

PSIONICS AUGMENTED



◆ COMPILATION II ◆

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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PSIONICS AUGMENTED COMPILATION II

Contributing Authors: Andreas Rönnqvist, Jeremy Smith, Chris Bennett, Forrest Heck, Jade Ripley, Jeremy Smith, Michael Shih, Paul S. Gazo, Sasha Hall, Scott Benoit

Interior Design: Forrest Heck

Interior Layout: Forrest Heck, Jeremy Smith

Artwork: Gary Dupuis, J.D. Dianderas, Jesus Garcia Lopez, Joe Shawcross, Matt Morrow, Tithi Luadthong, Troy Graham

Publisher: Jeremy Smith

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FOREWORD & INTRODUCTION

Every now and again I get *the* question: “When is Dreamscarred Press doing another psionics supplement?” Psionics was our first entry into the world of being a third-party developer and it remains our strongest and most-loved line, so I understand entirely why folks are so eager to see more.

I have good news: the psionics was coming from inside the house the whole time!

Aside from our *Psionics Augmented: Occult* line (which deserved, and got, its own compilation), we’ve been tinkering away with additional psionic content in several supplements over the last year or so. Some of these, like *Psionics Augmented: Wilder* were dedicated books looking to expand a single class, while other material was released as part of supplements like *Lords of the Night*, and while we’ve been super excited to offer up all these new powers, feats, archetypes, and prestige classes, it’s definitely true that with them being as broken-up as they are, the new material’s been hard to access. Not any more; welcome to your one-stop shop for the psionic material found in *Lords of the Night*, *Psionics Augmented: Focused Disciplines*, *Psionics Augmented: Psychic Warrior*, *Psionics Augmented: Soulknives*, *Psionics Augmented: Wilder*, as well as some of the new feats and concepts introduced with our releases for the highlord class.

We look forward to expanding on the powers of the mind even more in the months and years to come. In the meantime, take a dive into the fruits of our labors without having to have eighty tabs open to do it.

—Jade Ripley, game designer, Dreamscarred Press

USING THIS BOOK

Psionics Augmented: Compilation II is divided into eight chapters. Each chapter is dedicated to a different type of character options, as follows:

Chapter 1: Psions—This chapter includes 24 new choices for psionic discipline focuses, themed around different focuses within disciplines.

Chapter 2: Psychic Warriors—This chapter includes new warrior path options for psychic warriors, as well as three archetypes, the reaver, silhouette, and halo knight.

Chapter 3: Soulknives—This chapter introduces a plethora of new blade skill options, as well as three archetypes, the augmented blade, brutality blade, and the revised psychic armory.

Chapter 4: Wilders—This chapter includes two wilder archetypes, the voidheart and surging muse.

Chapter 5: Feats—This chapter includes many new psionic feats, including specialized soulknife feats, support for various psychic warrior paths, and options for collective-using classes.

Chapter 6: Prestige Classes—This chapter includes seven psionic prestige classes. It also includes compiled rules for adapting existing prestige classes for use by soulknives, describing alterations to prerequisites and class features.

Chapter 7: Psionic Powers—This chapter collects a variety of psionic powers for manifesters of all types.

WHAT’S IN THIS BOOK?

Psionics Augmented: Compilation II compiles the following releases from Dreamscarred Press:

- *Psionics Augmented: Focused Disciplines*
- *Psionics Augmented: Powers*
- *Psionics Augmented: Powers II*
- *Psionics Augmented: Psychic Warrior*
- *Psionics Augmented: Psychic Warrior II*
- *Psionics Augmented: Soulknives*
- *Psionics Augmented: Soulknives II*
- *Psionics Augmented: Soulknives III*
- *Psionics Augmented: Wilders*

In addition, it includes psionic powers from *Lords of the Night* and feats from *Psionics Augmented: Highlord*. Some of the material in this book has been slightly reworded and reorganized, but most of it functions the same as it did in its original printing. The exceptions to this are several wilder options and the psychic armory soulknife archetype found in Chapter 3: Soulknives. The psychic armory, after continued feedback and testing after its release, proved to gain much more than it gave up, and has been adjusted to not only be more balanced, but also to better deliver on its mixed melee-and-ranged concept. For the wilder options, the Mental Equilibrium feat, as originally printed in *Psionics Augmented: Wilders*, had no mechanical function. The feat has been removed, and class options that relied on it previously have been adjusted to no longer require it.

BOOKS NEEDED

The material in this book expands on the base classes and rules found in *Ultimate Psionics*. As such, that book, along with the *Pathfinder Roleplaying Game Core Rulebook*, is needed to make the most of this release of *Psionics Augmented*.

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CHAPTER 1: PSIONS

The psionic disciplines provide themes for the different varieties of psions—from the shaper who focuses on using ectoplasm to create or modify items and creatures, to the kineticist who prefers the manipulation of the different forms of energy, to the seer who gleans insight from intuition and extrasensory perceptions. Yet even in these disciplines, there are specialized studies that take these roles and distill them further. For example, a shaper may deal primarily in crystal, a kineticist may be enamored with fire, and a telepath could focus on using his abilities for informational gathering while keeping a low profile.

First used in *Ultimate Psionics*, these are known as advanced disciplines—alternative options to the primary discipline choices for psions. Advanced disciplines don't change which psionic powers a psion can use, but instead alter the abilities gained from the discipline. In this book, these new advanced disciplines have a particular focus of the original discipline, giving rise to the term focused disciplines.

Advanced Disciplines

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

CLAIRSENTIENCE

The following are new advanced disciplines for psions of the clairsentience discipline.

Aura

The following discipline abilities replace the alter the waves and seeing the connections abilities of the clairsentience discipline.

Aura Sight (Su): Starting at 8th level, so long as you maintain psionic focus, you can tell the alignment of any creature you can see. If you expend psionic focus as a swift action, you can tell the strength of the alignment aura of all creatures you can see.

Smiting Ideals (Su): Starting at 14th level, once per day, you may expend psionic focus as a swift action to use the Smite Evil ability as a Paladin of half your class level, except it targets any one creature who has a different alignment than you, and all references to Charisma instead use Intelligence. At 16th level, and

again at 18th level and 20th level, you may do so once more each day.

Falsehood

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

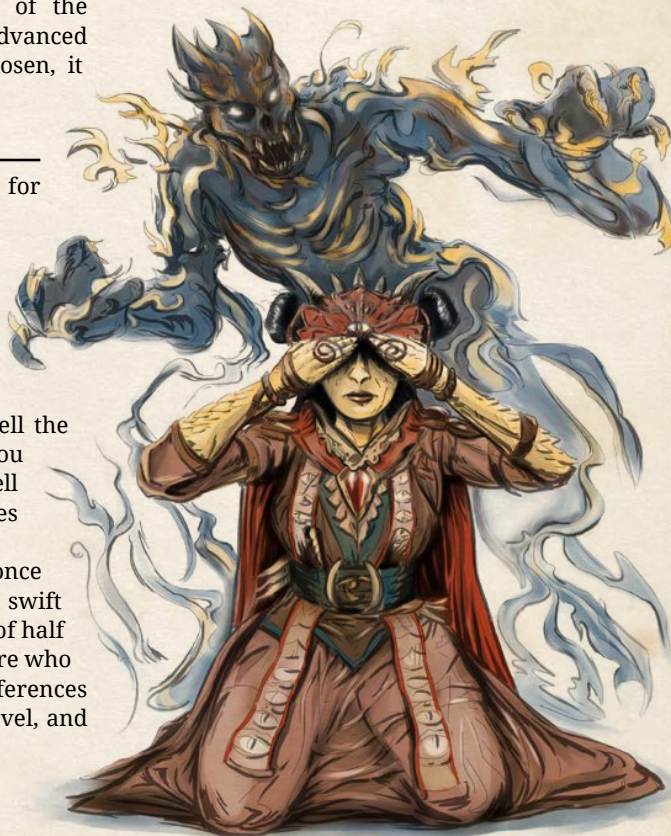
False Notion (Su): Starting at 2nd level, you may expend psionic focus as a swift action to implant a false thought in the mind of an enemy you can see within 30 feet. This enemy takes a –1 penalty to their next two d20 rolls. At 6th level and every 4 levels thereafter, this penalty increases by –1, to a maximum of –5 at 18th level. This is a mind-affecting effect.

Lies and Slander (Su): Starting at 8th level, you may expend psionic focus once per day to cause all enemies within 20 feet to take a –1 penalty to the next d20 roll each of them makes. This penalty increases by –1 at 10th level and every even level thereafter, and you can use it once more per day at each of those levels.

Reading

The following discipline abilities replace the alter the waves and seeing the connections abilities of the clairsentience discipline.

Hindsight (Su): Starting at 8th level, you may expend psionic focus once per day as a free action after you fail



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an attack roll or saving throw and the result is stated. This provides you with a retroactive +2 bonus to the roll, which can change the result of the roll. At 10th level and every two levels thereafter, you can use this ability once more per day and the bonus increases by +1. At 14th level, you may expend two uses of this ability at once to provide its benefits to an ally within 30 feet.

Who Are You? (Su): Starting at 14th level, you may, once per day, learn what a single creature that you can see's alignment is, as well as what its lowest and highest ability scores are and what classes it has levels in, if any. You may expend psionic focus as you do this to also learn the three skills it has the most ranks in and how many hit dice it has. If more than three skills are tied for having the most ranks, the GM selects which ones to list.

Terror

The following discipline abilities replace the recovered information and seeing the connections abilities of the clairsentience discipline.

Fright Factor (Su): Starting at 2nd level, so long as you maintain psionic focus, any creature that fails a Will save against a Clairsentience power you manifest also becomes shaken for 2 rounds. You may expend psionic focus as a swift action when you would activate this ability to instead cause that creature to be frightened for an equal number of rounds. At 6th level and every four levels thereafter, this ability lasts for an additional round (3 at 6th level, 4 at 10th level, and so on).

Terrifying Presence (Su): Starting at 14th level, so long as you maintain psionic focus, any hostile creature that comes within 10 feet of you must make a Will save against a DC of 10 + half your psion level + your Intelligence modifier. On a successful save, they are shaken for 1d4 rounds and become immune to this ability for 24 hours. On a failed save, they are panicked for 1d4 rounds.

METACREATIVITY

The following are new advanced disciplines for psions of the metacreativity discipline.

Crystal

The following discipline abilities replace the summoner's call and ectoplasmic projection abilities of the metacreativity discipline.

Crystal Shot (Su): Starting at 2nd level, you may expend psionic focus as a swift action to make a ranged attack with a range of 30 feet and two range increments. This attack deals 1d8 piercing damage, threatens a critical hit on a natural 20, and deals triple damage on a critical hit. The damage increases by 1d8 at 5th level and every 3 levels thereafter (2d8 at 5th level, 3d8 at 8th level, and so on). You may use your Intelligence modifier instead of your Dexterity modifier to determine your bonus to the attack roll.

Crystal Edge (Su): Starting at 8th level, so long as you maintain psionic focus, you add the number of damage

dice for your crystal shot ability to all attack and damage rolls with manufactured weapons.

Guiding

The following discipline abilities replace the summoner's call and maestro of ectoplasm abilities of the metacreativity discipline.

Guide the Blade (Su): Starting at 2nd level, so long as you maintain psionic focus, all attack rolls made against hostile creatures within 25 feet of you gain a +1 insight bonus. This does not apply while you are flat-footed. At 6th level and every 4 levels thereafter, this bonus increases by +1.

Direct the Flow (Su): Starting at 14th level, you may expend psionic focus as an immediate action to give a single attack roll made within 30 feet of you a bonus equal to twice the bonus provided by your guide the blade ability.

Plasmic

The following discipline abilities replace the ectoplasmic projection and maestro of ectoplasm abilities of the metacreativity discipline.

Right Tool for the Job (Su): Starting at 8th level, so long as you maintain psionic focus, you may use a move action to manipulate ectoplasm in such a way to create a tool to assist with a skill you have ranks in. This tool provides a circumstance bonus to skill checks with that skill equal to one-fourth your psion level. You may expend psionic focus when you use this tool to increase the bonus to one-half your psion level, but the tool breaks after being used in such a way.

Persistent Plasma (Su): Starting at 14th level, so long as you maintain psionic focus, you gain a +2 bonus to all skill checks in which you have ranks, even when not using a tool. Using an actual tool causes you to lose this bonus. This bonus increases to +3 at 17th level and to +4 at 20th level.

Steel

The following discipline abilities replace the summoner's call and maestro of ectoplasm abilities of the metacreativity discipline.

Iron Ego (Su): Starting at 2nd level, once per day when you would be hit with an attack that doesn't target your touch or flat-footed AC, you may expend your psionic focus as an immediate action. This gives you a +2 untyped bonus to AC against that attack. If this would cause you to have a high enough AC to have not been hit, you are not hit. This bonus increases by +1 at 7th level, and again at 12th level and 17th level. You may use this ability twice per day at 9th level, and three times per day at 16th level.

Shielded Spirit (Su): Starting at 14th level, so long as you maintain psionic focus, you gain a +5 shield bonus to AC. When you use your iron ego ability, this shield bonus stays in effect until the attack is resolved, instead of immediately after you expend your psionic focus. This shield bonus increases to +6 at 19th level.

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PSYCHOKINESIS

The following are new advanced disciplines for psions of the psychokinesis discipline.

Blaze

The following discipline abilities replace the telekinetic hurl and energetic recharge abilities of the psychokinesis discipline.

Stop Drop and Roll (Su): Starting at 2nd level, you gain fire resistance equal to your manifester level. Additionally, when fire damage is dealt to you, you may choose to give up your resistance to fire damage for one round to spread it to your foes. All enemies within 10 feet of you take one-fourth as much fire damage as you do, in addition to any they would've already taken.

Pyromniac (Su): Starting at 14th level, you may expend psionic focus when you use a power that deals fire damage to reduce all fire resistance possessed by the target against this one power by an amount equal to your manifester level. If this would reduce the target's fire resistance to less than zero, all creatures within 10 feet of the target take fire damage equal to your manifester level. Creatures without fire resistance gain vulnerability to fire against this one power.

Boom

The following discipline abilities replace the telekinetic hurl and kinetic aura abilities of the psychokinesis discipline.

