. The soulknife must be at least 8th level and have the form mind shield class feature to choose this blade skill.

## PSYCHIC WARRIOR PATHS

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

### Dervish Path

You are a whirlwind in combat. Your blades strike out faster than the eye can perceive, sending enemies reeling from your twin-bladed attacks.

**Powers:** *Force screen, metaphysical weapon*

**Skills:** Acrobatics, Bluff, Perform

**Bonus Class Skill:** Bluff

**Trance:** Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack rolls made when you wield two weapons. This

bonus increases by 1 every four psychic warrior levels thereafter.

**Maneuver:** Beginning at 3rd level, you can expend your psionic focus as part of a full attack when you fight with two weapons to take a 5-foot step between your attacks, even if you have already taken a 5-foot step, but not if you have moved normally (such as by using *hustle*). At 8th level and every five psychic warrior levels thereafter, you gain one additional 5-foot step, but each of these 5-foot steps must be made after an attack in your full attack.

### Interceptor Path

You are adept at engaging enemies, guarding your allies, and blocking interlopers. Speed and maneuverability are not your only tools; you know how stop a foe in his tracks.

**Powers:** *Burst, expansion*

**Skills:** Acrobatics, Intimidate, Perception

**Bonus class skill:** Intimidate

**Trance:** Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack and damage rolls made against any opponent that threatens any of your allies. This bonus increases by 1 every four psychic warrior levels thereafter.

**Maneuver:** Beginning at 3rd level, you can expend



your psionic focus as an immediate action when an enemy you threaten attacks one of your allies to make a single melee attack or bull rush attempt against that enemy. Your attack or bull rush attempt is resolved before the enemy's attack. If you made a melee attack and it is successful, the struck enemy takes a penalty equal to the competence bonus of the Interceptor trance on the attack and damage rolls of the attack that triggered this maneuver.

### **WILDER SURGE OPTIONS**

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

#### ***Pain Surge***

**Wild Surge and Psychic Enervation:** The pain wilder draws strength from pain, but can only wild surge if she is experiencing physical pain. The pain wilder must have suffered hit point damage within a number of rounds equal to the number of points in her wild surge. If the wilder is injured while manifesting a power, such as by an attack of opportunity, she may use that damage to qualify to activate the wild surge on the power being manifested, as long as she makes a successful concentration check as normal. Because a pain wilder embraces pain, it acts as a focus for her manifesting ability, not as a distraction. If the pain wilder is injured while manifesting a power, the number of points of damage are halved to determine the DC of the concentration check. If a pain wilder is taking continuous damage, she does not need to make a concentration check for the continuous damage. When a pain wilder suffers psychic enervation, she is sickened until the end of her next turn and loses a number of power points equal to her normal manifest level (the increase in manifest level from her wild surge does not increase the number of power points lost).

**Surge Bond:** The pain wilder gains the precise harm ability, as follows:

**Precise Harm (Ex):** The pain wilder can determine exactly how much damage she wishes to inflict on a willing or helpless subject. This ability cannot be used on creatures that are unwilling or not helpless. Whenever they have a minimum to maximum amount of damage to inflict – such as with a weapon – they can choose the amount of damage they deliver within those limits, including foregoing Strength or other bonuses to damage.

For example, if a pain wilder with a Strength of 12 and a dagger wishes to inflict damage on a target that is willing or helpless, she could inflict any amount of damage between 1 hit point and 5 hit points.

This can make the pain wilder an expert surgeon or an expert torturer. As such, Heal is added as a class

skill for pain wilders, and they gain a +4 competence bonus on any use of the skill that involves surgery. Likewise, if a pain wilder makes any use of Intimidate that involves inflicting pain on the target, she also gains a +4 competence bonus on the check. The pain wilder's ability to choose how much damage is inflicted applies in these circumstances.

For example, a pain wilder attempting to remove a barbed sting that will inflict 1d6 damage on withdrawal would gain a +4 advantage to her Heal check to withdraw it, and could choose how much damage to inflict if successful or not.

**Improved Surge Bond:** At 5th level, the pain wilder gains the Diehard feat as a bonus feat; at 9th level, she also gains the Body Fuel feat as a bonus feat, at 13th level she gains the Fight On feat as a bonus feat and at 17th level she gains the Mind Over Body feat as a bonus feat. The pain wilder gains the benefits of these feats even if she does not meet the prerequisites.

## **CORE BASE CLASSES**

Although much of the material found in this book deals with the psionic classes, the core base classes, such as the fighter, rogue, or ranger, could also be modified to be psionic. In this section are psionic options for the core base classes.

### **CORE BASE CLASS ARCHETYPES**

Presented below are new archetypes for the core classes to give them a psionic feel. Characters may take more than one archetype if they meet the requirements.

#### ***Psionic Fighter***

This archetype may be selected by fighters of 1st level.

**Psionic Feats:** The psionic fighter gains Wild Talent and his choice of Psionic Fist, Psionic Shot, or Psionic Weapon as bonus feats at first level. He must meet any applicable prerequisite for the feat selected. Subsequent bonus feats the fighter gains can be selected from Combat feats or Psionic feats. This ability replaces the 1st level bonus feat.

**Willpower (Su):** Starting at 2nd level, a fighter gains a +1 bonus on Will saves against Charm and Compulsion effects as long as he maintains psionic focus. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces the Bravery class feature.

**Telekinetic Draw (Su):** At 5th level, the fighter can expend his psionic focus to telekinetically draw his weapon from within 30 ft. The psionic fighter must have line of sight to the weapon and it must be unattended. This ability replaces one of the skill

points gained at 5th level.

**Combat Focus (Su):** A psionic fighter of 9th level does not provoke attacks of opportunity when gaining psionic focus. This ability replaces Weapon Training 2.

**Double Imbue (Su):** Once a psionic fighter has reached 13th level, he has gained the ability to trigger two effects that require expending psionic focus on a single attack by expending only one psionic focus. This ability cannot be used with additional sources of psionic focus, such as that gained from the Psicrystal Containment feat, nor can it be used to trigger the same effect twice on the same attack. This ability replaces Weapon Training 3.

## 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.

### STYLE FEATS

For centuries, great warriors have looked to nature and the multiverse to find inspiration in battle. Countless monastic and contemplative orders have crafted intricate unarmed fighting styles based on the deadliness and grace of natural and supernatural creatures. Although many such fighting techniques were created by secretive orders, they have since spread to practitioners the world over.

As a swift action, you can enter the stance employed by the fighting style a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until you spend a swift action to switch to a different combat style. You can use a feat that has a style feat as a prerequisite only while in the stance of the associated style. For example, if you have feats associated with Mantis Style and Tiger Style, you can use a swift action to adopt Tiger Style at the start of one turn, and then can use other feats that have Tiger Style as a prerequisite. By using another swift action at the start of your next turn, you could adopt Mantis Style and use other feats that have Mantis Style as a prerequisite.

## 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.

### ADDITIONAL TERROR [PSIONIC]

You have unlocked an additional form of fear.

**Prerequisite:** Terror class feature

**Benefit:** You gain an additional terror.

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

### ADVANCED ARCHER PATH [PSIONIC]

**Prerequisites:** Point-Blank Shot, Precise Shot, Archer path class feature, manifester level 10th, base attack bonus +6

**Benefit:** Half of the competence bonus from your Archer trance is added to your damage rolls for attacks made with ranged or thrown weapons (natural weapons do not count for this benefit). In addition, when using the Archer maneuver, you may perform a bull rush attempt instead of a trip attempt.

### ADVANCED ASCETIC PATH [PSIONIC]

**Prerequisites:** Dodge, Psionic Dodge, Ascetic path class feature, manifester level 10th, base attack bonus +6

**Benefit:** The competence bonus of your Ascetic trance now applies to both AC and saves. In addition, when using the Ascetic maneuver, you can deflect one attack as if using the Deflect Arrows feat, although you may alternatively deflect a melee attack.

### ADVANCED ASSASSIN PATH [PSIONIC]

**Prerequisites:** Deep Impact, Psionic Weapon, Assassin path class feature, manifester level 10th, base attack bonus +6

**Benefit:** When using the Assassin trance, you deal sneak attack as a rogue of half your psychic warrior level. Your target must be eligible for sneak attack (not immune to precision-based damage, flanked, denied a Dexterity bonus, etc). In addition, when using the Assassin maneuver, your opponent must make a Fortitude save (DC equal to 10 + your base attack bonus) or be staggered for a number of rounds equal to your Wisdom modifier.

### ADVANCED BRAWLING PATH [PSIONIC]

**Prerequisites:** Improved Grapple, Improved Unarmed Strike, Brawling path class feature, manifester level 10th, base attack bonus +6

**Benefit:** When using the Brawling trance, you gain a +1 competence bonus to your grapple checks for every three psychic warrior levels you have. In addition, when using the Brawling maneuver, the damage you deal can be lethal, instead of non-lethal.

### ADVANCED DERVISH PATH [PSIONIC]

**Prerequisites:** Dex 15, Double Slice, Two-Weapon Fighting, Dervish path class feature, manifester level 10th, base attack bonus +6

**Benefit:** When using the Dervish trance, the competence bonus applies to your damage as well as your attack rolls. In addition, you can use the Dervish maneuver even if you moved before your attack and you have no limit of how many 5-foot steps you can take while using the Dervish maneuver, as long as you make at least one attack before each 5-foot step. The maximum distance you can move in this round is that of a double move.

### ADVANCED FERAL PATH [PSIONIC]

**Prerequisites:** Psionic Fist, Unavoidable Strike, Feral path class feature, manifester level 10th, base attack bonus +6

**Benefit:** The competence bonus from your trance now also applies to damage rolls made with natural attacks. In addition, when using the Feral maneuver, if two natural attacks in the same charge are successful, your natural weapons deal extra damage. This damage is equal to the damage dealt by one natural attack plus 1-1/2 times your Strength modifier (if the two natural attacks deal different amounts of damage, use the lesser of the two).