Sonic Burst (Su): Starting at 2nd level, when you manifest a power that deals sonic damage to a single creature, you may expend your psionic focus to instead cause it to deal +1 damage per die to that creature, and deal damage equal to half your manifester level to all creatures in a 5 foot radius of the targeted creature. This increases to a 10 foot radius at 6th level, a 15 foot radius at 12th level, and a 20 foot radius at 18th level.

Crash and Clang (Su): Starting at 8th level, whenever you manifest a power that deals sonic damage to a single creature, that creature must make a Fortitude save against the normal DC of that power or be deafened for one hour. A successful Fortitude save reduces this time to one minute. You may expend your psionic focus to affect all creatures within 5 feet of the creature instead. This increases to all creatures within 10 feet at 16th level.

Chill

The following discipline abilities replace the kinetic aura and psychokinetic recharge abilities of the psychokinesis discipline.

Sluggish Cold (Su): Starting at 8th level, so long as you maintain psionic focus, whenever you manifest a power that deals cold damage, all targets of that power have all of their movement speeds reduced by 5 feet, to a minimum of 5 feet. This penalty increases to 10 feet at 12th level, 15 feet at 16th level, and 20 feet at 20th level.

Frostbitten Waste (Su): Starting at 14th level, you can expend your psionic focus as a free action when you manifest a power that deals cold damage. In doing so, all targets of that power must make a Fortitude save against the normal DC of that power or be staggered for 1d6+2 rounds. If they succeed at their save, they are instead staggered for 1 round.

Spark

The following discipline abilities replace the telekinetic hurl and kinetic aura abilities of the psychokinesis discipline.

Invigorating Volt (Su): Starting at 2nd level, you may expend your psionic focus as a free action when you manifest a power that deals electricity damage. For every 5 points of damage you deal, before factoring in resistance or immunity, you gain a cumulative +1 insight bonus to one of the following: attack rolls, damage rolls, AC, Fortitude saves, Reflex saves, Will saves, or skill checks.

The maximum bonus this ability can provide is equal to your Intelligence modifier. This bonus lasts for one round, and you can only benefit from one instance of this ability at a time. This bonus lasts for one more round at 5th level and every 3 levels thereafter, to a maximum of seven rounds at 20th level (two rounds at 5th level, three rounds at 8th level, and so on). If you benefit from this ability while it's already active, the duration increases by one round.

Spark of Inspiration (Su): Starting at 8th level, once per day when you use your invigorating volt ability, you may reduce its duration by two rounds to provide its benefits to all allies within 20 feet of you, including yourself. You may use this ability twice per day at 13th level and three times per day at 18th level.

PSYCHOMETABOLISM

The following are new advanced disciplines for psions of the psychometabolism discipline.

Adrenal

The following discipline abilities replace the metabolic healing and shared effect abilities of the psychometabolism discipline.

Activated Glands (Su): Starting at 2nd level, when you manifest a psychometabolism power while maintaining psionic focus, you gain a +1 dodge bonus to AC and Reflex saves for a number of rounds equal to the level of the power. This bonus increases by +1 every four psion levels thereafter.

Got My Own Back (Su): Starting at 8th level, any time you manifest a psychometabolism power with a range of personal, you can expend psionic focus to gain a +4 insight bonus to attack and damage rolls made as part of attacks of opportunity for a number of rounds equal to twice the level of the power.

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Animalia

The following discipline abilities replace the shared effect and resilient body abilities of the psychometabolism discipline.

Bestial Enhancement (Su): Starting at 8th level, when you manifest a psychometabolism power, you can expend 3 additional power points to gain a +2 insight bonus to one physical ability score of your choice for one minute. This counts as an augment for the power and follows the manifestation still follows the rules for the manifest level cap. This bonus increases to +4 if you are manifesting a power that's 4th level or above, and to +6 if you are manifesting a power that's 8th level or above.

Animalistic Retaliation (Su): Starting at 14th level, once per day when a critical hit would be confirmed against you, you may make an attack of opportunity with a +4 morale bonus to attack and damage against the creature which confirmed the critical hit. You can do this once more per day for every level beyond 14th.

Second Gear

The following discipline abilities replace the metabolic healing and resilient body abilities of the psychometabolism discipline.

Astounding Swiftess (Su): Starting at 2nd level, you gain a +10 foot competence bonus to all of your movement speeds when psionically focused. This improves by +10 feet at 6th level and every 4 levels thereafter.

Faster Than Thought (Su): Starting at 14th level, once per day, you may expend your psionic focus to manifest two powers, with a manifesting time of one standard action or less, as a full-round action. The total power point cost of these two powers may not exceed your manifest level. You may do this once more per day at 16th level, 18th level, and 20th level.

Storage

The following discipline abilities replace the metabolic healing and resilient body abilities of the psychometabolism discipline.

Secret Pocket (Ex): Starting at 2nd level, you begin to access a secret pocket within your very skin. You can store up to one cubic foot of material in your secret pocket, and it does not count against your encumbrance. Magical items within this secret pocket have no effect. At 4th level and every two levels thereafter, the volume of your secret pocket increases by one cubic foot. You add your class level to Sleight of Hand checks to hide items within this pocket.

Expulsion (Su): Starting at 14th level, you can launch items from your secret pocket with ease. As a standard action, you may expend your psionic focus to completely empty your secret pocket. This deals 2d6 bludgeoning, piercing, and slashing damage per cubic foot that was filled to all creatures in a 15 foot cone, and all items stored in your secret pocket are flung to the end of this cone.

PSYCHOPORTATION

The following are new advanced disciplines for psions of the psychoportation discipline.

Bypass

The following discipline abilities replace the inconstant position and accelerated activity abilities of the psychoportation discipline.

Pass Through (Su): Starting at 8th level, at-will, you can expend your psionic focus as a move action to teleport 20 feet in any direction. This teleportation must occur in a straight line, and you need to know how far you'll be teleporting, but don't need line of sight or line of effect. If this would cause you to occupy an occupied space, the use fails. At 10th level and every even level thereafter, you may do this once more per day and you can choose to teleport an additional 10 feet at a time.

Disappearing (Su): Starting at 14th level, once per day while psionically focused, you may gain an insight on a single Stealth check to hide equal to your class level. This is done as part of the action required for the Stealth check. You may do this once more per day at 15th level and every level thereafter.

Drive

The following discipline abilities replace the nomad's step and inconstant position abilities of the psychoportation discipline.

Push Through (Su): At 2nd level, you may expend your psionic focus as a full-round action to cause a willing ally within 15 feet to teleport to a location within 15 feet of them to which you have line of sight. At every psion level thereafter, both of these distances increase by 5 feet.

Chauffeur's Voyage (Su): At 8th level, once per day as a full-round action while psionically focused, you can teleport yourself and all willing allies within 10 feet to anywhere within 50 feet to which you have line of sight. Your allies remain in the exact same position with relation to you, and vice-versa. At 10th level and every even psion level thereafter, you can use this ability once more per day.

Labyrinth

The following discipline abilities replace the nomad's step and accelerated activity abilities of the psychoportation discipline.

Incomprehensible Rhythm (Su): Starting at 2nd level, when you are psionically focused, your movements do not trigger blindsense or tremorsense, and you increase the saving throw DCs of your psion powers by 2 against foes that have attacked you and missed in the last round.

Here Before (Su): Starting at 14th level, you add twice your psion level to all Survival and Knowledge (geography) checks.

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Retrieval

The following discipline abilities replace the nomad's step and inconstant position abilities of the psychoportation discipline.

To My Hand (Su): Starting at 2nd level, you may expend your psionic focus to cause one unattended object within 20 feet that you can hold with one hand to teleport to your hand. You must have at least one hand free and line of effect to the object. The range at which you can do this extends by 5 feet every level thereafter.

Boomerang Warp (Su): Starting at 8th level, you've gained the ability to throw a weapon and bring it back to your hand the instant it hits. Your thrown weapons are always treated as if they had the *returning* property, except that the weapon you throw returns to your hand immediately after any thrown attack resolves.

TELEPATHY

The following are new advanced disciplines for psions of the telepathy discipline.

Channel

The following discipline abilities replace the mental intrusion and last respite abilities of the telepathy discipline.

Direct Link (Su): Starting at 2nd level, you're able to link your mind with a single target as a move action. You and that creature can share thoughts with each other so long as you remain within 150 feet of each other. This range increased by 10 feet at every level after 2nd. This is a mind-affecting effect.

Distant Message (Su): Starting at 14th level, you can send a message to any creature that you've used your direct link ability with over the course of the last week. This creature must be on the same plane as you, but the range is unlimited. This is a mind-affecting effect, and takes as much time as it would have to speak the message.

Closed

The following discipline abilities replace the telepathy and last respite abilities of the telepathy discipline.

Out of the Loop (Su): Starting at 8th level, you can keep a creature out of the loop. To do this, you must expend your psionic focus and target a creature you can see within 50 feet. They must succeed on a DC 10 + half your psion level + your Intelligence modifier Will save or become deaf and lose all telepathic abilities for a number of rounds equal to half your class level. This is a mind-affecting effect.

Strike The Ignorant (Su): Starting at 14th level, you're able to direct the actions of your allies to perfectly coordinate an attack against those you've kept out of the loop. Any creature affected by your out of the loop ability is dealt +2d8 damage by all weapon attacks from allies within a 30 foot radius of you.

Informant

The following discipline abilities replace the telepathy and last respite abilities of the telepathy discipline.

In the Know (Su): Starting at 8th level, you're always in the know, so long as you're psionically focused, you add half psion level to all Knowledge and Diplomacy checks.

I Was Never Here (Su): Starting at 14th level, you can erase any memory of your being there from those who would be suspicious of you. When you fail a Stealth check you may immediately expend your psionic focus as a free action to reroll the check with a bonus equal to half your Psion level, with the DC determined by a Will save instead of by a Perception check.

Mystique

The following discipline abilities replace the mental intrusion and telepathy abilities of the telepathy discipline.

Recall Another's (Su): Starting at 2nd level, you can grab hold of other people's memories. As a standard action while you're psionically focused, you may make a Sense Motive check. One intelligent creature within 30 feet of your choice must then make a Will save. If they succeed, they may not be affected by this ability for the next 24 hours. If they fail, you gain all of their memories from the past 5 hours, plus one hour for every point by which they fail the Will save. This is a mind-affecting effect.

Implant Memory (Su): Starting at 8th level, you can lie to your foes through their very minds. As a standard action while you're psionically focused, one intelligence creature within 30 feet of your choice must then make a Will save with a DC of 10 + half your psion level + your Intelligence modifier. If they succeed, they may not be affected by this ability for the next 24 hours. If they fail, you convince them that they experienced something that they didn't actually experience. They may use your Bluff modifier instead of their own when convincing people of this. This is a mind-affecting effect.



CHAPTER 2: PSYCHIC WARRIORS

Presented in this chapter are new path options for the psychic warrior class, as well as three new archetypes, the halo knight, reaver, and silhouette.

NEW WARRIOR PATHS

The following path options can be selected by any psychic warrior, just like the paths in *Ultimate Psionics*. Path powers marked with an asterisk (*) are new powers that can be found in Chapter 7: Psionic Powers.

Anomalous Path

You possess an unstable psychic power within you in the form of animus, and you've learned to bend it to martial pursuits. Psychic warriors with the pathwalker archetype from *Path of War* can select the anomalous path as one of their paths, treating it as the path for the Elemental Flux discipline.

Skills: Knowledge (arcana), Perception, Spellcraft

Powers: *Animus overload*, **transfer animus**

Bonus Class Skill: Knowledge (arcana)

Trance: Starting at 3rd level, whenever the psychic warrior is psionically focused, he gains a +1 bonus on

saving throws against powers, psi-like abilities, spells, and spell-like abilities. This bonus increases by +1 at 7th level and every four levels thereafter.

Maneuver: Starting at 3rd level, as a move action, the psychic warrior can expend his psionic focus to add 1d4 points of animus to his animus pool (temporarily creating an animus pool if he does not currently possess one). the psychic warrior has an animus pool from another source (such as a class feature or the Tap Animus feat, see the sidebar to the left), these points are added to that pool. At 7th level and every four psychic warrior levels thereafter, the psychic warrior gains another 1d4 points of animus when activating this ability. This ability can only be used during combat, and the psychic warrior's animus pool persists for one minute after the last enemy combatant is defeated or the encounter otherwise ends. This path counts as an animus pool for the purposes of meeting prerequisites and requirements (excluding Extra Animus; the psychic warrior must possess an actual animus pool to take that feat).

Hungering Path

Your psionic power is a hungry scar within your psyche, devouring the mental strength of your foes.

Skills: Intimidate, Knowledge (planes), Perception

Powers: *Corrosive aura*, *dissipating touch*

Bonus Class Skill: Knowledge (planes)

Trance: Starting at 3rd level, whenever the psychic warrior is psionically focused, creatures within 10 feet of him take a -2 penalty on saving throws against the psychic warrior's abilities. This penalty increases by -1 at 7th level and again at 15th level. In addition, the range of this ability increases to 15 feet at 11th level, and 20 feet at 19th level.

Maneuver: Starting at 3rd level, as a swift action made with the a single attack (either unarmed, with a weapon, or with the use of a psionic power), the psychic warrior can expend his psionic focus to add his hunger to a single attack, siphoning energy from his foe to feed the void. If he hits, the target loses 1d6 power points (if they possess any) and 1 point from their phrenic pool (if they possess one), and the psychic warrior gains 1 temporary power point. At 7th level and every four levels thereafter, the lost power points increase by 1d6 and both the lost phrenic pool points and the temporary power points gained increases by 1. The temporary power points gained from this ability last for one minute or until used, and can be spent as normal.

Tap Animus (Combat)

You gain the ability to tap a small wellspring of animus within you.

Prerequisites: You may not possess the animus class feature.

Benefit: When you enter combat, you gain an animus pool with one point of animus at the start of your first turn, and add one point of animus to your animus pool at the start of each of your turns thereafter. Your animus pool persists for one minute after the last enemy combatant is defeated or the encounter otherwise ends. At the end of any round in which you initiate a maneuver (a strike, boost, or counter; see *Path of War* and *Path of War: Expanded*), you add an additional point of animus to you pool. You can use this animus pool to augment maneuvers or power animus-related feats and abilities as normal.

Special: If you ever gain the animus class feature, this feat is immediately exchanged for the Extra Animus feat.

Extra Animus (Combat)

Your reserves of animus are stronger.

Prerequisites: Must possess an animus pool.

Benefits: Your initial animus pool at the start of each combat increases by 2 points.

Special: You can take this feat multiple times. Each additional time you take the feat, your initial animus pool increases by 1 point instead of 2.

Outrider Path

You are skilled at creating psionic constructs, allowing you to manifest a mound of ectoplasm that carries you into battle.



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Skills: Acrobatics, Handle Animal, Ride

Powers: *Astral construct*, *skate*

Bonus Class Skill: Handle Animal

Trance: Starting at 3rd level, whenever the psychic warrior is psionically focused, he can create an ectoplasmic mount underneath him as a free action. Dismissing the mount is likewise a free action. This mount is the same size as the psychic warrior (even if he is under an effect that change his size), though he (and only he) can still ride it freely. It appears however the psychic warrior wishes, though it is always obviously made of energy and ectoplasm. If the psychic warrior dismounts, the mount dissipates, but can be recreated as a free action.

The mount is not a true creature, though it is ridden as if it were one. Its movements are directed telepathically by the psychic warrior, and it can take no actions other than movement. It has a number of hit points equal to half the psychic warrior's maximum hit points, its AC and saving throws are equal to the psychic warrior's, and it has no natural weapons or other offensive abilities. It does not have ability scores, and is treated as a construct for the purposes of spells, powers, and other effects.

At 3rd level, the mount has a base land speed of 40 feet. If the psychic warrior has a burrow, climb, fly, or swim speed, the mount also has a speed of that type, equal to its base land speed. At 7th level and every four levels thereafter, its base land speed increases by 10 feet. It uses the psychic warrior's class level for its ranks in the Climb, Fly, and Swim skills, and the psychic warrior's Wisdom modifier in place of its Strength or Dexterity modifier for those skills. Any time the psychic warrior is under an effect that his movement (such as the *burst* or *skate* powers, or a traceur's acrobatic movements class feature) or gives him a new movement mode, he may have it also affect the mount.

If the mount is destroyed, the psychic warrior loses all of his psionic focuses, but can recreate the mount as a free action at full hit points when he becomes psionically focused again. This ability counts as the Mounted Combat feat for the purpose of meeting prerequisites and requirements.

Maneuver: Starting at 3rd level, as a swift action, the psychic warrior can imbue the mount from his trance with incredible swiftness, granting it a +30-foot bonus to each of its speeds for one round. At 7th level, his mount can ignore difficult terrain for one round after he activates this ability. At 11th level, his mount (and by extension him) can freely move through other creatures' spaces as if they weren't there for one round after he activates this ability, though they cannot end their movement in another creature's space. Unlike most path maneuver abilities, this does not require the psychic warrior to expend his psionic focus.

NEW ARCHETYPES

The following are new archetypes for the psychic warrior class found in Chapter 2 of *Ultimate Psionics*.

Halo Knight

"Dying is harder than it looks; trust me on this one. The light of the soul blazing within me shines so brightly that the darkness of death cannot grasp me."

—Marlon "Gray" Vox, a halo knight

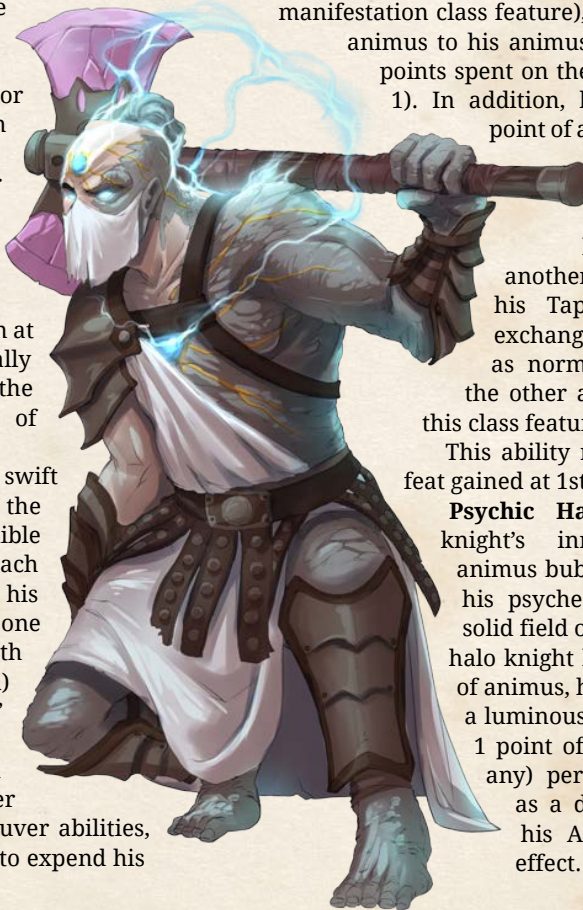
Some psychic warriors develop their craft with the mixed blessings of an unstable source for their power. This unstable spiritual energy, known as animus to some, is where these warriors learn to hone their craft and through rigorous practice and training, have learned that through focusing this energy to their martial skills that it can be harnessed into an effective fighting style. These halo knights manipulate the ebb and flow of their animus through their psychic reserves and use it to bolster both their manifesting and combat ability through the use of a halo of psychic energy that develops around them. This energy allows them to suspend energies around them in defensive auras, aid allies, and empower their attacks.

Psionic Animus: At 1st level, a halo knight gains Tap Animus as a bonus feat. Whenever the halo knight manifests a psionic power during combat (excluding psionic powers manifested with his animus manifestation class feature), he adds 1 point of animus to his animus pool per 2 power points spent on the power (minimum 1). In addition, he can generate 1 point of animus by spending 2 power points as a free action.

If the halo knight later gains another animus pool, his Tap Animus feat is exchange for Extra Animus as normal, but he retains the other abilities granted by this class feature.

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

Psychic Halo (Su): A halo knight's innate powers of animus bubble and boil out of his psyche to create a semi-solid field of energy. While the halo knight has at least 1 point of animus, he is surrounded by a luminous field which grants 1 point of Wisdom bonus (if any) per halo knight level as a deflection bonus to his AC. This is a force effect. This barrier also



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generates light as a *light* spell; the halo knight can suppress or resume this light as a free action (while it's suppressed, his eyes glimmer with restrained animus, noticeable with a DC 15 Perception check). This ability replaces psionic proficiency.

Warrior's Path (Ex): At 1st level, a halo knight gains the anomalous warrior's path (see page 9), instead of choosing from the normal list. This ability alters warrior's path, but does not cause the halo knight archetype to be incompatible with archetypes that replace the warrior's path class feature.

Anima Skills: Whenever a halo knight gains a psychic warrior bonus feat, he can choose to take an anima skill he qualifies for instead. Unless otherwise noted, an anima skill can only be taken once. Saving throw DCs are Wisdom-based. This ability alters bonus feats, but does not cause the halo knight archetype to be incompatible with other archetypes that alter the bonus feats class feature.

Anima Flare (Psi): By channeling raw animus through his halo, the halo knight can create a spontaneous psychokinetic effect. As standard action, the halo knight can expend his psionic focus to use one of the powers added to his power list with the Kinetic Halo anima skill as a psi-like ability. This power must be among his powers known. The halo knight spends three points of animus to manifest this psi-like ability, using his class level as his manifester level to determine its effectiveness. A halo knight must have the Kinetic Halo anima skill to select this anima skill.

Anima Infusion (Su): The halo knight's ability to manipulate animus allows him to increase the speed with which he may fortify or improve his form with the use of psionic powers. With this anima skill, he may use any psychic warrior power with a range of personal as an immediate action upon spending three points of animus as part of that manifestation. The halo knight must be at least 6th level before selecting this anima skill.

Animus Empowerment (Su): Weapons the halo knight wields are empowered by the passive powers of his animus, increasing their enhancement bonus by +1 (up to a maximum of +5; nonmagical weapons are considered to have an enhancement bonus of +0 for the purposes of this ability). His weapons increase their enhancement bonus by a further +1 at 12th level. Thrown weapons retain this increase for the duration of any attacks the halo knight makes with them. Alternatively, the halo knight can wreath his weapons in ghostly energy, dealing 1d6 points of additional damage of his active energy type (or 2d6 at 12th level) instead of increasing his enhancement bonuses. This energy allows him to strike incorporeal foes as if he possessed the *ghost touch* enhancement on the weapon. He can switch between energy and enhancement as a free action.

Durable Halo (Su): The halo knight's animus is so dense that it can turn blows away. While his psychic halo is active and he is psionically focused, the halo knight gains damage reduction/– equal to half his class level.

Empowered Halation (Su): By channeling animus into his psychic defenses, the halo knight can try to make his body impervious to harm. As an immediate action, the halo knight may spend a point of animus to improve the energy resistance granted to him by his improved psychic halo class feature by an additional 20 points, or gain 20 energy resistance to different energy types (acid, cold, electricity, or fire) if it is not his active energy type. If the halo knight also has the Durable Halo anima skill, he increases his damage reduction from it by 5. This effect lasts until the halo knight's next turn. The halo knight must be at least 9th level before selecting this anima skill.

Kinetic Halo: By tapping into the elemental powers of animus, the halo knight expands his power list to include psychokinetic tools not normally available to psychic warriors. He adds the following powers to his psychic warrior power list and may add one of these to his powers known (he must meet the manifester level requirement for selecting the power known): *energy ball*, *energy bolt*, *energy burst*, *energy cone*, *energy current*, *energy missile*, *energy push*, *energy ray*, *energy retort*, *energy splash*, and *energy stun*. This anima skill may be selected multiple times, adding a new power known to his list of powers.

Palisade Wall (Su): By spending 1 point of animus as a free action, the halo knight hardens his psychic halo's light to form a semi-physical field of hard light. This acts as a tower shield wielded by the halo knight, though he does not physically wield it. It is held by thought and will alone, and the halo knight does not take the normal attack penalties or armor check penalty for using it. The tower shield gains a +1 enhancement bonus at 4th level, and an additional +1 enhancement bonus every four levels thereafter. He can use it to gain cover as normal for a tower shield. The tower shield remains in existence for one minute per use of this ability.

Restorative Halo (Su): The halo knight creates a burst of restorative radiance from his psychic halo, revitalizing his allies. As a free action, the halo knight can expend his psionic focus and spend 2 points of animus to grant fast healing 5 to his allies within 60 feet for a number of rounds equal to 3 + his Wisdom modifier (minimum 4 rounds).

Animus Manifestation (Su): At 4th level, a halo knight gains the ability to augment his psionic abilities with the wild power of his animus. When manifesting a power, a halo knight can spend points of animus in place of power points to pay for the manifestation; this specifically allows the halo knight to mix manifesting with both power points and animus to pay for the same power. If the halo knight is also spending power points to augment the power further, these augments may be paid for with animus as well. Animus spent in this way count as power points to determine how many power points the halo knight may spend per round, and this does not allow him to augment a power beyond his manifester level. This ability replaces path skills.

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Improved Psychic Halo (Su): At 9th level, the defenses of a halo knight's animus field improve, generating more light (as a *daylight* spell, though he may still suppress it as normal) and more defensive power. The halo knight gains the uncanny dodge ability. In addition, his animus pool and psychic halo manifest at the start of a combat (this activates when initiative is roll, including the surprise round, if any), rather than the start of his first turn in a combat. His halo also grants him resistance 20 to his active energy type when manifested. If a halo knight already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead. This ability replaces secondary path.

Blazing Halation (Su): At 12th level, a halo knight is capable of causing his psychic halo to blaze with psionic energies. This is stressful to his psionic faculties. Once per day, while his psionic halo is active, he can cause it to blaze with energy as a swift action. The halo blazes for one minute, during which time the halo knight generates 1 additional point of animus at the start of his turn, 1 additional animus is generated during power manifestation, and creatures that hit him with melee attacks take 5d6 points of energy damage (energy type is based on the halo knight's active energy type). This damage only affects a given creature once per round. In addition, if the halo knight would take damage that reduces him to 0 or fewer hit points while under the effect of blazing halation, he can spend 3 points of animus as an immediate action to ignore the damage. He may use this ability one additional time per day at 15th level, and again at 18th level. This ability replaces pathweaving and twisting path.

Psionic Halation Endurance (Su): At 20th level, a halo knight's body is so infused with animus that he is fundamentally altered by it. The halo knight constantly gains the benefits of his psychic halo (which he can end or resume as a free action) and his life becomes entirely sustained by the constant flood of animus through his psyche. His type changes to outsider and he gains the native subtype. The halo knight no longer needs to eat, breathe, or sleep; his animus sustains these functions (though he may do so if he wishes, and he still must rest to regain power points). This ability replaces eternal warrior.

Reaver

"You can run all you like my friend, but all that will do is ensure that you will die tired."

—Ja'Chaunt, a reaver

Not all psychic warriors follow the path of common warfare, some opt to train in darker methods of combat—that of pattern reaving. These unsavory fellows learn more how to sneak and disguise themselves, and focus their intentions on the destruction of the patterns of select foes instead of on glory in combat. These psychic warriors, known as reavers, are ruthless killers or hardened avengers that use their esoteric talents to assist their covert actions.

Class Skills: A reaver gains Bluff, Disable Device, Disguise, and Stealth as class skills. He gains 6 + his Intelligence modifier in skill points per level. This alters the psychic warrior's skills.

Weapon and Armor Proficiencies: A reaver is proficient with all simple and martial weapons, plus the kama, katana, kusarigama, nunchaku, sai, shuriken, siangham, and wakizashi. He is proficient with light armor, but not with shields. This replaces the psychic warrior's normal weapon and armor proficiencies.

Encrypted Mind: When a reaver learns a new psionic power, he may choose his power from the cryptic power list in addition to the psychic warrior power list. This ability alters powers known.

Killer's Claim (Su): At 1st level, the reaver may align his psionic essence—his pattern—to a single creature with the intent to rend their pattern asunder as a swift action. The target must be a creature the reaver can perceive (including with special senses, such as blindsense or tremorsense) within close range (25 feet + 5 feet per 2 class levels). A reaver can have a maximum number of creatures Claimed equal to his Wisdom modifier (minimum 1), and may not Claim a creature he has already Claimed until or unless the Claim expires. Claimed creatures using the Withdraw action to leave a square threatened by the reaver provoke attacks of opportunity from him.