### ADVANCED INFILTRATOR PATH [PSIONIC]

**Prerequisites:** Deceitful, Infiltrator path class feature, manifester level 10th, base attack bonus +6

**Benefit:** When using the Infiltrator trance, the

competence bonus to Disguise checks also applies to Bluff and Sense Motive checks. In addition, when using the Infiltrator maneuver, for the duration of your *metamorphosis* power, you gain the scent extraordinary ability and the competence bonus to Intimidate checks also applies to Survival checks.

### ADVANCED INTERCEPTOR PATH [PSIONIC]

**Prerequisites:** Combat Expertise, Interceptor path class feature, manifester level 10th, base attack bonus +6

**Benefit:** When using the Interceptor trance, you can take a penalty to your Armor Class equal to the competence bonus granted by the Interceptor trance to grant a deflection bonus to Armor Class to one ally threatened by an enemy within your melee reach. In addition, when using the Interceptor maneuver, if your attack was successful, you can make a free disarm or trip attempt against the enemy struck.

### ADVANCED MIND KNIGHT PATH [PSIONIC]

**Prerequisites:** Wis 13, Psionic Meditation, Psionic Shot OR Psionic Weapon, Mind Knight path class feature, manifester level 10th, base attack bonus +6

**Benefit:** As long as you have both Mind Knight path powers, you can manifest both Mind Knight path powers at the same time as a single standard action. Any time you manifest *call weaponry*, you may select one other 1st level power you know; you may manifest that power using Martial Power as if it were a Path power, as long as the attack is made using the weapon summoned. In addition, when using the Mind Knight maneuver, you gain a +1 competence bonus on the attack rolls for every four psychic warrior levels you have.

### ADVANCED SURVIVOR PATH [PSIONIC]

**Prerequisites:** Con 13, Mind Over Body, Toughness, Survivor path class feature, manifester level 10th, base attack bonus +6

**Benefit:** When using the Survivor trance, you gain resistance to your active energy type. The resistance is equal to 5 for every four psychic warrior levels you have. In addition, when using the Survivor maneuver, the bonus to Will saves can instead apply to Fortitude saves.

### ADVANCED WEAPONMASTER PATH [PSIONIC]

**Prerequisites:** Combat Expertise, Improved Disarm, Weapon Focus, Weaponmaster path class feature, manifester level 10th, base attack bonus +6

### CRAFT CRYSTALLINE FOCUS

Because of the unique and varied nature of crystalline focus items, presented later, a new feat was created to cover their creation. This feat is used to create all items that alter or augment psionically-created items like *mindblades* and astral suits. However, if there are concerns about the introduction of a new item creation feat, the Craft Magic Arms & Armor feat can be substituted.

**Benefit:** The competence bonus from your trance now also applies to damage rolls made with a weapon (natural attacks do not count for this purpose). In addition, when using the Weaponmaster maneuver, you can choose to make a free disarm attempt against your attacker in place of the single melee attack. If your disarm attempt is successful, you may then make a single melee attack against your opponent in place of the 5-foot step.

### BROKEN DREAMS STYLE [PSIONIC, STYLE]

Your unarmed strikes are empowered by nightmares.

**Prerequisites:** Devastating touch class feature, Improved Unarmed Strike, Intimidate 3 ranks

**Benefit:** When performing an unarmed, you can choose to also deliver your devastating touch damage through that attack.

### CRAFT CRYSTALLINE FOCUS [ITEM CREATION]

You are able to craft crystalline items that focus psionic energy.

**Prerequisite:** Manifester level 3rd.

**Benefit:** You can craft crystalline focus items that harness psionic energy such as that for a mind blade, mind armor, or astral suit. Doing so takes one day for each 1,000 gp in the item's base price.

### DISCIPLE OF FEAR [PSIONIC]

You have studied the intricacies of terror and fear, being able to use this knowledge to further your own powers beyond what would normally be available for you.

**Prerequisites:** Devastating touch class feature, terrors class feature.

**Benefit:** For the purpose of your devastating touch and terror class features, your effective class level increases by 4. This benefit can't increase your effective class level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels

of other classes, you might be able to apply the rest of the bonus. This feat does not affect your terrors known or give you further uses of your terrors, but increases it for the purposes of augmentation and save DC's.

### EXTRA BLADE SKILL [PSIONIC]

Your training with a mind blade allows you to perform additional abilities.

**Prerequisite:** Blade skill class feature, base attack bonus +2.

**Benefit:** You gain an additional blade skill.

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

### EXTRA TERRORS [PSIONIC]

You can use your terrors more than normal.

**Prerequisite:** Terrors class feature.

**Benefit:** You gain 3 additional daily uses of your terrors.

**Special:** You can gain Extra Terrors multiple times. Its effects stack. Each time you take the feat, you gain three additional daily uses of your terrors.

### FEAR MASTERY [PSIONIC]

You have walked among true nightmares and seen into the depths of mortal fear and despair - giving you a terrible edge when it comes to weakening your enemies and bringing them to their knees, paralyzed with fear.

**Prerequisites:** Psionic Endowment, devastating touch class feature.

**Benefit:** As long as you maintain psionic focus, you receive a +1 insight bonus to the save DCs of all your terrors and powers with the fear descriptor. You can expend your focus while manifesting a power or using a terror to increase this bonus to +2.

### HUSTLE POWER [METAPSIONIC]

You can hasten the manifesting time of some powers.

**Benefit:** To use this feat, you must expend your psionic focus. You may manifest a power with a manifesting time of one standard action as a move action instead. Powers with manifesting times other than one standard action may not be affected by this feat. You can perform another action, even manifest another power, in the same round that you manifest a hustled power.

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

Manifesting a hustled power still provokes attacks of opportunity.

### INSIGHTFUL TERROR [PSIONIC]

Your insight into how fear affects creatures allows you to paralyze an enemy with fear, instead of merely shaking him.

**Prerequisites:** Fearsome insight class feature, Intimidate 9 ranks.

**Benefit:** When you demoralize an opponent through the use of the Intimidate skill as a standard action, they become paralyzed for 1 round and become shaken the following round as normal.

**Normal:** A creature demoralized through Intimidate is shaken.

### INTUITIVE FIGHTING [PSIONIC]

Your intuition guides your strikes to be more devastating.

**Prerequisite:** Blind-fighting.

**Benefit:** To use this feat you must maintain psionic focus. You add your Wisdom modifier to your melee attack rolls instead of your Strength modifier.

### MULTIPLE CONNECTIONS [PSIONIC]

You are able to be attuned to multiple minds.

**Prerequisite:** Open Door\*, Mindlock class feature

**Benefit:** You can be attuned to up to three creature for the purposes of Open Door.

**Normal:** You can only be attuned to one creature.

### NIGHTMARE VEIL [PSIONIC]

You wrap your form in the fears of your opponents.

**Prerequisites:** Devastating touch class feature, Improved Unarmed Strike, Broken Dreams Style, Shattered Dream Strike, Intimidate 9 ranks.

**Benefit:** While in the broken dreams style, any target that is shaken treats you as concealed. In addition, while in the broken dreams style, you treat shaken targets as flat-footed for unarmed attacks.

### OPEN DOOR [PSIONIC]

Once you have pried the gates open into another mind, you can always return there no matter how long it has been.

**Prerequisite:** Mindlock class feature.

**Benefit:** Once an individual has failed a Will save to avoid being mindlocked by you, you can attune yourself to that creature. You can only be attuned to one creature in such a way at any given time. You can reactivate the mindlock to your attuned creature at any time by spending 1 power point as a free action, regardless of the time since you first mindlocked the target. This means that they count as having failed their Will save again.

### PENETRATING FEAR [PSIONIC]

Your terrors are able to affect those normally immune.

**Prerequisite:** Terrors class feature, 10th level dread

**Benefit:** You can expend your psionic focus when activating a terror to allow it to affect those normally immune to fear effects or mind-affecting effects. The target gets a +4 bonus to any applicable save against the effect.

### POWER CHANNELER [PSIONIC]

You have learned how to channel your powers through your weaponry, allowing you to make melee attacks and channel offensive powers at the same time.

**Benefit:** You can channel a touch range power through a melee weapon. You can make a single melee attack during the same action in which you manifest a touch power with a manifesting time of one standard action; if this melee attack hits, it triggers the power as if you had succeeded on a touch attack and deals damage as normal. If you miss, the power fizzles and the charge is lost. The attack made is against standard AC and not touch AC.

### PSIONIC BULL RUSH [PSIONIC]

You can use psionic energy to carry the force of a bull rush through your foe.

**Prerequisite:** Improved Bull Rush.

**Benefit:** While maintaining psionic focus, when you successfully perform a bull rush combat maneuver, you also deal damage equal to half your level to the creature bull rushed.

If you expend your psionic focus when you successfully make a bull rush maneuver, you can also knock the target of your bull rush prone.

### PSIONIC CRITICAL [PSIONIC]

You can add psionic energy to a perfect weapon strike.

**Prerequisite:** Improved Critical.

**Benefit:** While maintaining psionic focus, when you successfully score a critical hit, you deal +1d8 bonus damage. If you expend your psionic focus, you deal an additional +1d8 bonus damage.

### PSIONIC DISARM [PSIONIC]

You can psionically carry your disarm maneuver's force through your foe.

**Prerequisite:** Improved Disarm.

**Benefit:** While maintaining psionic focus, when you successfully perform a disarm combat maneuver, you also deal damage equal to half your level to the creature disarmed.

If you expend your psionic focus when you make

a successful disarm combat maneuver, you can also send the disarmed object into any space of your choosing within 25 ft. +5 ft./2 levels. If a creature is in the selected space and has a hand free, it can grab the disarmed object as an immediate action.

### PSIONIC OVERRUN [PSIONIC]

You can draw on your psionic power to boost the power of an overrun attack.

**Prerequisites:** Str 13, Improved Overrun, Power Attack, base attack bonus +1.

**Benefit:** While maintaining psionic focus, when you successfully perform an overrun combat maneuver, you also deal damage equal to half your level to the creature you overrun.