In addition, the reaver automatically knows the position of creatures he has Claimed. Any opponent the reaver cannot see still has total concealment (50% miss chance) against him, and the reaver still suffers the normal miss chance when attacking creatures that have concealment. The reaver is still denied his Dexterity bonus to his AC against attacks from Claimed creatures he cannot see. This ability replaces warrior's path.

Reaver Insights: Whenever a reaver gains a psychic warrior bonus feat, he can choose to take a reaver insight he qualifies for instead. Unless otherwise noted, a reaver insight can only be taken once. This ability alters bonus feats, but does not cause the reaver archetype to be incompatible with other archetypes that alter the bonus feats class feature.

Assume Pattern (Su): A feared ability of the reaver is their ability to temporarily assume the identity of their Killer's Claim victims after they've successfully killed them. Upon successfully rendering his Claimed target dead, the reaver expends his psionic focus and places his hands on the target's face or body as a full round action to create a thin copy of the target's pattern and wrap it around his own, disguising himself in the eyes of those around him. Some truly ghoulish reavers harvest their kills and carry preserved faces from victims to have a 'catalog' of choices. This functions identically to the psionic power *mental semblance* (see chapter 7 for details) in that the reaver projects the person that he has copied, projecting this false sensory input to everyone who sees him. Unlike the psionic power, the reaver

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need not worry about the duration of this power, but this ability is taxing nonetheless; while this in effect the reaver cannot regain his psionic focus (if he has multiple psionic foci, he cannot regain the one that he has used to manifest this ability) without breaking the assumed pattern. The reaver must be 6th level or higher to select this insight.

Bloody Instincts (Su): The reaver's attacks are exceptionally skilled at causing massive disruption to the tissues of their Killer's Claim target's body. While psionically focused, wounds inflicted on his Claimed target bleed excessively, inflicting a number of points of bleed damage per round equal to the bonus damage from the reaver's killer instinct ability until treated (Heal check DC 15 + reaver's Wisdom modifier) or magically healed. The reaver must be 6th level or higher to select this insight.

Cryptic Insight: The reaver may select a cryptic insight he qualifies for, excluding insights that utilize the cryptic's disrupt pattern ability. He uses his reaver level -2 to qualify for cryptic insights with level requirements and must otherwise meet all prerequisites. Reavers may not select supreme cryptic insights.

Mass Murdering Instinct: Most reavers are singular hunters for the prey, stalking down and taking down their foes one at a time. Others are more opportunistic, and select multiple targets for their prey and drawing out the kill over time. The reaver may maintain targets he's selected with his Killer's Claim for up to 24 hours. He still must select each target individually, but may maintain his Killer's Claim until he ends their lives or cleanses his pattern of their identity (a full round action that provokes attacks of opportunity).

Pattern Dislocate (Su): The reaver's Killer's Claim causes the target to become more susceptible to his abilities and powers due to his attunement to their pattern. The target of the reaver's Killer's Claim suffers a -4 penalty on saving throws and CMD against his psionic powers, class features, and combat maneuvers.

Psionic Senses (Su): While psionically focused and maintaining a Killer's Claim, the reaver gains the effects of the scent speciality ability. Some reavers can do this by smelling the air, or following lines of psychic power to find their targets, or touch objects that their quarry has come into contact with. When tracking the target, the reaver gains a +1 insight bonus on skill checks meant to follow, locate, or track the target (should they escape) per 2 class levels. Additionally, the reaver's senses with regards to his target become supernaturally sharp, granting him blindsense with a range of 30 feet to help him locate his quarry or sense danger from other foes.

Rogue Talents: The reaver may select a rogue talent he qualifies for, excluding talents that utilize the rogue's sneak attack. He uses his reaver level -2 to qualify for rogue talents with level requirements and must otherwise meet all prerequisites. Reavers may not select advanced rogue talents.

Stealth Combat Training (Ex): A reaver's specialized training grants him bonuses to several skills with which to better defeat his foes. He gains a bonus on Bluff, Disable Device, Disguise, and Stealth checks equal to half his class level (minimum of +1) while he is psionically focused.

Trapbreaker (Su): Gain the trapfinding ability, as per the rogue class feature using his psychic warrior level. Additionally, the reaver needs no tools to be able to disable traps or locks; he simply must touch the target lock or trap and concentrate on it, causing the patterns within the object to shift and change to unlock as a full round action or with a force of will (expending the reaver's psionic focus) shatter the lock or trap mechanism (rendering it inoperable or unusable until repaired or replaced) as a move action on a successful Disable Device check. When attempting to use this talent to open locks or disable traps, he may add his Wisdom modifier to the check as an insight bonus.

Acrobatic Defense (Ex): At 3rd level, a reaver's acrobatic abilities improve his defenses while he is psionically focused, granting him a +1 dodge bonus to his AC and +1 bonus on Reflex saves. These bonuses increase by +1 at 7th level and every four levels thereafter. The reaver must be unarmored, or wearing light or medium armor to receive this benefit. This ability replaces expanded path.

Killer's Instinct (Su): At 4th level, a reaver's deadly psychic connection to his target's pattern helps him find the best methods to defeat them. While he is psionically focused, the reaver gains a +2 bonus on damage rolls against his Killer's Claim targets. This bonus increase by +2 at 7th level and every three levels thereafter. The reaver can expend his psionic focus to make a single attack against his Killer's Claim target as a standard action, dealing an additional 2d4 points of damage to them per 2 points of bonus damage he would normally gain from this ability. He may also use this ability in conjunction with the Vital Strike feat, if he possesses it. This ability replaces path skills.

Reaving Euphoria (Ex): At 9th level, a reaver gets a rush of pleasure from rending the pattern of his Killer's Claim targets. Whenever the reaver reduces his Killer's Claim target to 0 or fewer hit points (or rendering them dead by other means), he may regain his psionic focus. He may use this ability once per day at 9th level, twice per day at 12th level and three times per day at 15th level. This ability replaces secondary path and twisting path.

Corrupt Pattern (Su): At 18th level, a reaver is able to cause vicious wounds upon the pattern of his Killer's Claim target. Once per day as a free action, he can corrupt the pattern of his Killer's Claim target. If the reaver possesses multiple Killer's Claims, he may target each of them once per day for this effect. For the next 24 hours (or until they stop being targeted by the reaver's Killer's Claim), all damage that creature takes becomes cursed and cannot be healed without the creature first receiving a *break enchantment* or *remove curse* spell (using the

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reaver's class level as its caster level). A creature killed while under the effect of this ability cannot be revived with *breath of life*, *raise dead*, or *psionic revivify*; stronger abilities such as *resurrection* or *true resurrection* must be used after a *remove curse* has been cast. This ability replaces pathweaving.

Pattern Breaker (Ex): At 20th level, a reaver gains the ability to enter a powerful combat trance intended to destroy the patterns of his foes. Once per day, as a free action while he is psionically focused, the reaver can enter a powerful killing trance. This trance lasts for up to five minutes or until he expends his psionic focus (whichever comes first). When maintaining this trance, the reaver adds his Wisdom modifier as a competence bonus on attack rolls, skill and ability checks, initiative checks, and to his AC. In addition, the reaver may inflict an additional 10d4 points of damage to a Killer's Claim target once per round on a successful attack (iterative successful attacks do not add this damage bonus, only the first). Finally, the reaver can move up to his speed without provoking attacks of opportunity as an immediate action. This ability replaces eternal warrior.

Silhouette

"I'm just the men for the job."

—Dinas Flint, second of the Seven Blades

Though many are content with sparring partners and training dummies, a silhouette has found that there is only one worthy opponent to practice with: himself. By channeling his psionic power to create an idealized version of his own body, he creates a valuable tool, unquestioning servant, and loyal ally to assist him.

Shadowboxing (Su): A silhouette's signature ability allows him to materialize his dedication and skill in a physical form, creating a construct of psionic energy that appears as an idealized image of himself. This construct, called his shadow, is always the same size as the silhouette and can share his space freely. While within the silhouette's space, it can meld into the silhouette's real shadow. As long as it does not act, it remains hidden from all viewers and does not need to take actions to move with the silhouette (though any combat action will cause it to return to its true form). A shadow cannot stray further than close range (25 feet + 5 feet per 2 silhouette levels) from the silhouette; if it does so, it winks out and reappears within the silhouette's space.

A silhouette's shadow is materialized in his space at full hit points when he regains power points after resting. If a shadow is destroyed, the silhouette can recreate it by spending power points equal to his character level as a full-round action that provokes attacks of opportunity. When he does so, the shadow appears at full hit points within his space and can take its turn normally. He can only have one shadow created at once.

A silhouette's shadow has game statistics are based on the silhouette, as noted in the stat block on 15.

This ability replaces warrior's path and expanded path. The silhouette's secondary path ability still gives

him a path as normal, but as the silhouette only gains one warrior's path, the twisting path and pathweaving abilities do not function for him. However, this archetype is still compatible with other archetypes that alter or replace secondary path, twisting path, and/or pathweaving.

Link (Su): A silhouette is always aware of his shadow's relative position to him, and can see, hear, and otherwise use his senses through his shadow's space as if it were his own. This does not allow him to use abilities through his shadow unless otherwise noted; it merely allows him to always know what his shadow is doing. He can telepathically direct his shadow's actions as a free action. This ability replaces the bonus feat gained at 1st level.

Shadow Talents (Su): At 2nd level, a silhouette gains a shadow talent he qualifies for. Whenever he would later gain a psychic warrior bonus feat, he can choose to take a shadow talent he qualifies for instead. Unless otherwise noted, a shadow talent can only be taken once. This ability replaces the bonus feat gained at 2nd level.

The addition of shadow talents to their list of options does not cause the silhouette archetype to be incompatible with other archetypes that alter the bonus feats class feature (though a character cannot take another archetype that replaces the same bonus feats, as normal).

Detonation: As a standard action, the silhouette can expend his psionic focus to detonate his shadow, dealing 1d6 points of damage per silhouette level to all creatures within 10 feet of it. This damage is not affected by damage reduction, resistances, hardness, or immunity, and can be halved with a successful Reflex save (DC 10 + 1/2 the silhouette's class level + the silhouette's Wisdom modifier). Neither the silhouette nor his shadow are harmed by this ability, and the shadow reappears in the silhouette's space at the start of his next turn. A creature can only be damaged once per round by this ability, even if the silhouette detonates multiple shadows on them.

Far-Reaching Shadow: The silhouette's shadow can move as far as medium range (100 feet + 10 feet per silhouette level) from the silhouette before it winks out and returns to his space.

Follow-up Flurry: Once per round, when the silhouette's shadow hits a creature with the attack granted by its follow-up ability, the shadow can make another attack against that creature at a -5 penalty. This attack is in addition to the normal limit on the shadow's attacks. The silhouette must have a base attack bonus of at least +6 to select this shadow talent.

Follow-up Frenzy: Once per round, when the silhouette's shadow hits a creature with the attack granted by the Follow-up Flurry talent, the shadow can make a third attack against that creature at a -10 penalty. This attack is in addition to the normal limit on the shadow's attacks. The silhouette must have a base attack bonus of at least +11 and possess the Follow-up Flurry talent to select this shadow talent.

Free-Range Shadow: The silhouette's shadow can move as far as long range (400 feet + 40 feet per silhouette

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level) from the silhouette before it winks out and returns to his space. The silhouette must have the Far-Reaching Shadow talent to select this shadow talent.

Grasping Shadow: The silhouette's shadow gains Combat Reflexes as a bonus feat (even if it doesn't meet the prerequisites) and can make attacks of opportunity without counting them against the normal limit on the shadow's attacks.

Limit Break: As a standard action, the silhouette can allow his shadow to ignore its limited actions ability until the start of the silhouette's next turn, allowing it to make attacks or full attacks, attempt combat maneuvers, initiate martial strikes (if it has the Martial Training feat), and make attacks of opportunity. The silhouette must use this ability before his shadow takes any actions during his turn. Unlike other shadow talents, if the silhouette possesses the Split Shadow talent, he must choose one of his shadows to break the limits of with this ability.

Perfect Double: The silhouette's shadow appears as a perfect replica of the silhouette, even down to any wounds and damage he might have. It gains a +20 bonus on Disguise checks to appear as the silhouette, and can use the silhouette's class level as its ranks in the Disguise skill. The silhouette can speak and communicate through his shadow freely.

Shadow Consumption: When the silhouette is damaged, he can choose to have his shadow take points of damage up to twice his class level and reduce the damage he takes by an equal amount.

Share Manifestation: The silhouette can treat himself as if he were in his shadow's space for the purposes of manifesting psychic warrior powers, allowing him to, for example, make touch powers or aim area of effect powers from the shadow's position. The silhouette must be at least 5th level to select this shadow talent.

Share Training: The silhouette shares one type of feat he possesses (such as akashic or psionic, but not general feats) with his shadow, in addition to combat and teamwork feats. A silhouette can select this talent

SHADOWS OF SOULKNIVES

Soulknives with silhouette levels may have special weapons (such as a panoply of blades) that don't interact cleanly with the shadow weaponry ability. A soulknife/silhouette's shadow gains a copy of the soulknife's mind blade or equivalent weapon, and can wield it as if it were the soulknife. This does not allow it to make extra attacks, even if this grants it multiple weapons.

SILHOUETTES AND PRESTIGE CLASSES

A silhouette that takes levels in prestige classes can still progress his core abilities. Any level that advances his psychic warrior manifesting or would advance his path abilities counts as a psychic warrior level for the purposes of determining his shadow's game statistics and the effects of his shadow talents.

multiple times, choosing a different type of feat each time he does so.

Split Shadow: The silhouette can create a second shadow. Each of his shadows have their own hit point totals, but share the same pool of actions (for example, they can normally only make one attack between the two of them, and if one used a standard action, the other would only be able to take a move action that turn). Whenever the silhouette materializes his shadow (either by resting or spending power points), he creates both shadows. Whenever he uses a shadow talent that affects his shadow, he can choose to have it affect one or both of them.

Recall: The silhouette can cause his shadow to wink out and reappear in his space as a standard action, becoming psionically focused in the process. If he possesses the Psionic Meditation feat, he can use this ability as a move action.

Transposition: The silhouette can expend his psionic focus as a move action to switch positions with his shadow. This is a teleportation effect, and does not provoke attacks of opportunity. If the silhouette possesses the Perfect Double shadow talent, he can use this ability as an immediate action, placing his shadow in the way of an attack or effect that was targeting him.

Twin Blades: Whenever the silhouette is wielding multiple weapons, his shadow gains one additional shadow weapon that works exactly like the first. When the shadow uses its follow-up ability, it can make an attack with both of its weapons, taking the normal penalties for fighting with two weapons (in addition to the potential iterative penalties).

Shadow Skills (Su): At 4th level and again at 7th level, the silhouette chooses a skill he has ranks in. His shadow can use his bonus with that skill instead of its own. Whenever the silhouette gains a +2 bonus to a skill from the path skills class feature, he can choose to gain this ability instead, for another skill. This ability replaces path skills at 4th and 7th levels and alters path skills, but does not cause the silhouette archetype to be incompatible with other archetypes that alter or replace the path skills class feature. An archetype that replaces the path skills class feature replaces this class feature as well.

Martial Power: At 6th level, a silhouette can choose to gain a bonus shadow talent of his choice instead of martial power. If he does so, he never gains the martial power class feature. This ability alters martial power.

SHADOW

XP 0 (included with creator)

N construct

Init same as creator; **Senses** darkvision 60 ft., low-light vision, Perception +0

DEFENSE

AC same as creator (including bonuses and penalties from items and effects)

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hp 1/2 creator's

Fort, Ref, Will same as creator (including bonuses and penalties from items and effects)

Immune construct traits

OFFENSE

Speed same as creator

Melee or **Ranged** shadow weaponry

Special Attacks follow-up

Space same as creator; **Reach** same as creator

STATISTICS

Str creator's Wisdom score, **Dex** creator's Wisdom score, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk, CMB, CMD see below

Feats creator's combat and teamwork feats

SQ limited actions, shadow bond, shadow weaponry

SPECIAL ABILITIES

Follow-up (Ex): Once per round, when its creator misses an attack, the shadow can make an attack against the creature its creator missed as a free action if it is able to do so (even if it isn't its turn). If the attack that missed took a penalty for being an iterative attack, this attack takes the same penalty. If the shadow's creator possesses the Split Shadows talent, his shadows can use this ability for each others' missed attacks as well (though each can still only do so once per round).

Limited Actions (Ex): Unless its creator has a shadow talent that allows it to, a shadow cannot make attacks of its own except with its follow-up ability. It can still flank creatures, however, and can freely use any abilities it has (such as from feats) that do not require attack rolls.

Shadow Bond (Ex): Many of a shadow's game statistics are based on its creator's abilities. Its base Strength and Dexterity are equal to its creator's Wisdom score, and its base attack bonus is equal to its creator's psychic warrior level. Its hit points are equal to 1/2 its creator's normal maximum hit points (it does not have Hit Dice of its own). Its size, space, reach, movement speeds, armor class, and saving throws are all equal to its creator's. If its creator's statistics change, the shadow changes to match (the reverse is not also true—the silhouette casts a shadow, not the other way around). The shadow always acts on its creator's initiative count, and cannot ready actions or delay (though its creator can).

A shadow possesses and can use any combat and teamwork feats its creator possesses, even if it does not meet their prerequisites.

Even though the shadow has no Intelligence score of its own, the silhouette's control over it is such that it can use any of its skills, feats, and other abilities when directed to do so as if it were sentient. The shadow cannot speak unless its creator possesses the Perfect Double shadow talent.

The shadow's creator may have any psionic power, psi-like ability, spell, or spell-like ability affecting him also affect his shadow (and vice-versa), regardless of the distance between them. If an effect would add a bonus to the shadow's AC or saving throws, the bonus is only added once (rather than being applied twice thanks to the shadow sharing these statistics).

Shadow Weaponry (Ex): A silhouette shadow wields a weapon formed from psionic energy, similar to a soulknife's mind blade but much more limited in scope. This weapon is treated as a duplicate of one of the weapons the shadow's creator is wielding (this may be a natural weapon), including any magical properties and similar effects (though if the weapon is an intelligent item, its intelligence is not copied). A shadow cannot copy a consumable weapon, such as alchemist's fire or a tanglefoot bag. The silhouette can change the weapon the shadow is wielding as a free action, provided they have a different weapon for the shadow to copy. A shadow can always wield any weapons its silhouette can. A shadow generates its own nonmagical ammunition for ranged weapons, or can consume ammunition on its creator's person when it makes an attack, and if it uses a non-consumable thrown weapon, creates a new copy after each attack. If a shadow is disarmed or otherwise relinquishes its weapon, the weapon fades (after the attack, in the case of a thrown weapon).



CHAPTER 3: SOULKNIVES

This includes many new options for the soulknife base class, including a variety of new blade skills, three archetypes, and variant rules for soulknives in a high-psionics campaign.

NEW BLADE SKILLS

The following are new blade skills for soulknives. Some of these blade skills have prerequisites or require a particular archetype to take them; these will be noted in the individual blade skill's description.

Animal Senses: (Feral Heart only) The feral heart's senses sharpen to animal-like levels. She gains low-light vision (if she already possessed this, then she does not gain any visual bonuses), a +2 bonus on Perception checks, and the scent special ability. The soulknife must possess the form claws class feature to select this blade skill.

Blade Rush: The soulknife rushes forward with a dash of incredible speed. As a swift action, the soulknife may expend her psionic focus and move up to her speed without provoking attacks of opportunity. The soulknife must be at least 6th level in order to select this blade skill.

Blade Rush Frenzy: The soulknife can expend her psionic focus as a full-round action to move up to her speed without provoking attacks of opportunity and make a single melee attack against each creature she is adjacent to at any point in her movement. Each attack is made at her highest base attack bonus with a -2 penalty on the attack roll. The soulknife must be at least 8th level and possess the Blade Rush blade skill in order to select this blade skill.

Caltrop Spray: The soulknife is capable of shattering and scattering her mind blade into dozens of tiny pieces to lay down caltrops over an area as a standard action. The soulknife must be wielding her mind blade to use this blade skill, and she destroys it to create this effect (she can re-manifest it as normal). For each die of psychic strike damage she has (minimum of 1), the soulknife lays down a 5-foot area of caltrops within 30 feet of her. Unlike normal caltrops, these psychically-created traps harbor the soulknife's will within them, and gain a bonus on their attack rolls equal to her Wisdom modifier. In addition, they can tell friend from foe, and never attack or damage the soulknife's allies. These caltrops count as magic weapons for the purposes of overcoming damage reduction, and exist for a number of rounds equal to the soulknife's class level.

Cleave Space: By using the potential psychic power that resides within her mind blade, the soulknife may carve through the veil between planes and slip gently through it to another location nearby. The soulknife must be wielding her mind blade to use to use this blade

skill. As a standard action, the soulknife expends her psionic focus and cuts through the world around her, teleporting as if she had manifested the *fold space* power with a manifester level equal to her soulknife level. Just as with the *fold space* power, the use of this ability ends her turn. At 16th level, the soulknife can use this ability as a move action. This blade skill meets the prerequisites for and functions with Dimensional Agility and feats that require it as a prerequisite. The soulknife must be at least 10th level and possess the Ghost Step blade skill in order to select this blade skill.

Devastating Blade: Improving on the principles of the Knife to the Soul blade skill, the soulknife has learned to refine this art into a truly destructive ability. When using the Knife to the Soul blade skill, the soulknife can damage any ability score instead of just mental ability scores, and deals 2 points of ability damage per psychic strike die instead of 1. The soulknife must be at least 16th level and possess the Knife to the Soul blade skill to select this blade skill.

Dispelling Strike: With this blade skill, the soulknife is capable of channeling her psychic strike damage into caustic, anti-psionic energy. As a standard action, the soulknife can expend her psionic focus and her psychic strike to make an attack with her mind blade (or equivalent weapon). If it hits, it deals weapon damage as normal, and the soulknife affects the target with a targeted *dispel psionics* power as a psi-like ability, with a manifester level equal to her class level. The soulknife does not apply the expended psychic strike's damage to her attack. The soulknife must be 8th level to select this blade skill.

Empowered Fist: The soulknife learns to manifest her mind blade as a field of destructive energy as well as the forms her mind blade normally may take. Selection of this blade skill grants the empowered strikes class feature (see the deadly fist archetype), and the soulknife gains Improved Unarmed Strike as a bonus feat. The soulknife's empowered strikes gain the enhancement bonus of the soulknife's mind blade, and she may select its own enhancements (such as distance or flaming) as if it were a separate weapon from her mind blade. The soulknife may now also take deadly fist specific blade skills. This cannot be taken if you possess the empowered strikes class feature previously. The soulknife must be at least 4th level to select this blade skill.

Empowered Natural Weapons: The deadly fist may treat any natural attacks she possesses as unarmed strikes for the purposes of class features that affect unarmed strikes and for the Flurry of Fists blade skill, as well as blade skills that require it as a prerequisite.

Ghost Step: The soulknife has learned a potent trick that some call the 'ghost step'; a teleportation-based

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TABLE 3-1: SOULKNIFE BLADE SKILLS

Blade Skill	Prerequisites	Benefit
Animal Senses	Feral heart archetype	Gain low-light vision, scent, and +2 on Perception checks
Blade Rush	Soulknife level 6th	Expend psionic focus to move as a swift action
Blade Rush Frenzy	Blade rush, soulknife level 8th	Expend psionic focus to move and attack in a line as a full-round action
Caltrop Spray	—	Transform mind blade into a field of caltrops
Cleave Space	Ghost step, soulknife level 10th	Expend psionic focus to <i>fold space</i>
Devastating Blade	Knife to the soul, soulknife level 16th	Deal more damage and damage any ability score with knife to the soul
Dispelling Strike	Soulknife level 8th	Expend psionic focus and psychic strike to make a dispelling attack
Empowered Fist	Soulknife level 4th	Gain the empowered strikes class feature
Empowered Natural Weapons	—	Treat natural weapons as unarmed strikes for the purposes of class features
Ghost Step	Soulknife level 4th	Expend psionic focus to teleport a short distance
Launch Multibolt	Launch mindbolt	Gain the benefits of Manyshot with your mind bolt
Improved Deadly Shield	Deadly shield, soulknife level 6th	Gain both offensive and defensive benefits with your mind shield
Improved Mind Armaments	Armored blade archetype, soulknife level 6th	Shape both mind blade and mind armaments in the same action
Improved Psychokinetic Discharge	Empowered strikes, soulknife level 6th	Make full attacks at range with empowered strikes
Mindflyer	Soulknife level 6th	Transform your mind blade into a dazing whip
Multi-Blade Manifestation	Soulknife level 6th, three or more hands	Split your mind blade into enough light weapons for each hand
Power Reserve	—	Gain more power points
Psicrystal Affinity	—	Gain a psicrystal
Psionic Grapnel	Psychic net, soulknife level 6th	Use your psychic net as a grapnel that can move you or pull targets
Psionic Training	—	Gain a psionic feat
Psychic Net	Soulknife level 4th	Transform your mind blade into a net
Psychic Platform	Telekinetic athletics, soulknife level 6th	Create a platform to stand on or jump off of
Psychic Strike	Soulknife level 4th, may not possess psychic strike	Regain the psychic strike class feature, with a damage die of 1d8
Psychic Toolkit	—	Transform your mind blade into a variety of useful objects
Psychokinetic Armor	Soulknife level 4th	Gain the mind armor class feature
Psychokinetic Blast	Soulknife level 4th	Deal your psychic strike damage in an area
Psychokinetic Grenade	Soulknife level 6th	Throw your mind blade as an explosive weapon
Stealth Armaments	Mind armor class feature	Disguise your mind armor as clothing
Stunning Blade	Soulknife level 6th	Expend psionic focus and psychic strike to stun a target
Telekinetic Blade	Soulbolt archetype, soulknife level 4th	Regain the form mind blade and throw mind blade class features
Telekinetic Bolt	Soulknife level 4th	Gain the mind bolt and launch mind bolt class features
Telekinetic Edge	Soulknife level 4th	Expend psychic strike to ignore damage reduction and hardness
Telepathic Gift	Soulknife level 6th	Gain telepathy and detect telepathic communication
Vampiric Blade	—	Expend psychic strike to gain a small amount of healing

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principle that allows the soulknife to slip between nearby places at great speed. As a move action, the soulknife can expend her psionic focus to teleport to any location she can see within close range (25 feet + 5 feet per 2 soulknife levels). She can carry no more than 50 lbs. of additional gear, and cannot bring creatures other than her psicrystal (if she has one) with her. The use of this ability ends the soulknife's turn. At 10th level, this ability can be used to teleport up to medium range (100 feet + 10 feet per soulknife level), and she may teleport as a swift action instead of a move action. This is a teleportation effect. This blade skill meets the prerequisites for and functions with Dimensional Agility and feats that require it as a prerequisite. The soulknife must be at least 4th level in order to select this blade skill.

Launch Multibolt: The soulknife gains the benefits of the Manyshot feat with her mindbolt. The soulknife must possess the Launch Mindbolt class feature to select this blade skill.

Improved Deadly Shield: The soulknife retains her enhancement bonus and shield special defensive properties on her mind shield while still gaining weapon-like traits from the Deadly Shield blade skill. The soulknife must be at least 6th level and possess the Deadly Shield blade skill in order to select this blade skill.

Improved Mind Armaments: (Armored Blade only) The armored blade is capable of shaping her mind blade as well as her mind armor in the same action. She may manifest both as a move action, and starting at 10th level she may manifest both mind blade and mind armor as a swift action. The soulknife must be at least 6th level in order to select this blade skill.

Improved Psychokinetic Discharge: The deadly fist is capable of launching volleys of discharged psychokinetic energy more efficiently, allowing her empowered strikes class feature to remain empowered to allow for full attack actions to be made at range. The range of these attacks increases to 30 feet and may be used with the deadly fist's Flurry of Fists blade skill (and subsequent blade skills that improve it). The soulknife must be at least 6th level and possess the empowered strikes class feature in order to select this blade skill.

Mindflayer: The soulknife with this blade skill may channel her psionic energies into a long, thin mind whip of mental strength that is capable of both flaying body and mind. The whip functions in all respects as whip or scorpion whip (chosen when manifesting a mind blade using this blade skill). While in this form, the soulknife is considered to be proficient with both weapons. Mindflayer is compatible with the Whip Mastery feat (and subsequent feats). The soulknife may expend her psionic focus when making an attack using her psychic strike to cause intense levels of pain with her mind whip. The target must make a Fortitude save (DC 10 + 1/2 soulknife level + Wisdom modifier) or become dazed for one round. The soulknife must be 6th level to select this blade skill.