If you expend your psionic focus when you perform a successful overrun combat maneuver, you can also push your target up to 5 feet, +5 feet for every four levels you possess.

### PSIONIC PRECISE SHOT [PSIONIC]

Your ranged attacks sometimes bypass barriers.

**Prerequisites:** Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +11.

**Benefits:** To use this feat, you must expend your psionic focus. You can attempt to make a single ranged attack as a standard action against a target that is sheltered behind a wall, wall of force effect, or similar barrier. Your attack briefly skips through the Astral Plane to bypass the barrier. You must still have line of sight to the target.

### PSIONIC SHIELD BASH [PSIONIC]

Your shield bash attacks can strike both the body and mind of a foe.

**Prerequisites:** Improved Shield Bash, Shield Proficiency.

**Benefit:** While maintaining psionic focus, when you successfully strike a foe with a shield bash attack, the foe must also make a Will save (DC 10 + one-half your base attack bonus + your Wisdom modifier) or be shaken for 1 round. This is a mind-affecting fear effect.

If you expend your psionic focus when you make a shield bash, on a successfully attack roll you can instead force the target to make a Will saving throw or be stunned for 1 round.

### PSIONIC SUNDER [PSIONIC]

You can draw on your psionic power to boost the power of a sunder attack.

**Prerequisites:** Str 13, Improved Sunder, Power Attack, base attack bonus +1.

**Benefit:** While maintaining psionic focus, when



you successfully perform a sunder combat maneuver, you also deal damage equal to half your level to the creature holding the item sundered.

If you expend your psionic focus when you perform a successful sunder maneuver, you ignore half the hardness of the object you are sundering.

### PSIONIC TRIP [PSIONIC]

You can draw on your psionic power to boost the power of a trip attack.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip.

**Benefit:** While maintaining psionic focus, when you successfully perform a trip combat maneuver, you also deal damage equal to half your level to the creature tripped.

If you expend your psionic focus when you perform a successful trip combat maneuver, you can also throw your target up to 5 feet, +5 feet for every four levels you possess, although the creature thrown may not be more than one size category larger than you.

### PSIONIC UNARMED STRIKE [PSIONIC]

Your unarmed attacks sometimes bypass barriers.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist.

**Benefit:** To use this feat, you must expend your psionic focus. You can attempt to make a single unarmed melee attack as a standard action against a target that is sheltered behind a wall, wall of force effect, or similar barrier. Your attack briefly skips through the Astral Plane to bypass the barrier. This does not grant you line of sight or extra reach, requiring you to make the attack without being able to see the target or use some other method of seeing the target (such as clairaudience/clairvoyance) and be within your normal reach for your unarmed attack.

### READY RESPONSE [PSIONIC]

You can move yourself more quickly through sheer willpower.

**Benefit:** At the beginning of a surprise round, if you would not normally take an action, you can expend your psionic focus to roll initiative and take a standard action or a move action. If you do move normally in a surprise round, you can expend your psionic focus to take a full-round of action, rather than only a standard or move action.

**Normal:** A character that is allowed to act in a surprise round can take only a standard action or a move action, not both.

### SHATTERED DREAM STRIKE [PSIONIC]

You sap your opponent's will with your attacks.

**Prerequisites:** Devastating touch class feature, Improved Unarmed Strike, Broken Dreams Style\*, Intimidate 6 ranks

**Benefit:** While in the broken dreams style, after making a successful unarmed strike empowered with your devastating touch, you can make a free Intimidate check against the target.

### TERROR MASTERY [PSIONIC]

You have learned to activate multiple terrors at a time.

**Prerequisite:** 8 terrors known

**Benefit:** When you use your terrors class feature, you can activate two terrors in a single swift action.

**Normal:** You can only activate one terror at a time.

### TOUCH OF TERROR [PSIONIC]

Your devastating touch deals additional damage.

**Prerequisites:** Devastating touch class feature

**Benefit:** Your devastating touch ability deals 1d6 points of damage plus your class level and your Charisma modifier.

**Normal:** Devastating touch deals 1d6 points of damage plus your class level.

## PSIONIC POWERS

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

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

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

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

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

description instead.

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

**Creatures and Characters:** "Creatures" and "characters" are used synonymously in the power descriptions.

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

Many powers can be augmented in more than one way. When the Augment section contains numbered paragraphs, you need to spend power points separately for each of the numbered options. When a paragraph in the Augment section begins with "In addition," you gain the indicated benefit according to how many power points you have already decided to spend on manifesting the power.

**NEW DESCRIPTOR: [Trigger]**

A trigger power is one that has a set of criteria that the target can perform to result in a second effect. If a creature is affected by a trigger power, they are aware of the action that will activate the trigger, although they do not know what the effect is unless they make a successful Spellcraft check to identify the power as it is being manifested (DC 15 + power level). If a creature fulfills the condition for a trigger power, the manifestor must decide immediately whether to activate the trigger effect or the opportunity is lost.

## DREAD POWERS

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### 1ST-LEVEL DREAD POWERS

**Biofeedback<sup>A</sup>:** Gain DR 2/-.

**Conceal Thoughts:** You conceal your motives.

**Demoralize<sup>A</sup>:** Enemies become shaken.

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

**Lingering Touch<sup>A\*</sup>:** Your devastating touch ability lingers for an additional round, dealing damage.

**Mind Thrust<sup>A</sup>:** Deal 1d10 damage.

**Mindlink<sup>A</sup>:** You forge a limited mental bond with another creature.

**Precognition, Defensive<sup>A</sup>:** Gain +1 insight bonus to AC and saving throws.

**Precognition, Offensive<sup>A</sup>:** Gain +1 insight bonus on your attack rolls.

**Precience, Offensive<sup>A</sup>:** Gain +2 insight bonus on your damage rolls.

**Slumber\*:** Put creatures to sleep.

**Telepathic Lash<sup>A</sup>:** Humanoid creature of 4 HD or less loses next action.

**Unearthly Terror<sup>\*A</sup>:** Terrify an enemy with sustained images.

**Untouchable Aura<sup>\*A</sup>:** Your presence keeps enemies from attacking you.

### 2ND-LEVEL DREAD POWERS

**Concealing Amorph<sup>A</sup>:** Quasi-real membrane grants you concealment.

**Deflect\*:** Avoid a single ranged attack.

**Feat Leech<sup>A</sup>:** Borrow another's psionic or metapsionic feats.

**Id Insinuation<sup>A</sup>:** Swift tendrils of thought disrupt and confuse your target.

**Mental Disruption<sup>A</sup>:** Daze creatures within 10 feet for 1 round.

**Sidestep\*:** Avoid a single melee attack.

**Strength of My Enemy<sup>A</sup>:** Siphon away your enemy's strength and grow stronger.

**Subconscious Banishment<sup>\*A</sup>:** Sicken the target by sending their subconscious into a plane of nightmares.

**Sustenance:** Go without food and water for one day.

**Thought Shield<sup>A</sup>:** Gain PR 13 against mind-affecting powers.

**True Terror<sup>\*A</sup>:** Cause the target to become stunned.

### 3RD-LEVEL DREAD POWERS

**Dispatch<sup>UP</sup>:** Set up and deliver spectacular finishing strikes.

**Ectoplasmic Form:** You gain benefits of being insubstantial and can fly slowly.

**Guarded Sleep<sup>UP</sup>:** Subject's mind is protected while asleep, and awakens in peak condition.

**Mental Barrier<sup>A</sup>:** Gain +4 deflection bonus to AC until your next action.

**Mindhunter\*:** Discover the location of your target while you sleep.

### 4TH-LEVEL DREAD POWERS

**Aura Sight:** Reveals creatures, objects, powers, or spells of selected alignment axis.

**Deadly Fear<sup>\*A</sup>:** Fearsome illusion kills subject or deals 3d6 damage.

**Fear Cascade<sup>\*A</sup>:** Paralyze one target and cause nearby enemies to become shaken.

**Mindwipe<sup>A</sup>:** Subject's recent experiences wiped away, bestowing negative levels.

**Moment of Terror<sup>\*A</sup>:** Knock target prone and make them more susceptible to mind-affecting effects.

**Personality Parasite:** Subject's mind calves self-antagonistic splinter personality for 1 round/level.  
**Power Leech:** Drain 1d6 power points/round while you maintain concentration; you gain 1/round.  
**Sensory Cascade**\*<sup>A</sup>: Trigger a dazing cascade of the senses in the target.

### 5TH-LEVEL DREAD POWERS

**Dream Message**\*<sup>A</sup>: Sends message to anyone sleeping.  
**Induce Nightmare**\*<sup>A</sup>: Sends vision dealing 1d10 damage, fatigue.  
**Pierce the Veils:** See all things as they really are.  
**Planar Travel:** Travel to other planes.  
**Psychic Crush**\*<sup>A</sup>: Brutally crush subject's mental essence, reducing subject to -1 hit points.  
**Schism:** Your partitioned mind can manifest lower level powers.

### 6TH-LEVEL DREAD POWERS

**Barred Mind, Personal**\*<sup>A</sup>: You are immune to scrying and remote viewing and gain a bonus to mental effects.  
**Dream Travel**\*<sup>A</sup>: Travel to other places through dreams.  
**Form of Doom**\*<sup>A</sup>: You transform into a frightening tentacled beast.  
**Temporal Acceleration**\*<sup>A</sup>: Your time frame accelerates for 1 round.

## GIFTED BLADE POWERS

**3RD-LEVEL GIFTED BLADE POWERS**  
**Ectoplasmic Grapnel**\*<sup>A</sup>: Use a ray of ectoplasm to perform a variety of functions.

## MARKSMAN POWERS

**2ND-LEVEL MARKSMAN POWERS**  
**Deflect**\*: Avoid a single ranged attack.  
**Sidestep**\*: Avoid a single melee attack.  
**Sonic Blast**\*<sup>A</sup>: Next attack deals sonic damage; expend focus to trip target.