Multi-Blade Manifestation: A soulknife who possesses this blade skill is capable of splitting his mind blade further than others of his kind due to having more than two limbs capable of wielding a weapon. Limbs capable of wielding mind blades after the first two can be armed with light weapon versions of her mind blade; just as when using shape mind blade to create multiple mind blades, the enhancement bonus is reduced by one for these blades as well. The soulknife must be 6th level to select this blade skill and must possess three or more hands (or their equivalent) to select this blade skill.

Power Reserve: The soulknife's innate psychic essence is stronger than others of her kind, growing more powerful as she advances in level. The power point pool granted by the Wild Talent (or Psionic Talent) feat that the soulknife receives at 1st level increases in size by two points per soulknife level (the soulknife does not gain bonus power points for having a high ability score from this ability). If the soulknife possesses a power pool from another source (such as a manifesting class or the gifted blade archetype), this feature adds to that power pool instead. These points may be used to manifest powers (if any are known) and support other abilities that require use of a power point pool. Once selected, the soulknife must rest for 8 hours every day to gain or recover these power points. This blade skill may only be selected once.

Psicrystal Affinity: The soulknife gains the Psicrystal Affinity feat with this blade skill, and she may use her soulknife level in place of her manifester level to determine the effectiveness of her psicrystal or to meet requirements or prerequisites for abilities, feats, powers, or item usage (but not for prestige classes) related to her psicrystal.

Psionic Grapple: The soulknife's Psychic Net gains new versatility, gaining the ability to reel her opponent in towards her reach: or she can use this connection to her psychic net to vault herself towards her target instead. This functions as a psi-like ability of the power *ectoplasmic grapple*, using the character's soulknife level as her manifester level. When using this blade skill, the soulknife may substitute her Wisdom score for her Strength score when making CMB checks for this ability. If choosing to launch herself towards her target, she may move along her connection to the target as a free action that does not provoke attacks of opportunity due to how swiftly she moves. The soulknife must be at least 6th level and possess the Psychic Net blade skill in order to select this blade skill.

Psionic Training: Gain a psionic feat instead of selecting a blade skill. The soulknife must meet all prerequisites of the psionic feat selected. She may not select the feat Extra Blade Skill with this blade skill. This blade skill may be selected multiple times.

Psychic Net: The soulknife may generate a temporary field of energy in the form of a heavy net of psychic power created from her mind blade. By throwing a mind blade at a target and expending his psionic focus, it rapidly expands into an ectoplasmic construct that envelops the

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target as if the soulknife had manifested the *entangling ectoplasm* psionic power (in lieu of causing damage from the thrown weapon). Treat this as a psi-like ability that uses the character's soulknife level as the effective manifester level of the power and the DC to break free of this net with a Strength check is Wisdom-based. The soulknife must be at least 4th level in order to select this blade skill.

Psychic Platform: The soulknife produces a disk of solid, barely luminous force beneath her feet on which to stand. As an immediate action, the soulknife expends her psionic focus to generate this psychic construct which acts as a 5-foot circle of force that exists for a number of rounds equal to her Wisdom modifier (minimum of 1) or until the soulknife is no longer standing on it. This platform is either stationary and may float in mid-air or in liquid, or it is subject to gravity as normal (the soulknife chooses upon manifesting the platform) and has a hardness of 5 and 10 hit points. This platform can be elastic (allowing for the soulknife to be treated as if she had a running start for checks made to jump), slick (to allow for sliding down surfaces such as hills or staircases), and/or 'sticky', where the soulknife may stick to it at an otherwise impossible angles (such as upside down or at 90 degree or more angles) at her will. Many uses of this platform are subject to GM decision (Acrobatics checks for jumping or balancing, for example). Actions related to the use of this platform gain a competence bonus on checks equal to the soulknife's enhancement bonus on her mind blade. The soulknife must be at least 6th level and possess the Telekinetic Athletics blade skill in order to select this blade skill.

Psychic Strike: The soulknife gains the psychic strike class feature. When learned, this skill allows the soulknife to add an additional 1d8 points of damage to an attack with her mind blade, as per the psychic strike class feature. This may be improved by the Powerful Strikes blade skill. The soulknife must not previously possess the psychic strike class feature to select this blade skill. The soulknife must be 4th level to select this blade skill.

Psychic Toolkit: By concentrating her mind blade down into tiny slivers of hardened thought, the soulknife can create tools with which to perform a variety of tasks that she otherwise would need to use specialized tools for. With this blade skill, the soulknife may manifest her

mind blade into different tools (artisans tools, a blanket, a mess kit, a thief's toolkit, a 10-foot pole, the form of a 50-foot silk rope with grappling hook, or more with GM discretion) as a move action. These tools add the mind blade's enhancement bonus as a competence bonus on skill checks when using these tools, and if relevant they possess the standard hardness, hit points, and break DC of items of these types. The soulknife must maintain contact with these tools for them to remain cohesive. Upon reaching 5th level, these tools can be generated as a swift action.

Psychokinetic Armor: The soulknife may form mind armor as if she possessed the mind armaments class feature (see armored blade soulknife archetype); this only allows her to form mind armor from the mind armaments class feature (weapons must be formed from another ability). She may form the mind armor as a move action and remains until it is dismissed (free action) or until she is knocked unconscious or dead. She uses the mind armaments enhancement bonus from the armored blade archetype to determine the mind armor's enhancement bonus based on her soulknife level and may select armor special abilities from that archetype. As usual, whenever the soulknife forms multiple items, the enhancement bonus of all items she forms decrease by 1 per item formed after the first. She may also shape the form of her mind armor as if she possessed the shape mind armaments class feature (mind armor only). Unlike the



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mind armaments class feature of the armored blade, psychokinetic armor is not subject to the benefits of the Improved Enhancement blade skill. This functions otherwise in all ways as the mind armaments class feature for the purposes of prerequisites and requirements. The soulknife must be 4th level to select this blade skill.

Psychokinetic Blast: The soulknife may cause her psychic strike to explode out from her target into a sudden burst of psychokinetic energy. When making an attack, the soulknife expends her psychic strike to deal her psychic strike damage to her target as well as all adjacent creatures to the target (excluding the soulknife). The soulknife must be 4th level to select this blade skill.

Psychokinetic Grenade: The soulknife may charge her mind blade (or equivalent ability) with explosive psychokinetic energies. As a standard action, the soulknife uses her throw mind blade class feature (or equivalent ability) against a target creature. This attack must be charged by her psychic strike class feature. Upon successfully hitting the target, the attack explodes with psychokinetic power as if it were a splash weapon against targets within a 10-foot-radius zone from the targeted creature. The splash damage is equal to her psychic strike damage plus her mind blade enhancement bonus per psychic strike die. The soulknife may apply the following blade skills to her psychokinetic grenades: Fire Blade, Ice Blade, Lightning Blade, or Thunder Blade. The soulknife must be 6th level to select this blade skill.

Stealth Armaments: Whenever the soulknife forms mind armor using her mind armaments class feature (or the Psychokinetic Armor blade skill), her mind armor gains the appearance and benefits of a mundane outfit worth 200 gp or less. The soulknife must possess the ability to form mind armor to select this blade skill.

Stunning Blade: By channeling disruptive psionic energies through her mind blade, the soulknife may stun her foes with her psychic strike. When attacking a foe with her mind blade, she may expend her psychic strike and her psionic focus to stun her target. The target must make a Fortitude save (DC 10 + 1/2 the soulknife's class level + the soulknife's Wisdom modifier) or become stunned for 1 round (until just before your next turn). This blade skill also counts as the Stunning Fist feat for the purposes of fulfilling prerequisites or for effects and abilities that modify or use the feat. The soulknife must be 6th level to select this blade skill.

Telekinetic Athleticism: The psionic energies of the soulknife's mind permeate her body, greatly enhancing her athletic prowess. She gains the benefits of the Mental Leap and Speed of Thought psionic feats while she maintains her psionic focus, and may expend her psychic strike's charge to fuel the secondary abilities of these feats instead of using her psionic focus.

Telekinetic Blade: (Soulbolt only) The soulbolt learns to manifest her mind bolt as a melee weapon in addition to its myriad of uses as a ranged one. Selection of this blade skill grants the form mind blade and throw mind blade class features. The soulknife is always considered

proficient with her mind blade. The mind blade gains the enhancement bonus of the soulknife's mind bolt and may select its own enhancements (such as *keen* or *flaming*) as if it were a separate weapon from her mind bolt. The soulbolt must be at least 4th level to select this blade skill.

Telekinetic Bolt: The soulknife learns to manifest her mind blade as a variety of ranged weapons as well as the forms her mind blade normally may take. Selection of this blade skill grants the form mind bolt and launch mind bolt class features (see soulbolt archetype). The soulknife is always considered proficient with her mind bolt. The mind bolt gains the enhancement bonus of the soulknife's mind blade and may select its own enhancements (such as *distance* or *flaming*) as if it were a separate weapon from her mind blade. The soulknife may now also take soul bolt specific blade skills. This cannot be taken if you possess the form mind bolt class feature previously. The soulknife must be at least 4th level to select this blade skill.

Telekinetic Edge: The soulknife's mind blade can be honed to such a sharp edge that it can pass through a foe's defenses and strike at the softer and more vital bits inside. While psionically focused, the soulknife may expend her psychic strike charge as a free action to ignore a target's damage reduction or an object's hardness until her next turn instead of inflicting additional damage. The soulknife must be at least 4th level to select this blade skill.

Telepathic Gift: The psychic potential within the soulknife opens up telepathic pathways in her mind, allowing her to reach out and connect to the minds of others. She gains telepathy out to a range of 200 feet and can communicate with any creature, regardless of language, so long as they have an Intelligence of 1 or higher. The range of her telepathy increases by 10 feet for every two soulknife levels after. Additionally, as long as she maintains psionic focus, she can detect other creatures within 30 feet using telepathy to communicate, although she cannot determine the content of the communication. The soulknife must be at least 6th level to select this blade skill.

Vampiric Blade: The soulknife with knowledge of this art has learned that staying power is sometimes more important than a faster kill. Armed with this skill, the psychic strike of the soulknife's mind blade is capable of being a life-draining conduit to restore the vital energy of the wielder. When the soulknife expends her psychic strike ability on an attack against a living, corporeal creature she may choose to inflict only 1/2 her psychic strike damage and heal an equal amount of hit points.

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NEW ARCHETYPES

The following are new archetypes for the souknife class found in 2 of *Ultimate Psionics*.

Augmented Blade

"Why would I waste effort creating a weapon when I have a perfectly good sword right here?"

—Sara Kress, an augmented blade

Most souknives rely on the idealized weapon-form that is created by their concentrated will and effort. Some souknives, however, are unable to physically manifest a solid-thought weapon into existence and use this for war because they prefer to rely on physical weapons. These souknives introduce a psicrystal to their combat method to utilize their arts. By focusing this weapon-manifesting energy into their psicrystal, they can cause it to bind to a weapon and augment its abilities in combat just like more traditional souknives.

Weapon and Armor Proficiencies: The augmented blade is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and with all shields (except tower shields). This replaces the souknife's normal weapon and armor proficiencies.

Augmented Bladeworks: At 1st level, the augmented blade may select a bonus feat from the following list: Point Blank Shot, Power Attack, Two-Weapon Fighting, or Weapon Focus. If the augmented blade chooses feats that select specific weapon types (such as Improved Critical, Weapon Focus, or Weapon Specialization), she may select 'mind blade' and gain the benefits of that feat regardless of what type of weapon she is currently augmenting. This ability replaces the bonus feat gained at 1st level.

Psicrystal Affinity: At 1st level, the augmented blade gains the Psicrystal Affinity blade skill. This replaces the throw mind blade class feature.

Psicrystal Augment: At 1st level, the augmented blade learns how to attach her psicrystal to a weapon and cause it to bond to the item as a move action (reclaiming the psicrystal is a free action). Some weapons become covered in a thin sheen of crystal, for other augmented blades the entire weapon becomes psychic energy - the result is the same regardless of the cosmetic appearance. Once bonded, this psicrystal augmentation allows for the bonded weapon to be used with blade skills and is treated as a masterwork item when augmented. Weapons created through temporary means (such as the *call weaponry* power, or the *flame blade* spell) may not be bonded with the augmented blade's psicrystal due to their ephemeral nature.

If the augmented blade is ever separated from her weapon (or an item augmented by her psicrystal), the psicrystal stays with that object(s) as long as the item stays within range of the augmented blade and his telepathic link (one mile) with the psicrystal. At any time, the augmented blade can cause the psicrystal to

abandon them item as a free action within that range and command her psicrystal as normal.

Starting at 3rd level, the bonded weapon gains a cumulative +1 enhancement bonus that increases every odd level thereafter that they may spend on an actual enhancement bonus or on weapon special abilities. An augmented blade's level determines her maximum enhancement bonus (see Table: The Souknife as per the enhanced mind blade class feature for melee weapons or see Table: The Soulbolt as per the enhanced soul bolt class feature for ranged weapons). The augmented blade may (and must, when her total enhancement is higher than her maximum bonus) apply any special ability from Table: Weapon Special Abilities instead of an enhancement bonus, as long as she meets the level requirements. This overrides any magical or psionic enhancements that may already be on this weapon, but the weapon retains any material or masterwork bonuses it may have. An augmented blade can choose any combination of weapon special abilities and/or enhancement bonus for attack and damage rolls before assigning any special abilities each time that the augmented blade uses this ability. This replaces the Form Mind Blade and Enhanced Mind Blade class features, but counts as Form Mind Blade and Enhanced Mind Blade for prerequisites or requirements.

Blade Skills: In addition to the blade skills accessible by a normal souknife, an augmented blade may choose from the following list when he selects a blade skill. This ability does not cause the augmented blade archetype to be incompatible with other archetypes that alter the blade skills class feature.

Augmented Armor: By placing his psicrystal to his armor, he may enhance his armor as he would enhance a weapon when using his psicrystal. See mind armaments class feature of the armored blade archetype in *Ultimate Psionics* to see the list of available armor special qualities that can be added to a suit of armor.

Augmented Item: By attaching his psicrystal to a tool or item when making a Craft or Profession skill check, or when using an item to aid in Acrobatics, Climb, or Swim checks, the augmented blade gains a competence bonus on these checks equal to his mind blade enhancement bonus.

Augmented Psyche: By attaching his psicrystal to a headband or eye-slot item the augmented blade gains a competence bonus equal to his mind blade's enhancement bonus on any Appraise, Autohypnosis, Knowledge, Perception, Sense Motive or Spellcraft skill checks.

Augmented Shield: By placing his psicrystal to his shield, he may enhance his shield as he would enhance a weapon when using his psicrystal. See form mind shield class feature of the shield blade archetype in *Ultimate Psionics* to see the list of available shield special qualities that can be added to a shield.

Improved Psicrystal Augment: Magical or psionically enchanted weapons that possess special abilities that are

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not normally on the soulknife's enhanced mind blade list (such as *bane*) are temporarily added to that list for use by the augmented blade when using his psicrystal augment class feature, and the enhancement bonus applied to the weapon by that class feature increases by +1. The augmented blade must be at least 4th level to select this blade skill.

Psicrystal Power Source: As a move action, the augmented blade can attach his psicrystal to a magic item that uses the spell trigger (e.g. wands, staves) or power trigger (e.g. dorjes, psicrowns) activation methods, allowing him to add his Wisdom Modifier to Use Magic Device checks with that item in place of his Charisma modifier (if higher). When using that item to produce a spell or power effect, in place of expending a charge or power points from that item, he may choose to spend a number of his own power points equal to double the effect's spell or power level (e.g. using a wand of *fireball*, a 3rd-level spell, would require 6pp); if he does so, then he may use his class level in place of the effect's normal caster level or manifester level, and may calculate its saving throw DCs using his Wisdom modifier instead of the minimum modifier needed to cast a spell or power of that level. If manifesting a psionic power from the item, then he may expend additional power points to augment that power as normal. In the case of a spell from a staff which normally requires multiple charges to use, this ability reduces the number of charges required to cast that spell by one - this reduction does not stack with itself.

Split Crystal: You may split off portions of your crystal to perform multiple augmentations on items. When you split your psicrystal in this fashion, small child-crystals are birthed onto a piece of a equipment when using augmentation abilities that fuse to the item, and may be reclaimed by touching the psicrystal to these child-crystals as a free action. When the crystal is split, its overall enhancement bonus is reduced by 1 for each item enhanced. This may be applied to a second weapon if the character wishes to fight with two weapons, or as a prerequisite for other blade skills specifically tailored to the augmented blade's skill set (such as augmenting a shield or a piece of armor). The augmented blade must be at least 4th level to select this blade skill.

The augmented blade is unable to use the following blade skills: Alter Blade, Bladestorm, Bladewind, Deceptive Blade, Discipline Blade Shapes, Dual Imbue,

RAGE BLADES AND CRYSTALLINE FOCI

When using an item like a *crystal hilt* with a manifested rage blade, *crystalline focus* items normally limit the maximum enhancement bonus to attack and damage rolls to +5. Rage blades may surpass this limit and increase this limit by the enhancement bonus of the *crystalline focus*. For example, a +3 *crystal hilt* would have a maximum enhancement bonus of +8; up to +5 from the enhanced mind blade class feature and then up to an additional +3 from the *crystal hilt* itself.

Emulate Melee Weapon, Emulate Ranged Weapon, Enhanced Range, Full Enhancement, Improved Armor, Mind Daggers, Mindflayer, Psychic Toolkit, Psychic Net, Psychokinetic Armor, Telekinetic Blade, Telekinetic Bolt, and Twin Strike. Alternately, the augmented blade may select a bonus combat feat in place of a blade skill.

This alters the blade skills class feature.

Fast Augmentation: At 5th level, the augmented blade can augment an item in her possession with her psicrystal as a free action once per round. This replaces the quick draw class feature.

Weapon Training (Ex): At 6th level, the augmented blade gains weapon training, as the fighter ability, adding an additional weapon group every six levels after 6th (to a maximum of three groups at 18th level) and increasing the bonus on attack and damage rolls for weapon groups chosen by +1. This ability replaces the blade skill normally gained at 6th.

Fighter Training (Ex): At 7th level, the augmented blade counts her soulknife level -3 as her fighter level for the purpose of qualifying for feats (if she had levels in fighter; these levels stack).

Brutality Blade

"Projecting my feelings? Nah mate. This is me projecting my feelings."

—Alexander Fisher, a brutality blade

Soulknives find a variety of ways to train to bring out their signature weapon, the mind blade. Some must calm their minds, some visualize the weapon, and others recall a moment in time where they most wished they had the blade. Brutality blades conjure forth rage and hatred as their triggers for their weapons, and this reflects in their blade skills and the very nature of how they influence their blade - and how it influences them in return.

Soul of Wrath (Ex): A brutality blade uses his Charisma instead of his Wisdom for any soulknife ability he gains, such as blade skills that rely on Wisdom for determining save DC. He also uses his Charisma instead of his Wisdom for abilities gained from prestige classes that advance his mind blade.

Manifest Rage Blade (Su): At 1st level, the brutality blade can let his anger and hatred rise to the surface in a wild flood of psychic energies that alter his mind blade, changing it into a rage blade. While the rage blade is manifested, a brutality blade gains phenomenal psionic empowerment to his mind blade, but may harm himself by the reckless use of his power (see psychic enervation, on the next page).

A brutality blade can choose to manifest his rage blade whenever he forms his mind blade or he may empower his already formed mind blade with this incredible wrath. A rage blade is always a single weapon and is never split like a normal mind blade can be - the brutality blade needs to keep his focus (if the brutality blade has used his form mind blade class feature to form

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two mind blades, he releases one of these to focus his power into the remaining mind blade). Rage blades may not be thrown and cannot be disarmed as the weapon is almost fused with the brutality blade's body. When he manifests his rage blade, he increases the mind blade's enhancement bonus by +1 (even if the mind blade normally does not have an enhancement bonus). The enhancement bonus boost gives him the ability to add special weapon properties (such as *flaming* or *keen*), or push the enhancement bonus of the weapon beyond its normal maximum from the enhanced mind blade class feature. For example, a 7th level brutality blade (+2) with a normally +1 *keen mind blade* using this ability on his mind blade would be able to add +2 to his enhancement mind blade class feature (increasing the mind blade's enhancement bonus from +2 to +4), allowing him to increase the enhancement bonus to hit by +1 and adding *flaming* to make it a +2 *keen flaming mind blade*. Whenever the rage blade is manifested, the brutality blade may freely reconfigure the blade's enhancements as if they had used the Improved Fluid Form blade skill (without suffering the penalties of using this blade skill), and when the rage blade is dismissed it returns to its usual form. If the brutality blade has the ability to manifest a mind shield or mind armor, the rage blade's enhancement bonus increases do not affect their enhancement bonuses, and the formation of multiple items reduces each item's enhancement bonus by 1.

At 7th level, a brutality blade increases this enhancement bonus to his mind blade by two instead of one. At 13th level, he increases this enhancement bonus to his mind blade by three. These bonuses to the enhancement bonus of the rage blade equal a total bonus of +10 (not to exceed the +5 enhancement bonus maximum for attack and damage rolls). The brutality blade's rage blade always is enhanced for the maximum amount possible, for unleashing such rage and hate in this fashion does not lend itself to using self-control.

The brutality blade can manifest his rage blade for a number of rounds equal to 4 + his Constitution modifier. At each level after 1st, he can maintain his rage blade for 2 additional rounds. Temporary increases to Constitution, such as those gained from powers like *animal affinity* or spells like *bear's endurance*, do not increase the total number of rounds that a brutality blade can maintain his rage blade per day. Once a brutality blade dismisses his rage blade, he loses psionic focus and is fatigued for 1d4+1 rounds and may not regain psionic focus during this time. A brutality blade can manifest his rage blade as a free action as part of manifesting his mind blade normally. The total number of rounds per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

This replaces the throw mind blade class feature and the bonus feat gained at 1st level.

Psionic Enervation (Ex): Pushing oneself by manifesting a rage blade is dangerous to one's mind and body. Immediately following the manifesting of the rage

blade, a brutality blade may be overcome by the strain of her effort, causing him to take 2 hit points of damage per brutality blade level. The chance of suffering psychic enervation is 10%. This ability functions identically to the wilder's psychic enervation class feature and qualifies for prerequisites and requirements using this ability.

Enhanced Mind Blade: The brutality blade's mind blade is improved like a standard soulknife's mind blade, including if the brutality blade creates two mind blades, except the enhancement bonus increases at a reduced rate, rather than every odd level, as indicated on Table: Brutality Blade Progression.

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

Wrath Augments: Starting at at 2nd level, a brutality blade may take a special, rarified form of blade skill they refer to as wrath augments. These abilities function as blade skills, may be selected by brutality blades when he would otherwise select a blade skill. This ability does not cause the brutality blade archetype to be incompatible with other archetypes that alter the blade skills class feature.

Blade Geyser: While manifesting a rage blade, the brutality blade may expend his psionic focus as a full round action and drive his blade into the ground at his feet, causing the blade to split beneath him and erupt into circle of blades around him. This blade skill functions as

TABLE 3-2: BRUTALITY BLADE PROGRESSION

Class Level	Enhancement Bonus Value
1st	—
2nd	—
3rd	+1
4th	+1
5th	+1
6th	+2
7th	+2
8th	+3
9th	+3
10th	+3
11th	+4
12th	+4
13th	+5
14th	+5
15th	+5
16th	+6
17th	+6
18th	+7
19th	+7
20th	+7

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per the Whirlwind Attack feat. The brutality blade must be at least 4th level to select this blade skill.

Body of Rage: While manifesting a rage blade, the brutality blade with this wrath augment subsumes his rage blade as a swift action and grows in size as if he had used the *expansion* psionic power (using his class level as his manifester level to determine its effects). While in this form, his hands radiate raging psychic energy in the form of crude claws or knives. These claws are treated as light weapon forms of his mind blade except that they count as both natural and manufactured weapons. Bloody ectoplasm also forms blades on his body, which count as armor spikes. The rage blade takes a -1 to its overall enhancement bonus while manifested this way, but his both of his rage blades and his armor spikes share the same enhancement bonuses and weapon properties. This infusion of wrathful power is maintained as long as the rage blade is manifested. The brutality blade must be at least 10th level to select this blade skill.

Destroyer's Will: While under the benefits of a raging surge, the brutality blade channels his boundless anger to shrug off magics and afflictions alike. The brutality blade may expend his psionic focus to reroll a failed Fortitude or Will saving throw as an immediate action. The brutality blade must be at least 4th level to select this blade skill.

Fountain of Blood: With this wrath augment, the brutality blade's rage blade inflicts bleeding wounds when he activates his psychic strike or upon making a successful critical hit on a target creature. The target suffers 1d4 points of bleed damage for each psychic strike die the brutality blade possesses. This target creature bleeds each round until the wound is bandaged properly (DC 15 Heal check) or until magical healing (such as a *cure* spell) has been applied. The target can be subject to multiple bleeding wounds. The brutality blade must be 6th level to select this blade skill.

Hand of Hatred: The brutality blade's wrath can be infectious, spreading to his allies and inspiring them to acts of rage. While in a raging surge, the brutality blade may expend his psionic focus as a swift action and share his raging euphoria bonuses with allies within 30 feet of his position while his rage blade is manifested. The brutality blade must possess the raging euphoria wrath augment to select this wrath augment.

Raging Euphoria: The brutality blade is capable of churning forth great anger and turmoil when his rage blade has manifested. While his rage blade is manifested, the brutality blade's innate psionic energies empower his physical form with surging forces. This surge of rage and anger provides a +1 morale bonus to his attack and damage rolls. This bonus improves by +1 at 14th level and again at 20th level. These bonuses persist while the rage blade is manifested and end when the rage blade is dismissed. The brutality blade must be 8th level to select this blade skill.

Rend the Body: While under the benefits of a raging surge, the brutality blade with this wrath augment may

unleash furious blows upon his target. When attacking a foe and unleashing his psychic strike ability upon them, he may expend his psionic focus to make a second attack at the same attack bonus upon the target.

Raging Surge (Su): At 4th level, the brutality blade channels his emotions into a physical boost of energy that strengthens his body. A brutality blade can invoke a raging surge while manifesting his rage blade, and this surge is maintained while the rage blade is manifested. The brutality blade gains a +4 morale bonus to his Strength after invoking a raging surge. At 8th level, the brutality blade also gains a +2 morale bonus to Constitution during a raging surge. At 12th level, the morale bonus to Constitution increases by +2. At 16th level, the morale bonus to Strength increases to +6. At 20th level, the morale bonus to Constitution increases to +6. Hit points gained by increasing his Constitution score through a raging surge are lost first.

Invoking a raging surge when manifesting his rage blade increases the risk of psychic enervation from 10% to 20%. This replaces the blade skills gained at 4th level and 12th level.

Instantaneous Wrath (Su): At 5th level, the brutality blade may manifest his mind blade as a free action if he manifests it as a rage blade. This replaces the quick draw class feature.

Wrath Perfected: At 20th level, a brutality blade reaches the pinnacle of his wrath and his connection to his unending rage is so strong that it cannot be quenched. He no longer requires a Will save to maintain his mind blade in a null psionics field so long as his rage blade is manifested and it retains all enhancement bonus and special abilities. Additionally, the brutality blade's hatred is so perfect with its purity that he no longer suffers a risk of psychic enervation when manifesting his rage blade. This replaces the mind blade mastery class feature.

Psychic Armory

"When one fights with the idea of weapons, travel and training are the same."

—Gemma of the Far Shores

Most soulknives work on perfecting one blade, their idealized blade, that forms the core of what they do with their psychic abilities. Some however, either cannot settle on a singular blade or otherwise cannot gain the proper focus to forge the image of an ideal mind blade. These soulknives, known as psychic armories, generate multiple quasi-real mind blades that swarm around them. This swarm form of mind blades however, does lend itself towards being both weapon and shield for psychic armory soulknife and many new options for battle are born from it.

Form Panoply of Blades: The psychic armory forms a myriad of blades around her body to encircle her loosely, orbiting over and around her in shiftless patterns within her space. These weapons are of all manner of shapes, large and small, and they glimmer in and out existence

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as used or if ignored for too long. They are the psychic armory's mind blades, and while cosmetically they can look however they are imagined, they all function the same based on their weapon type. A psychic armory's panoply includes quasi-real light, one-handed, and two-handed mind blades that she can use to make melee or thrown attacks. When thrown or used for a melee attack, a piece of the panoply dissipates after the attack, whether it hit or missed. A psychic armory's panoply can generate as many weapons as she wills; she has no limit on its use beyond her attacks in a round.