**3RD-LEVEL MARKSMAN POWERS**  
**Ectoplasmic Grapnel**\*<sup>A</sup>: Use a ray of ectoplasm to perform a variety of functions.

## PSION/WILDER POWERS

**1ST-LEVEL PSION POWERS**  
**Slumber**\*: Put creatures to sleep.  
**Unearthly Terror**\*<sup>A</sup>: Terrify an enemy with sus-

tained images.

### 3RD-LEVEL PSION POWERS

**Mindhunter**\*: Discover the location of your target while you sleep.

### 4TH-LEVEL PSION POWERS

**Deadly Fear**\*<sup>A</sup>: Fearsome illusion kills subject or deals 3d6 damage.  
**Moment of Terror**\*<sup>A</sup>: Knock target prone and make them more susceptible to mind-affecting effects.

### 5TH-LEVEL PSION POWERS

**Dream Message**\*<sup>A</sup>: Sends message to anyone sleeping.  
**Induce Nightmare**\*<sup>A</sup>: Sends vision dealing 1d10 damage, fatigue.

## PSION DISCIPLINE POWERS

### EGOIST (PSYCHOMETABOLISM) DISCIPLINE POWERS

**1 Corrosive Aura**\*<sup>A</sup>: Surround yourself with a mist of acid that deals nearby creatures.

### SEER (CLAIRSENTIENCE) DISCIPLINE POWERS

**1 True Terror**\*<sup>A</sup>: Cause the target to become stunned.

### TELEPATH (TELEPATHY) DISCIPLINE POWERS

**4 Fear Cascade**\*<sup>A</sup>: Paralyze one target and cause nearby enemies to become shaken.  
**Sensory Cascade**\*<sup>A</sup>: Trigger a dazing cascade of the senses in the target.

## PSYCHIC WARRIOR POWERS

### 1ST-LEVEL PSYCHIC WARRIOR POWERS

**Corrosive Aura**\*<sup>A</sup>: Surround yourself with a mist of acid that deals nearby creatures.  
**Dazzling Swordplay**\*<sup>A</sup>: Dazzle next creature struck.

### 2ND-LEVEL PSYCHIC WARRIOR POWERS

**Deflect**\*: Avoid a single ranged attack.  
**Distracting Strike**\*<sup>A</sup>: Next creature struck suffers penalty on attack rolls and cannot make attacks

of opportunity.

**Entangling Strike**\*<sup>A</sup>: Next creature struck is entangled; expend focus to deal damage if creature tries to concentrate.

**Freezing Sting**\*<sup>A</sup>: Next attack deals additional damage; expend focus to cause penalty on attacks the creature struck makes.

**Proximity Strike**\*<sup>A</sup>: Next attack deals additional damage and allows you to teleport the struck creature back to you.

**Repositioning Strike**\*<sup>A</sup>: Next attack swaps your position with the struck creature; expend focus to allow an ally to treat the struck creature as flanked.

**Shocking Strike**\*<sup>A</sup>: Next attack deals electricity damage; expend focus to deal additional damage.

**Sidestep**\*: Avoid a single melee attack.

**Sonic Blast**\*<sup>A</sup>: Next attack deals sonic damage; expend focus to trip target.

**Wintry Grasp**\*<sup>A</sup>: Immobilize struck creature.

### 3RD-LEVEL PSYCHIC WARRIOR POWERS

**Ectoplasmic Grapnel**\*<sup>A</sup>: Use a ray of ectoplasm to perform a variety of functions.

### 4TH-LEVEL PSYCHIC WARRIOR POWERS

**Backlash**\*<sup>A</sup>: Attack a creature who has attacked you, but suffer a daze effect.

**Thundering Step**\*: Attack creature and deal additional damage and daze, then teleport away.

**Vanishing Strike**\*: Make a single melee attack and then become invisible and teleport away.

### 5TH-LEVEL PSYCHIC WARRIOR POWERS

**Biting Cold**\*<sup>A</sup>: Deal extra cold damage and stagger target.

**Bonding Strike**\*<sup>A</sup>: Empathically bond two struck creatures together.

**Summoning Strike**\*<sup>A</sup>: Teleport a nearby creature to you and attack it.

## TACTICIAN POWERS

### 1ST-LEVEL TACTICIAN POWERS

**Unearthly Terror**\*<sup>A</sup>: Terrify an enemy with sustained images.

### 3RD-LEVEL TACTICIAN POWERS

**Ectoplasmic Grapnel**\*<sup>A</sup>: Use a ray of ectoplasm to perform a variety of functions.

## POWERS

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

### Backlash

**Discipline:** Clairsentience

**Level:** Psychic warrior 4

**Display:** Auditory, mental

**Manifesting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous; see text

**Power Points:** 7

You gain a flash of foresight, allowing you to strike back at an enemy. As part of manifesting this power, you can make a full-attack action against a creature that has damaged you, so long as the creature is within range. However, this foresight overloads your senses after your attack, and until the end of your next turn, you are dazed. This dazed effect cannot be removed by any means except its normal expiration at the end of your next turn. You can only use this power immediately in response to being damaged by a creature and must target the creature that caused the damage.

**Augment:** By spending an additional 8 power points, you are not dazed after making your attack.

### Biting Cold

**Discipline:** Psychokinesis [cold, trigger]

**Level:** Psychic Warrior 5

**Display:** Auditory, Material

**Manifesting Time:** 1 swift action

**Range:** Melee

**Target:** One creature

**Duration:** 1 round; see text

**Saving Throw:** None

**Power Resistance:** Yes; see text

**Power Points:** 9

The next successful melee attack you make this round deals an additional +1d10 points of cold damage to the struck creature and the target is staggered from the cold. Power resistance does not apply to this additional damage, but does apply to the staggered condition.

**Trigger:** If your attack was successful, you can expend your psionic focus to infuse the target with chilling cold. Power resistance applies to infusing the target with chilling cold. Until the end of its next turn, if the creature struck makes an attack, manifests a power, or casts a spell, it takes 1d10 points of cold

damage and is paralyzed for one round.

**Augment:** If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

### Bonding Strike

**Discipline:** Telepathy [mind-affecting]

**Level:** Psychic warrior 5

**Display:** Mental

**Manifesting Time:** 1 standard action

**Range:** Melee

**Target:** Two creatures within melee range

**Duration:** One round

**Saving Throw:** None

**Power Resistance:** Yes

**Power Points:** 9

As part of manifesting this power, make a single melee attack against two enemies within reach. Each hit deals damage normally. If both attacks are successful, the targets are empathically bound together. Until the end of your next turn, all hit point damage applied to one target is automatically applied to the other target.

Manifesting this power does not provoke attacks of opportunity.

### Corrosive Aura

**Discipline:** Psychometabolism [Acid]

**Level:** Psychic warrior 1, egoist 1

**Display:** Material, Visual

**Manifesting Time:** 1 standard action

**Range:** 5 ft.

**Area:** All squares adjacent to you

**Duration:** 1 round / level (D)

**Saving Throw:** Reflex half

**Power Resistance:** Yes

**Power Points:** 1

You surround yourself with a corrosive aura, damaging all who come near. Each creature that ends its turn in your square or adjacent to you takes 1d6 points of acid damage.

**Augment:** For every additional power point spent, the damage increases by 1d6. For every two additional dice of damage, the save DC increases by 1.

### Dazzling Swordplay

**Discipline:** Psychokinesis [Trigger]

**Level:** Psychic warrior 1

**Display:** Material, visual

**Manifesting Time:** 1 swift action

**Range:** Melee

**Target:** One creature

**Duration:** One round; see text

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

**Power Points:** 1

Your next successful melee attack dazzles the struck creature.

**Trigger:** If your attack was successful and the struck creature moves or attacks before the end of its next turn, you can expend your psionic focus to blind it until the end of its current turn. The blindness takes effect at the beginning of the creature's action which caused the trigger.

**Augment:** If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

### Deadly Fear

**Discipline:** Telepathy [Fear, Mind-Affecting]

**Level:** Dread 4, psion/wilder 4

**Display:** Visual; see original text

**Manifesting Time:** One standard action

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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will disbelief (if interacted with), then Fortitude partial; see text

**Power Resistance:** Yes

**Power Points:** 7

You create a mental image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a phantasmal killer attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the effect can be turned upon you. You must then disbelieve it or become subject to the deadly fear attack.

**Augment:** For every 2 additional power points spent, both Difficulty Classes increase by 1. For every 5 additional power points spent, you can attempt to affect one additional creature. If affecting more than one creature, no two can be more than 30 feet apart.

### Deflect

**Discipline:** Clairsentience  
**Level:** Marksman 2, dread 2, psychic warrior 2  
**Display:** Visual  
**Manifesting Time:** 1 immediate action  
**Range:** Personal  
**Target:** Self  
**Duration:** Instantaneous  
**Power Points:** 3

When you manifest this power, when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

### Distracting Strike

**Discipline:** Telepathy [mind-affecting]  
**Level:** Psychic warrior 2  
**Display:** Material, olfactory  
**Manifesting Time:** 1 swift action  
**Range:** Melee  
**Target:** One creature  
**Duration:** One round; see text  
**Saving Throw:** None; **Power Resistance:** Yes  
**Power Points:** 3

Your next single melee attack is imbued to distract the opponent. If the attack is successful, you deal damage normally and, until the end of its next turn, your target takes a -2 penalty to attack rolls and can't make attacks of opportunity. If your attack misses, the target instead takes a -1 penalty to attack rolls until the end of its next turn, but can make attacks of opportunity as normal. Any power resistance your target has is applicable against this effect.

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

1. For every four additional power points spent, this power affects one additional melee attack during this round. Effects from multiple attacks do not stack.

2. If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

### Dream Message

**Discipline:** Telepathy [Mind-Affecting]  
**Level:** Dread 5, psion/wilder 5  
**Display:** Mental  
**Manifesting Time:** One minute  
**Range:** Unlimited  
**Target:** One living creature touched

**Duration:** See text  
**Saving Throw:** None  
**Power Resistance:** Yes  
**Power Points:** 9

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the effect, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the power is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the power begins, the messenger can choose to wake up (ending the effect) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the effect.

Creatures who don't sleep or don't dream cannot be contacted by this power.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

**Augment:** If the recipient is awake when you begin to manifest the power, the messenger can choose to expend a number of power points (if the messenger is psionic) equal to the recipient's Hit Dice -4 to plant the message, which the recipient receives when next she sleeps.

### Ectoplasmic Grapnel

**Discipline:** Metacreativity (Creation)  
**Level:** Gifted blade 3, marksman 3, psychic warrior 3, tactician 3  
**Display:** Material  
**Manifesting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature, object, or structure  
**Duration:** Instantaneous  
**Saving Throw:** None; **Power Resistance:** Yes  
**Power Points:** 5

A blob of malleable, adhesive ectoplasm shoots out from your outstretched hand, attached by an ectoplasmic cord. Upon hitting its target, this

ectoplasmic grapnel reels in, pulling the target to you - or you to it.

When manifesting this power, you must have a hand free, and must make a ranged touch attack against the target; a miss causes the grapnel to retract instantly without attaching to anything. Alternately, you may have it shoot out from your shield instead of a free hand; you still get your shield's AC bonus against the target, but lose it against anyone else for the duration of the power.

If you target a creature no more than one size category larger than you, you may attempt a drag combat maneuver check. If successful, you move the creature 5 feet closer to you. For every 5 by which your attack exceeds your opponent's CMD, you can drag the target an additional 5 feet toward you. If the creature is willing, you may drag it up to 30 feet closer to you.

If you target an unattended object, you may pull it up to 30 feet towards you; if this moves it into your square, you may grasp the item immediately as a free action, although you must have a free hand to do so. If you target an attended object, the ranged touch attack is made against the opponent, and you must succeed at a disarm or steal (your choice) combat maneuver check to wrest the item free.

If you fail at the combat maneuver check (or if you target an immovable object such as a creature more than one size category larger than you, an object bolted to the floor, or a building wall, floor, or ceiling), you are instead moved up to 30 feet towards the target. This movement provokes attacks of opportunity. Alternately, you may choose to relinquish your grip on the ectoplasmic cord, knocking you prone and ending the power immediately rather than moving you towards the target. If you end your movement at a climbable location (such as a wall or ledge), you must attempt a Climb check (at normal DC) to grab hold (or pull yourself over the edge, in the case of a ledge); failure means you begin falling, and must make a second Climb check with +20 DC to catch yourself.

If you spend a full-round action bracing yourself before manifesting this power, you get a +2 bonus on the above combat maneuver checks. Each adjacent ally that spends an Aid Another action to grab hold of you also adds a +2 bonus to your combat maneuver check, but also suffers the consequence of being dragged or knocked prone with you should the check fail. If the power duration should be extended beyond instantaneous (see augment below), each ally holding onto you must spend an Aid Another action each turn to maintain their hold. If you end your movement at a climbable location, each ally may make a Climb check to grab the wall, or may instead continue holding onto you; your own Climb check is

penalized as normal if their combined weight drops your encumbrance into a category with a worse armor check penalty.

If you manifest this power while engaged in a grapple that you are in control of, you immediately make a grapple combat maneuver check; failure means you are no longer grappling the creature, while success means you gain a +2 bonus to your drag combat maneuver check for each creature (besides yourself) participating in the grapple. If the drag combat maneuver check fails, you and everyone in the grapple are dragged (or knocked prone) accordingly.

If you manifest this power while engaged in a grapple that you are not in control of, you immediately make a grapple combat maneuver check; success means you have broken free of the grapple, while failure means you are still grappling (but gain a +2 bonus to your drag combat maneuver check for each creature (besides yourself) participating in the grapple). If the drag combat maneuver check fails, you and everyone in the grapple are dragged (or knocked prone) accordingly, unless the creature grappling you is too large for you to drag (in which case the cord snaps and the power fails). The grappling creature may voluntarily release you from the grapple to avoid being dragged or knocked prone, but must do so before the drag combat maneuver check is rolled.

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

1. If you spend 2 additional power points, the duration increases to 1 round/level if the ranged touch attack hits. The cord does not automatically retract; you may choose to retract or extend the cord up to 30 feet (to the limit of the power's range) as a standard action, and must succeed at a combat maneuver check each time you attempt to drag an unwilling creature in this manner. Other creatures may climb or manipulate the cord as they would a rope, but it is as strong as a chain. An unwilling creature attached to the grapnel must cut (5 hp, hardness 10, AC 10) or burst (Str DC 26) the cord to move away from you, unless he succeeds at a drag combat maneuver check to pull you behind him. If the cord is cut or burst, or if you let go of the cord (a free action), the power ends immediately.

2. If you spend 2 additional power points, the range of the power increases to Medium (100 ft. + 10 ft./level).

3. If you spend 4 additional power points, the cord retracts the full length instantly. A successful combat maneuver check, by any margin, pulls the target adjacent to you, while a failed combat maneuver check pulls you adjacent to the target (unless you relinquish the cord and go prone instead).

4. For every 4 additional power points you spend, this power can drag creatures an additional size category larger than you, and the cord's hardness increases by 2, hit points increases by 10, and break DC increases by 2.

5. If you spend 4 additional power points, you can manifest this power as a move action.

In addition, for every 2 additional power points you spend to achieve any of these effects, you also gain a +1 bonus on any combat maneuver checks or Climb checks you make for this power.

### Entangling Strike

**Discipline:** Metacreativity (Creation) [Trigger]

**Level:** Psychic warrior 2

**Display:** Auditory, material

**Manifesting Time:** 1 swift action

**Range:** Melee

**Target:** One creature

**Duration:** One round; see text

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 3

The next successful melee attack you make this turn entangles the target until the end of its next turn.

**Trigger:** If your attack was successful and the target tries to make a concentration check before the end of its next turn, you can immediately expend your psionic focus to deal 2d6 points of damage to it. The damage dealt causes the standard penalty to that concentration check.

**Augment:** If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

### Fear Cascade

**Discipline:** Telepathy [Fear, Mind-Affecting]

**Level:** Dread 4, telepath 4

**Display:** Mental, visual

**Manifesting Time:** 1 standard action

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

**Target:** One creature and any number within 20 ft.

**Duration:** 1 round / level

**Saving Throw:** Will negates or no; see text

**Power Resistance:** Yes

**Power Points:** 7

You overload the target creature's mental and physical faculties with fear, a fear so powerful that even creatures near the original target are affected by the residual energy. When you manifest this power, the target is cowering unless it makes a

successful Will save.

In addition, all enemies within 20 feet of the target, including the target, are shaken for 1 round.

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

1. For every 2 additional power points you spend, the DC for the secondary effect increases by +1.

2. For every 2 additional power points you spend, the duration of the shaken condition increases by 1 round.

3. For every 4 additional power points you spend, the radius for nearby affected creatures increases by 10 feet.

### Freezing Sting

**Discipline:** Psychokinesis [cold, trigger]

**Level:** Psychic warrior 2

**Display:** Material

**Manifesting Time:** 1 swift action

**Range:** Melee

**Target:** One creature

**Duration:** One round; see text

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

**Power Points:** 3

The next successful melee attack you make this turn deals an additional +1d6 points of cold damage.

**Trigger:** If your attack was successful and the target makes an attack during its next turn, you can expend your psionic focus to give it a -2 penalty to that attack and all other attacks it makes during that turn. Power resistance applies to this triggered effect only; it does not apply to the additional damage on your attack.

**Augment:** If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

### Induce Nightmare

**Discipline:** Telepathy [Evil, Mind-Affecting]

**Level:** Dread 5, psion/wilder 5

**Display:** Mental

**Manifesting Time:** 10 minutes

**Range:** Unlimited

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Power Resistance:** Yes

**Power Points:** 9

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes



1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain power points and arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

\*You must have some sort of connection to a creature of which you have no knowledge.

*Dispel evil* cast on the subject while you are manifesting the power dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the power begins, you can choose to cease manifesting (ending the power) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of manifesting a power or the power ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail Reflex and Will saving throws, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this effect.

**Augment:** For every 2 additional power points spent, this power causes an additional 1d10 points of damage when the sleeper wakes.

### Lingering Touch

**Discipline:** Psychometabolism  
**Level:** Dread 1  
**Display:** Visual  
**Manifesting Time:** 1 swift action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round

### Power Points: 1

You charge your ability to channel fear and terror into your enemies, making it linger within them. Any devastating touch attacks made during the duration of this power linger for an additional round, automatically dealing damage the following round. Any additional damage or affect applied to the devastating touch is not repeated.

**Augment:** For every 2 additional power points spent, this power lasts an additional round.

### Mindhunter

**Discipline:** Clairsentience  
**Level:** Psion/Wilder 3, Dread 3  
**Display:** Mental  
**Manifesting Time:** 8 hours  
**Range:** One plane  
**Target:** One creature on the same plane  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Power Resistance:** No  
**Power Points:** 5

When you go to sleep, you psionically split your subconscious mind from your body sending it out to search for another person's subconscious. If the creature is intelligent and not immune to mind-affecting powers, the subconscious mind tracks it down and returns with the information by the time you wake up. If you wake before 8 hours have passed, the power fails as the subconscious mind is violently forced back into your consciousness once again.

When you manifest this power, you gain a general knowledge of where the target person resides if they are on the same plane. You are granted a general overview of the surroundings and a rough estimate of where they are from your current position such as "in a wood 20 miles to the northwest".

Note that the power points spent while dreaming do not regenerate during this time and thus you awaken with less than your maximum power points.

You must be able to form a mental picture of the target, either through direct personal knowledge, from a picture or portrait, or from a description of the person, in order to use this power.

### Moment of Terror

**Discipline:** Telepathy [Evil, Mind-Affecting]  
**Level:** Dread 4, Psion/Wilder 4  
**Display:** Mental  
**Manifesting Time:** One standard action  
**Range:** Medium (100 feet + 10 feet/ level)  
**Target:** One creature of up to Large size  
**Duration:** 1 round; see text  
**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 7

You brutally force the target's consciousness into a dimension of nightmares and terror. This unnatural dislocation opens conduits of pain for the target, causing the target's body to fall prone and helpless as the target mindlessly screams unless it makes a successful Will save.

If the target failed its Will save, once the initial effect ends, the memory of the awful pain remains, making the target susceptible to other mental assault, imposing a -2 penalty on Will saves against mind-affecting effects for a period of one day. This penalty does not stack from multiple uses of this power.

**Augment:** If you spend 4 additional power points, the target suffers the penalty on Will saves against mind-affecting effects even if it made a successful save.

### Proximity Strike

**Discipline:** Psychoportation (teleportation) [trigger]

**Level:** Psychic warrior 2

**Display:** Mental

**Manifesting Time:** 1 swift action

**Range:** Melee

**Target:** One creature

**Duration:** One round; see text

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

**Power Points:** 3

Until the end of your turn, the next successful melee attack you make deals an additional +1d4 points of damage and temporarily attunes you to the creature struck. A creature with power resistance may attempt to block you attuning to it, but power resistance does not affect the additional damage to your attack.

**Trigger:** If the target is not adjacent to you at the end of its next turn, you can expend your psionic focus as a free action to teleport adjacent to it, as long as it is within Close range (25 ft. + 5 ft./2 levels).

**Augment:** If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

### Repositioning Strike

**Discipline:** Psychoportation (teleportation) [trigger]

**Level:** Psychic warrior 2

**Display:** Mental, visual

**Manifesting Time:** 1 swift action

**Range:** Melee

**Target:** One creature of the Medium size or smaller

**Duration:** One round; see text

**Saving Throw:** None

**Power Resistance:** Yes

**Power Points:** 3

Until the end of your turn, the next successful melee attack you make, you and the creature struck swap positions.

**Trigger:** If your attack was successful and an ally attacks the target before the end of your next turn, you can expend your psionic focus to allow both you and the attacking ally to treat the target as if it was being flanked until the end of your next turn.

**Augment:** If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

### Sensory Cascade

Telepathy (Mind-Affecting)

Level: Dread 4, Psion/Wilder 4

Display: Visual

Manifestation Time: One standard action

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

Target: All creatures in a 15-foot radius

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You overload the target's sensory system. In effect, the cascade buries the senses of the target creatures (even those with blindsight, tremorsense, touchsight, or other esoteric methods of sensing the environment) with random sensations for the duration. The creatures are treated as if blinded. However, from round to round, an affected creature has a chance to sense normally. Each round on the creature's action, roll 1d4. On a roll of 1-3, the target does nothing for 1 round as it stands attempting to re-establish contact with its senses. Rolling a 4 frees the creature of the effect for 1 round.

Sense-blocked creatures that are attacked (and damaged) are shocked out of their sense deprivation for 1 round - they can attack or attempt to flee however they desire on their next action. The following round they are subject once again to the Sensory Cascade (unless they are continually attacked each round).

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

1. If you spend an additional 4 power points, the condition lasts 24 hours.

2. If you spend an additional 6 power points, the condition is permanent.

### Shocking Strike

**Discipline:** Psychokinesis [electricity, trigger]  
**Level:** Psychic warrior 2  
**Display:** Auditory, material  
**Manifesting Time:** 1 swift action  
**Range:** Melee  
**Target:** One creature  
**Duration:** One round; see text  
**Saving Throw:** None; **Power Resistance:** Yes  
**Power Points:** 3

The next single successful melee attack you make this round deals an additional +1d6 points of electricity damage and charges the creature with static energy.

**Trigger:** If the target moves during its next turn and your attack was successful, you can expend your psionic focus to deal an additional 2d6 points of electricity damage to it.

**Augment:** If you spend 6 additional power points, you can instead manifest this power upon making a successful melee attack and have the effects of this power instead apply to that attack. Doing so still uses your swift action for the round.

### Sidestep

**Discipline:** Clairsentience  
**Level:** Marksman 2, dread 2, psychic warrior 2  
**Display:** Visual  
**Manifesting Time:** 1 immediate action  
**Range:** Personal  
**Target:** Self  
**Duration:** Instantaneous  
**Power Points:** 3

When you manifest this power, when you would normally be hit with an attack from a melee weapon, you may deflect it so that you take no damage from it.

### Slumber

**Discipline:** Telepathy (Compulsion) [Mind-Affecting]  
**Level:** Dread 1, psion/wilder 1  
**Display:** Mental  
**Manifesting Time:** 1 round  
**Range:** Medium (100 feet + 10 feet/level)  
**Area:** One or more living creatures in a 10-foot-radius burst  
**Duration:** One minute/level  
**Saving Throw:** Will negates  
**Power Resistance:** Yes  
**Power Points:** 1

You cause a psionic slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are

closest to the power's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Slumber* does not target unconscious creatures, constructs, or undead creatures.

**Augment:** For every additional power point you spend, you increase the number of Hit Dice affected by one.

If you instead spend 11 additional power points, you affect every creature within the power's area, regardless of individual or total Hit Dice.

### Sonic Blast

**Discipline:** Psychokinesis [sonic, trigger]  
**Level:** Marksman 2, psychic warrior 2  
**Display:** Olfactory, visual  
**Manifesting Time:** 1 swift action  
**Range:** Melee  
**Target:** One creature  
**Duration:** One round; see text  
**Saving Throw:** None; **Power Resistance:** Yes  
**Power Points:** 3

The next successful attack you make this turn deals an additional +1d6 points of sonic damage.

**Trigger:** If your attack was successful and the target makes an attack during its next turn, you can expend your psionic focus to make a free trip attempt against the target before it makes the attack. This trip attempt does not provoke attacks of opportunity and you are not knocked prone if you fail by more than 10. Power resistance applies to this triggered effect only; it does not apply to the additional damage on your attack.

### Subconscious Banishment

**Discipline:** Telepathy [Mind-Affecting]  
**Level:** Dread 2  
**Display:** Visual, Mental  
**Manifesting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature with an Intelligence of 3 or more.  
**Duration:** Instantaneous  
**Saving Throw:** Will negates; then Fortitude negates (see text)  
**Power Resistance:** Yes  
**Power Points:** 3

You tear the subconscious mind away from the target and send it into a personal nightmare, causing the target to be sickened unless it makes a successful Will save. At the beginning of each subsequent

round, the target gets a Fortitude save to stop being sickened. While sickened, the target must make a concentration check (DC 20 + level of the power/spell they wish to manifest/cast) to manifest powers or cast spells, as their mind is in two places at once.

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

1. If you spend 3 additional power points, the range increases to Medium (100 ft. + 10 ft./level).
2. If you spend 4 additional power points, the target becomes nauseated instead of sickened. On their first successful Fortitude save, they become sickened until they make another successful Fortitude save the following round(s).

In addition, for every 2 power points spent on the above augmentations, the save DC increases by 1.

### Summoning Strike

**Discipline:** Psychoportation (teleportation)

**Level:** Psychic Warrior 5

**Display:** Olfactory, visual

**Manifesting Time:** Full-round action

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

**Target:** One medium-sized or smaller creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 9

You attempt to teleport one creature within range to a space adjacent to you unless it makes a successful Will saving throw. On a failed save, the target is teleported to an open space adjacent to you and you may make a single melee attack against the target. If there is no space adjacent to you where the target can stand, or where there is not firm ground, the power fails.

**Augment:** For every additional 4 power points spent, the maximum size of the target is increased by one step (large, huge, etc) and the save DC increases by 2.

### Thundering Step

**Discipline:** Psychoportation [Sonic]

**Level:** Psychic warrior 4

**Display:** Auditory, Visual

**Manifesting Time:** Full-round action

**Range:** Meleet

**Target:** One creature

**Duration:** Instantaneous; see text

**Saving Throw:** None; see text

**Power Resistance:** Yes

**Power Points:** 7

Manifesting this power does not provoke attacks of opportunity. As part of manifesting this power, make

a single melee attack. If your attack is successful, you deal an additional +3d6 points of sonic damage and the target is dazed until the end of its next turn. Power resistance applies to the dazed effect, but does not apply to the additional damage to your attack.

After the attack, regardless of if it is successful, you can teleport up to 30 feet from your current location. Each enemy you end up adjacent to must make a Fortitude save or become dazed until the end of your next turn. Your initial target is immune to this effect if you teleport adjacent to it. Power resistance applies to this effect.

### True Terror

**Discipline:** Clairsentience [Fear, Mind-affecting]

**Level:** Seer 2, Dread 2

**Display:** Mental

**Manifesting Time:** 1 standard action

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

**Target:** One living creature with an Intelligence of 3 or more

**Duration:** 1 round

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 3

You cause the target to see horrible visions of future possibilities, stunning the target unless it makes a successful Will save.

**Augment:** You can augment this power in any of the following ways.

1. If you expend your psionic focus, the range increases to Long (400 ft. + 40 ft./level).
2. For every additional power point you spend, you can target another creature.
3. For every 2 additional power points you spend, the target becomes stunned for an additional round.
4. If you spend 2 additional power points, you can target creatures with an Intelligence of 1 or more, as well as non-living creatures. You still cannot affect creature's that are immune to fear or mind-affecting effects.
5. If you spend 5 additional power points, this becomes an Area-effect (20 feet radius) centered on you, affecting all targets within range.

In addition, for every 2 power points spent on the above augment options, the save DC increases by 1.

### Unearthly Terror

**Discipline:** Telepath [Mind-Affecting, Network, Fear]

**Level:** Dread 1, psion/wilder 1, tactician 1

**Display:** Mental

**Manifesting Time:** 1 standard action

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

**Target:** One creature  
**Duration:** 1 round/level  
**Saving Throw:** Will negates or Will partial (see text)  
**Power Resistance:** Yes  
**Power Points:** 1

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

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

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

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

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

### Untouchable Aura

**Discipline:** Telepathy [Fear, Mind-Affecting]  
**Level:** Dread 1  
**Display:** Visual, Mental  
**Manifesting Time:** 1 move action  
**Range:** Aura  
**Target:** You  
**Duration:** 1 round / level  
**Saving Throw:** Will save (see text)  
**Power Resistance:** Yes  
**Power Points:** 1

You manifest an aura of nightmares around you which reacts to anyone trying to attack you in melee, forcing the assailant's worst nightmares to consume their thoughts.

Anyone trying to make a melee attack against you must succeed on a Will save or lose their attack action as they recoil in fear from the images inside their mind.

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

1. If you expend your psionic focus, the manifesting time becomes 1 immediate action instead.

2. For every additional power point you spend, this power lasts for 1 additional round.

3. If you spend 4 additional power points, this power affects anyone trying to attack you, regardless of how (any targeted powers or spells, melee or ranged).

In addition, for every 2 power points spent on the above augmentations, the save DC increases by 1.

### Vanishing Strike

**Discipline:** Psychoportation [Light]  
**Level:** Psychic warrior 4  
**Display:** Olfactory, visual  
**Manifesting Time:** Full-round action  
**Range:** Personal; see text  
**Target:** You  
**Duration:** Instantaneous; see text  
**Power Points:** 7

Manifesting this power does not provoke attacks of opportunity. As part of manifesting this power, make a single melee attack against an enemy within reach. After the attack, you bend the light around you, becoming invisible, and teleport 30 feet away from your current location. You stay invisible for one round per manifester level or until you make an attack.

### Wintry Grasp

**Discipline:** Psychokinesis [cold]  
**Level:** Psychic warrior 2  
**Display:** Material, Visual  
**Manifesting Time:** 1 standard action  
**Range:** Personal  
**Target:** You; see text  
**Duration:** One round; see text  
**Saving Throw:** None  
**Power Resistance:** Yes  
**Power Points:** 3

Make a single melee attack as part of manifesting this power. If the attack hits, the target is immobilized and cannot physically move from the spot until the end of their next turn.

In addition, until the end of your next turn, all of your attacks instead deal cold damage.

**Augment:** For every additional 4 power points spent, the effects of this power last an additional round.

## ADVANCED RULES

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

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

below.

## Racial Favored Classes

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

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

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

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

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

ranks and hit points when they gain levels in their favored class, these benefits provide a third option, and characters may freely alternate between them.

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

## Duergar

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

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

### Favored Class Options

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

**Dread:** Add 1 to the dwarf's daily uses of terrors.

## 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.

### 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.

**Dread:** Add +1/2 to Intimidate checks.

## 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.

**Dread:** Add 1 to the dwarf's daily uses of terrors.

### 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.

**Dread:** Add +1/3 to weapon damage when channeling a terror through a weapon attack.

### 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.

**Dread:** The human gains +1/6 of a new terror.

## PRESTIGE CLASSES

### ADAPTIVE WARRIOR

Based on Taskmaster – LordMonkeySama's idea  
Role:

**Alignment:** Any

**Hit Die:** d10

#### Requirements

To qualify to become an adaptive warrior, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Skill:** Autohypnosis 5 ranks, Sense Motive 5 ranks.

**Feat:** Combat Expertise, Improved Feint

**Psionics:** Must have a power point reserve of at least 1 power point.

#### Class Skills

The adaptive warrior's class skills are Acrobatics (Dex), Autohypnosis (Wis), Bluff (Cha), Intimidate (Cha), Perception (Wis), and Sense Motive (Wis).

**Skill Ranks per Level:** 2 + Int modifier.

#### Class Features

All of the following are class features of the adaptive warrior.

**Weapon and Armor Proficiency:** An adaptive warrior is proficient with all simple and martial weapons and all armor and shields (except tower shields).

**Powers Known:** At each level indicated, an adaptive warrior 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 adaptive warrior to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifest level accordingly.

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

If the character did not belong to a manifesting class before taking this prestige class, he does not gain manifesting levels.

**Examine Technique (Su):** As long as an adaptive warrior maintains psionic focus, he is able to examine and remember the techniques of any creature within line of sight once per round as a move action. An adaptive warrior may examine up to his class level in enemies as long as all enemies are within line of sight. An adaptive warrior may choose to use this ability on allies in order to gain the benefits of his other class abilities. Once an adaptive warrior expends his psionic focus, he loses access to any techniques he examines until he uses this ability again.

At 6th level, an adaptive warrior can use this ability as a swift action.

**Counter Fighting Style (Su):** As long as the adaptive warrior has examined an enemy for at least

one round using Examine Technique, he gains a competence bonus on attack and damage rolls made against that opponent equal to half his class level (minimum +1). This bonus lasts for one minute after using Examine Fighting stile, or until the adaptive warrior uses his Examine Technique ability on another target or has expended his psionic focus.

At 4th level, an adaptive warrior may expend his psionic focus when attacking an enemy he has examined to automatically threaten a critical hit. He must still make a successful attack roll against that enemy, and still gains the competence bonus to attack and damage rolls on that attack. Subsequent attacks do not gain the competence bonus from this ability again until the adaptive warrior once again uses the Examine Technique ability.

**Mimic Skill (Su):** As long as an adaptive warrior of 2nd level or higher maintains psionic focus, he may mimic any skill that uses Strength, Dexterity, or Constitution as its ability score modifier that he has seen used within the past minute by a creature targeted by Examine Technique. The adaptive warrior must have seen the skill being used by someone trained in the skill. The adaptive warrior is treated as having a number of skill ranks in the skill equal to his class level.

**Mimic Proficiency (Su):** As long as an adaptive warrior of 3rd level or higher maintains psionic focus, he may wield any weapon as if he had proficiency with that weapon as long as he has used Examine Technique on someone with proficiency and wielding the weapon within the past minute.

**Block Attack (Su):** As long as an adaptive warrior of 5th level maintains psionic focus, he may, as an immediateaction, attempt to block any attack, but not touch attack, made by an opponent he has used his Examine Technique ability on within the past

minute. To successfully block the attack, the adaptive warrior makes an attack roll against the enemy's attack roll, adding his class level to the roll. If the adaptive warrior's attack roll is equal to or greater than the enemy's attack, the attack is blocked and the adaptive warrior takes no damage and suffers no effects from the attack.

This ability may not be used against opponents two or more size categories larger than the adaptive warrior.

**Accelerated Combat (Su):** An adaptive warrior of 6th level or higher may, by expending psionic focus, rapidly speed up any fighting style he has witnessed within the past minute. Once every ten minutes, when the adaptive warrior attacks an opponent that he has used Examine Technique on within the past minute, he may make two additional attacks at his highest attack bonus as part of a full attack action. In addition, he gains a +2 circumstance bonus to his Armor Class until the beginning of his next turn.

**Extended Memory (Su):** Once an adaptive warrior reaches 7th level, the length of time he can choose to remember a particular fighting style, skill, proficiency, or feat is increased to one hour. In addition, the adaptive warrior may as a swift action attempt to recall a single fighting style, skill, proficiency, or feat even after expending psionic focus by making a successful Autohypnosis roll (DC 15 + the number of rounds since witnessing the style, skill, proficiency, or feat). The adaptive warrior must currently have psionic focus to use this ability.

**Extended Examination (Su):** An adaptive warrior of 8th level or higher is able to examine creatures for longer periods of time to pick up more subtle aspects of a creature's fighting style or abilities. By examining a creature using Examine Technique as a full-round action, an adaptive warrior's competence

Table: The Adaptive Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+1	+1	+1	+0	Counter fighting style, examine technique	-
2nd	+2	+1	+1	+0	Mimic skill	+1 level of existing class
3rd	+3	+2	+2	+1	Mimic proficiency	+1 level of existing class
4th	+4	+2	+2	+1	Counter fighting style (critical)	+1 level of existing class
5th	+5	+3	+3	+1	Block attack	+1 level of existing class
6th	+6	+3	+3	+2	Accelerated combat, examine technique (swift)	-
7th	+7	+4	+4	+2	Extended memory	+1 level of existing class
8th	+8	+4	+4	+2	Extended examination	+1 level of existing class
9th	+9	+5	+5	+3	Mimic feat	+1 level of existing class
10th	+10	+5	+5	+3	Combine fighting styles	+1 level of existing class



bonus against that enemy for the following round increases to his class level when using his Counter Fighting Style and Block Attack abilities.

**Mimic Feat (Su):** As long as an adaptive warrior of 9th level or higher maintains psionic focus, he may mimic any Combat, Critical, or Psionic feat that he has seen used within the past minute by a creature targeted by Examine Technique. The feat must actually be a feat that is used as part of an action, such as Deep Impact, and not a passive ability, such as Psionic Body. The adaptive warrior must meet any prerequisites the feat may have to mimic it.

**Combine Fighting Styles (Su):** Upon achieving 10th level, an adaptive warrior is able to combine the different fighting styles he has examined in the past hour, creating an unpredictable, yet highly effective technique that baffles his opponents. As long as the adaptive warrior maintains psionic focus, has used his Examine Technique ability on at least two creatures in the past hour, and has not expended his psionic focus since using his Examine Technique, he can, as a swift action, treat his opponents as flat-footed when making attacks against them until the start of his next turn. This ability may be used a number of times per day equal to 4 + the adaptive warrior's Intelligence modifier.



## TELEKINETIC WEAPONMASTER

–working title – Tevolria's idea

**Alignment:** Any  
**Hit Die:** d10

### Requirements

Table: The Telekinetic Weaponmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+1	+0	+1	+0	Telekinetic reach	-
2nd	+2	+0	+1	+0	Telekinetic throw	+1 level of existing class
3rd	+3	+1	+2	+1	Telekinetic block	+1 level of existing class
4th	+4	+1	+2	+1	Dual kinetic mastery	+1 level of existing class
5th	+5	+1	+3	+1	Telekinetic whirlwind	+1 level of existing class

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

**Base Attack Bonus:** +5

**Feat:** Psionic Meditation, Psionic Weapon

**Psonics:** Must be able to manifest *far hand* or *telekinetic force*.

### Class Skills

The telekinetic weaponmaster's class skills are Autohypnosis, Bluff, Intimidate,

Skill Ranks per Level: 2 + Int modifier.

### Class Features

All of the following are class features of the telekinetic weaponmaster.

#### Weapon and Armor

**Proficiency:** Telekinetic weaponmasters gain no proficiency with any weapon or armor.

**Manifesting:** At each level indicated, a telekinetic weaponmaster 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 telekinetic weaponmaster to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before he became a telekinetic weaponmaster,

he must decide to which class he adds the new level of telekinetic weaponmaster for the purpose of determining power points per day, powers known, and manifester level.

If the character did not belong to a manifesting class before taking this prestige class, he does not gain manifesting levels.

**Telekinetic Reach (Su):** As long as a telekinetic weaponmaster maintains psionic focus, he gains reach with one melee weapon he is wielding. If the melee weapon he is wielding already grants reach, the reach is increased by 5 ft. At 3rd level, the telekinetic weaponmaster can use this ability when dual wielding and have it affect both weapons.

**Telekinetic Throw (Su):** Once a telekinetic weaponmaster has reached 2nd level, he can expend his psionic focus to throw a melee weapon. The attack is resolved as a melee attack against one enemy within 30 ft. as a standard action. The weapon thrown is treated as if it had the Returning special ability.

**Telekinetic Block (Su):** A telekinetic weaponmaster of 3rd level gains a +1 deflection bonus to AC while he maintains psionic focus. He may expend his psionic focus as a free action to increase this deflection bonus to +4 until the beginning of his next turn.

**Dual Kinetic Mastery (Su):** A 4th level telekinetic weaponmaster may wield melee weapons as normal and also have a weapon that is wielded telekinetically. The weapon must remain within 20 ft. of the telekinetic weaponmaster. The telekinetic weaponmaster designates one square within range and can make attacks or attacks of opportunity from that square as well as the square in which he actually resides. This telekinetically-wielded weapon does not benefit from additional attacks from effects such *haste*, nor does it make iterative attacks. A telekinetic weaponmaster may only attack with weapons he wields or with the telekinetic weapon as a standard action, but may attack with his held weapons and with his telekinetic weapon on a full attack action.

**Telekinetic Whirlwind (Su):** As a standard action, the telekinetic weaponmaster may designate a 10 ft. square within 20 ft. and make a single melee attack against each enemy inside using a weapon he is wielding.

## PSIONIC ITEMS

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

## PSIONIC WEAPONS

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

### PSIONIC WEAPON SPECIAL ABILITY

#### DESCRIPTIONS

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

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

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

Strong metacreativity; ML 13th; Craft Magic Arms and Armor, *null psionics field*; Price +3 bonus.

## CRYSTALLINE FOCUS ITEMS

Unlike most items which grant new abilities or improve the wearer, crystalline focus items improve a psionically-created item such as a *mind blade*, *mind armor*, or an astral suit.

### CRYSTAL BOW

**Aura** faint psychokinesis; **ML** 3rd  
**Slot** weapon; **Price** 11,200 gp (+1), 44,800 gp (+2), 100,800 gp (+3); **Weight** 2 lbs

#### DESCRIPTION

A *crystal bow* looks like a crystalline bow with no string and comes in short, medium, and long varieties. A soulnife, or anyone else with the ability to manifest a mind bolt, channels their mind bolt through the *crystal bow* when summoning it. This does not otherwise alter the action needed to summon a mind bolt, the summoner must simply be wielding the *crystal bow* and choose to manifest the mind bolt through the bow.

*Crystal hilts* have 45 hit points and a hardness of 15.

When a mind bolt is manifested in this fashion,

the maximum enhancement bonus of the mind bolt is increased to +5. Any effects that would further increase the maximum enhancement bonus are wasted. The enhancement bonus of the mind bolt is increased by the enhancement bonus of the *crystal bow*, although it may not exceed +5.

*Crystal bows* may only be made with a +1, +2, or +3 enhancement bonus.

---

**CONSTRUCTION**

**Requirements** Craft Crystalline Focus, ability to manifest mind bolt; **Cost** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

**CRYSTAL GAUNTLETS**

**Aura** faint psychokinesis; **ML** 3rd  
**Slot** weapon; **Price** 11,200 gp (+1), 44,800 gp (+2), 100,800 gp (+3); **Weight** 2 lbs

---

**DESCRIPTION**

*Crystal gauntlets* looks like crystalline gloves with the fingers removed. A character with the ability to empower their unarmed strikes, such as a soulknife with the deadly fist archetype, can channel that power through the *crystal gauntlets* when activating it. This does not otherwise alter the action needed to empower the unarmed strikes, the wearer must simply be wielding the *crystal gauntlets* and choose to channel the power through the gauntlets.

*Crystal gauntlets* have 45 hit points and a hardness of 15.

When a character with empowered strikes uses these gauntlets in this fashion, the maximum enhancement bonus of the empowered strikes is increased to +5. Any effects that would further increase the maximum enhancement bonus are wasted. The enhancement bonus of the empowered strikes is increased by the enhancement bonus of the *crystal hilt*, although it may not exceed +5.

*Crystal gauntlets* may only be made with a +1, +2, or +3 enhancement bonus.

---

**CONSTRUCTION**

**Requirements** Craft Crystalline Focus, ability to use empowered strikes; **Cost** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

**CRYSTAL GRIP**

**Aura** faint psychokinesis; **ML** 3rd  
**Slot** shield; **Price** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3); **Weight** 2 lbs

---

**DESCRIPTION**

A *crystal grip* looks like a crystalline handle with nothing attached. A soulknife, or anyone else with the ability to manifest a mind shield, channels their mind shield through the *crystal grip* when summoning it. This does not otherwise alter the action needed to

summon a mind shield, the summoner must simply be wielding the *crystal grip* and choose to manifest the mind shield through the grip.

*Crystal grips* have 45 hit points and a hardness of 15.

When a mind shield is manifested in this fashion, the maximum enhancement bonus of the mind shield is increased to +5. Any effects that would further increase the maximum enhancement bonus are wasted. The enhancement bonus of the mind shield is increased by the enhancement bonus of the *crystal grip*, although it may not exceed +5.

*Crystal grips* may only be made with a +1, +2, or +3 enhancement bonus.

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**CONSTRUCTION**

**Requirements** Craft Crystalline Focus, ability to manifest mind shield; **Cost** 2,500 gp (base), X gp (lesser), Y gp (improved), Z gp (greater)

**CRYSTAL HILT**

**Aura** faint psychokinesis; **ML** 3rd  
**Slot** weapon; **Price** 11,200 gp (+1), 44,800 gp (+2), 100,800 gp (+3); **Weight** 2 lbs

---

**DESCRIPTION**

A *crystal hilt* looks like a crystalline sword with no blade and comes in light, one-handed, and two-handed varieties. A soulknife, or anyone else with the ability to manifest a mind blade, channels their mind blade through the *crystal hilt* when summoning it. This does not otherwise alter the action needed to summon a mind blade, the summoner must simply be wielding the *crystal hilt* and choose to manifest the mind blade through the hilt.

*Crystal hilts* have 45 hit points and a hardness of 15.

When a mind blade is manifested in this fashion, the maximum enhancement bonus of the mind blade is increased to +5. Any effects that would further increase the maximum enhancement bonus are wasted. The enhancement bonus of the mind blade is increased by the enhancement bonus of the *crystal hilt*, although it may not exceed +5.

Characters wielding two mind blades only gain the benefit on the mind blade channeled through the *crystal hilt*. Multiple *crystal hilts* would be needed to affect multiple mind blades.

Throwing a mind blade while wielding a *crystal hilt* does not require the crystal hilt be thrown. If forming your mind blade into two blades, only one is altered by the crystal hilt unless you are wielding two crystal hilts.

*Crystal hilts* may only be made with a +1, +2, or +3 enhancement bonus.

---

**CONSTRUCTION**

**Requirements** Craft Crystalline Focus, ability to

manifest mind blade; **Cost** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

### CRYSTAL SPAULDERS

**Aura** faint psychokinesis; **ML** 3rd

**Slot** armor; **Price** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3); **Weight** 2 lbs

#### DESCRIPTION

*Crystal spaulders* are crystalline plates resembling armor and are worn on the upper arms and shoulders, although they take up the armor magic item slot. An aegis, or anyone else with the ability to create an astral suit or mind armor, can channel their astral suit or mind armor through the *crystal spaulders* when creating it. This does not otherwise alter the action needed to create an astral suit or mind armor, the summoner must simply be wearing the *crystal spaulder* and choose to create the astral suit or mind armor through the spaulders.

*Crystal spaulders* have 45 hit points and a hardness of 15.

When an astral suit is formed through *crystal spaulders*, it gains an enhancement bonus to the armor bonus it grants equal to the enhancement bonus of the *crystal spaulders*. In addition, the character gains a number of customization points to spend equal to the enhancement bonus of the *crystal spaulders*.

When mind armor is created in this fashion, the maximum enhancement bonus of the mind armor is increased to +5. Any effects that would further increase the maximum enhancement bonus are wasted. The enhancement bonus of the mind armor is increased by the enhancement bonus of the *crystal spaulders*, although it may not exceed +5.

*Crystal spaulders* may only be made with a +1, +2, or +3 enhancement bonus.

#### CONSTRUCTION

**Requirements** Craft Crystalline Focus, ability to manifest mind armor or an astral suit; **Cost** 2,800 gp (+1), 11,200 gp (+2), 25,200 gp (+3)

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