Whether her attacks are melee or ranged, the psychic armory controls her panoply telekinetically. She must use her hands to direct her attacks, as appropriate (a light or one-handed panoply attack requires one hand, and a two-handed panoply attack requires two). Otherwise, she may combine them with other weapons' attacks normally, so long as she still has the right number of free hands to use. She is treated as wielding her panoply of blades for the purposes of threatening spaces, and can make attacks of opportunity with any applicable weapon in it.

The psychic armory's panoply weapons function just like normal mind blades in all ways except how she attacks with them, including damage, damage type, and handedness.

The range increment of her light mind blades is 20 feet, and the range increment of her one-handed mind blades is 15 feet. She may not throw her two-handed mind blades unless she possesses the Two-Handed Thrower feat (in which case they have a range increment of 10 feet, and may be thrown without penalty). A psychic armory's panoply of blades has a maximum range of five range increments, as normal for thrown weapons. Ranged panoply attacks do not provoke attacks of opportunity.

Regardless of the weapon forms a psychic armory has chosen, her panoply of blades does not have a set damage type per weapon type. When shaping her panoply of blades and assigning abilities to it, the psychic armory chooses whether the weapon type (light, one-handed, or two-handed) will deal bludgeoning, piercing, or slashing damage. The psychic armory may change the

damage type of an existing weapon group (light, one handed or two handed) in her panoply of blades, or may summon a new panoply of blades with different damage types, as a full-round action. Otherwise, the panoply of blades retains the last damage type configuration chosen every time it is summoned. If the psychic armory chooses to reshape the weapons within her panoply, it requires a full-round action, and she may reshape any or all of her weapons. She may also re-assign the type of damage dealt as part of reshaping her panoply of blades if she so chooses. A psychic armory can reassign the special ability or abilities she has added to her panoply of blades from her enhanced armory class feature (see the next page). To do so, she must first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the psychic armory does not require sleep. After that period, the panoply of blades materializes with the new ability or abilities selected by the psychic armory.

In all other respects, the panoply of blades functions as a the form mind blade class feature, and subject to anything that would affect a mind blade (except crystal hilts.) When using the psychic strike class feature, the psychic armory charges the panoply as a whole, and then may discharge it once through an attack with any of

her panoply mind blades. The panoply of blades may take enhancements as if it were both a melee and a ranged weapon. If the psychic armory has the Focused Offense blade skill, she can use her Wisdom instead of her Dexterity for thrown panoply attacks (while still using her Wisdom instead of Strength for damage).

This ability replaces form mind blade, shape mind blade, and throw mind blade, but counts as these class features for requirements and prerequisites.

Bonus Feat: The psychic armory gains either Point-Blank Shot or Weapon Focus (mind blade) as a bonus feat at 1st level. This ability replaces the normal soulknife bonus feat choices at 1st level.

Blade Skills: At 2nd level, the psychic armory may select blade skills as would a normal soulknife. The following blade skills are not available to a psychic armory: Alter Blade, Deceptive Blade, Discipline Blade Shapes, Emulate Melee



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Weapon, Emulate Ranged Weapon, Enhanced Range, Focused Offense, Interrupting Throw, Mindflayer, Telekinetic Blade, and Telekinetic Bolt. Fluid Form and Improved Fluid Form adjust the functions of the panoply of blades as it would with a normal mind blade. Shields formed from the psychic armory are in the panoply but operate normally, defending the player (these shields do not occupy the character's hands). If the Mind Daggers blade skill is selected, these are added to her panoply of blades and she can use them the same way as the rest of her panoply mind blades. Their range increment when thrown is 30 feet.

Armory Tactics: A psychic armory gains a number of unique blade skills available to her use with her panoply of blades, that may be selected any time the psychic armory would get a blade skill. This ability does not cause the psychic armory archetype to be incompatible with other archetypes that alter the blade skills class feature.

Hungry Blades: The psychic armory's panoply of blades threatened area increases. When attacking in melee, her panoply mind blades are treated as reach weapons that can also attack adjacent creatures.

Increased Range: The psychic armory gains incredible range from his panoply's attacks. Light weapons increase their range to 100 feet, one-handed weapons increase their range to 60 feet, and two-handed weapons increase their range to 30 feet. If the character possesses the Mind Daggers blade skill, their range increases to 200 feet.

Panoply Counter: With lightning reaction time, the psychic armory is capable of bringing her panoply of blades into positions to defend her from attacks. As an immediate action, the psychic armory may expend her psionic focus to oppose her opponent's attack roll against her with panoply of blades. She makes an attack roll at her full base attack bonus to do to this as if she were making an attack with the panoply, and if the result is equal to or higher than the attacker's result, the attack is negated by the panoply blocking the attack. This can be used on melee or ranged attacks, and/or spells and powers with touch or ranged attacks equally.

Panoply Drive: The psychic armory directs her panoply into a teeming barrage of cutting shards of psychic fury. She expends her psionic focus and as a standard action, she directs her weapons to become a 60-foot line of cutting blades that inflicts 1d6 points of slashing and piercing damage per psychic armory level, plus the enhancement bonus of the psychic armory's panoply of blades to all targets along its path. A successful Reflex save (DC 10 + 1/2 the psychic armory's class level + the psychic armory's Wisdom modifier) halves this damage. This attack is subject to damage reduction as normal. This uses all of her blades for the round and they return to her panoply the following round. If the psychic armory possessed an energy-based blade skill (such as Fire Blade), the psychic armory may choose to deal 1/2 this damage as energy damage of the same type as the energy-based blade skill of her choice.

Panoply Eruption: As a full round action, a psychic armory expends her psionic focus and spreads out her panoply of blades in a wide radius of bladed shards around herself (10 feet + 5 feet per four psychic armory levels), quivering with aggressive intent, ready to attack. Creatures that walk in this area treat it as difficult terrain, and the psychic armory may make attacks of opportunity as if she threatened every square in the burst. While in effect, she may make a number of additional attacks of opportunity equal to her Wisdom modifier. This uses all of her blades for the round and her panoply is refreshed the following round, ending this effect. If the psychic armory possessed an energy-base blade skill (such as Fire Blade), she may choose to deal half of the damage from attacks of opportunity made with this skill as energy damage of the same type as the energy based blade skill of her choice.

Psychic Fortress: The psychic armory is capable of driving her panoply of blades into the form of a temporary wall that can be used as cover and grants concealment, or total concealment if the character is completely sheltered behind the barrier using the total defense action. As a standard action, she expends her psionic focus and hardens her blades into a temporary shelter, forming a wall 10 feet long and 5 feet tall, with a hardness of 10 and 30 hit points. This depletes her entire panoply, and she may form her panoply of blades again on her next turn. The hardness and hit points of the wall is improved by the panoply's enhancement bonus. The wall lasts for a number of rounds equal to 3 + her Wisdom modifier.

Swirling Panoply: The psychic armory may set her panoply of blades spinning and may expend her psionic focus to cause them to explode out around her or at a designated point within medium range (100 feet + 10 feet per psychic armory level) as a standard action. This effect creates a 20-foot-radius explosion of cutting blades that inflicts 1d6 points of slashing and piercing damage per psychic armory level, plus the enhancement bonus of the psychic armory's panoply of blades to all targets within the blast radius. A successful Reflex save (DC 10 + 1/2 the psychic armory's class level + the psychic armory's Wisdom modifier) will halve this damage. This attack is subject to damage reduction as normal. This uses all of her blades for the round and they return to her panoply the following round. If the psychic armory possesses an energy-based blade skill (such as Fire Blade), she may choose to have her swirling panoply deal half its damage as energy damage of the same type as the energy based blade skill of her choice.

Two-Handed Thrower: The psychic armory gains Two-Handed Thrower as a bonus feat, even if she doesn't meet the prerequisites.

Enhanced Armory: At 3rd level, the psychic armory's panoply of blades are improved like a standard soulknife's mind blade. The enhancement bonus is set per weapon type. Example: An 11th level psychic armory with a +5 enhancement bonus could have her

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Two-Handed Thrower

You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds.

Prerequisites: Str 15.

Benefit: Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

Normal: You add your Strength bonus on thrown weapon damage, regardless of available hands. Throwing a two-handed weapon is a full-round action.

light weapons be +3 *keen flaming mind blades*, her one-handed weapons could be +2 *keen impact mind blades*, and her two-handed weapons could be +3 *icy burst mind blades*. The blade skills Fluid Form and Improved Fluid form may be used to change one or all of types of mind blades in the psychic armory.

This modifies the Enhanced Mind Blade class feature, but counts as Enhanced Mind Blade for prerequisites or requirements (see blade skills on page 26 for restrictions).

Swift Panoply: At 5th level, the psychic armory may conjure her panoply of blades as a swift action. This functions otherwise identically to the quick draw class feature, and counts as quick draw for prerequisites or requirements.

Mastery of the Armory: At 20th level, the psychic armory has reached the pinnacle of her art and her connection to her library of blades is so strong it cannot be severed. She no longer requires a Will save to maintain her panoply of blades in a null psionics field, although it still loses any enhancement bonus and special abilities. This replaces the mind blade mastery class feature.

HIGH-PSIONICS SOULKNIVES

As noted in *Psionics Augmented: Soulknives*, some GMs running higher magic and psionics campaigns may find it reasonable to add the manifesting and power progression of the gifted blade archetype to all soulknives by default, to create a more a more “psionic” soulknife. This gives the soulknife more of a competitive edge in a world where manifesting and/or magic is highly dominant, without compromising the combat focus of the class. The gifted blade archetype adds some additional flexibility both in and out of combat, and lets the soulknife stand as both a combative and psionic equal to classes like the psychic warrior and marksman.

In games with higher levels of expertise, powerful classes and abilities, or just generally better toys available to characters, we at Dreamscarred Press recommend adding the gifted blade archetype’s manifesting abilities to the soulknife as well.

When using this variant, levels in prestige classes that advance a soulknife’s gifted blade manifesting also advance their enhanced mind blade ability as if they had gained a level in soulknife. The inverse is also true; levels that advance a soulknife’s mind blade advance the soulknife’s gifted blade manifesting at an equal rate (if the character possesses manifesting from another source, it is not advanced by such prestige classes).

If a class advances both the soulknife’s manifesting and their mind blade (such as the dark tempest in *Ultimate Psionics*), then the soulknife’s manifesting and mind blade are advanced independently. If the soulknife possesses levels in another manifesting class, they may still choose to advance that class’ manifesting, and also progress their mind blade abilities (but not their gifted blade manifesting) as normal.

For example, a soulknife/psychic warrior who took levels in dark tempest would add their dark tempest level to their soulknife level for the purposes of determining the effectiveness of their mind blade. Then, at each level of the prestige class, they would have to choose whether that level added its manifesting progression to their gifted blade manifesting or psychic warrior manifesting.

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SOULKNIFE MAGIC ITEMS

Presented below are a variety of new psionic items for soulknives.

Crystalline Focus Items

These items are used by the soulknife archetypes in this book to enhance their mind blades.

CRYSTAL IOUN

Aura faint psychokinesis; **ML** 3rd (+1), 6th (+2), 9th (+3)
Slot weapon; **Price** 11,200 gp (+1), 44,800 gp (+2), 100,800 gp (+3); **Weight** 2 lbs

DESCRIPTION

A *crystal ioun* looks like a common *ioun stone* made of deep crystal. A soulknife with the psychic armory archetype, or anyone else with the ability to manifest a panoply of blades, channels their panoply of blades through the *crystal ioun* when summoning it. This does not otherwise alter the action needed to summon a panoply of blades, the summoner must simply have the *crystal ioun* orbit their person and choose to manifest the panoply of blades through the *crystal ioun*.

Crystal iouns have 45 hit points and a hardness of 15. When a panoply of blades is manifested in this fashion, the enhancement bonus and the maximum enhancement bonus of the panoply of blades is increased by the enhancement bonus of the *crystal ioun*, although any enhancement bonus above +5 is lost.

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

CONSTRUCTION

Requirements Craft Crystalline Focus, ability to manifest a panoply of blades; **Cost** 5,600 gp (+1), 22,400 gp (+2), 50,400 gp (+3)

CRYSTALLINE SETTING

Aura faint psychokinesis; **ML** 3rd (+1), 6th (+2), 9th (+3)
Slot weapon; **Price** 11,200 gp (+1), 44,800 gp (+2), 100,800 gp (+3); **Weight** 2 lbs

DESCRIPTION

A *crystalline setting* looks like a deep crystal setting that a psicrystal could be slotted into to make it look almost like a piece of jewelry. Whenever an augmented blade channels their power through this item to augment a weapon or item of their choosing, it increases the potency of their augmentation (see *crystalline ioun*).

Crystalline settings may only be made with a +1, +2, or +3 enhancement bonus.

CONSTRUCTION

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

Universal Items

The following universal items interact with soulknife class features, and as such are particularly useful to them.

BLADE BANGLES

Aura Moderate psychokinesis; **ML** 8th
Slot Wrist; **Price** 16,500 gp; **Weight** 1 lbs.

DESCRIPTION

These psychic bangles are often made of wire frames set with crystals or engraved pieces of metals that are set with crystal pieces between inscribed forms of warriors demonstrating a combat art. While wearing one of these *blade bangles* on his wrist, a soulknife gains the benefits of a blade skill that is encoded into the crystals of this item. The bangle does not provide prerequisite blade skills (if applicable) and so the soulknife himself must possess these prerequisites before being able to utilize the item properly, or have another *blade bangle* that possesses a prerequisite blade skill.

CONSTRUCTION

Requirements Craft Wondrous Item, ability to manifest a mind blade, and possession of the blade skill to be used in the bangle; **Cost** 8,250 gp

GREAVES OF MEHSIM

Aura Moderate psychometabolism; **ML** 11th
Slot Feet; **Price** 34020 gp; **Weight** 6 lbs.

DESCRIPTION

These greaves benefits only a wearer who has levels in soulknife and has the psychic strike class feature. If such a character wears these boots, he may expend his psychic strike as a swift action to gain the benefits of *physical acceleration* for a number of rounds equal to the wearer's number of psychic strike damage dice.

CONSTRUCTION

Requirements Craft Wondrous Item, *physical acceleration*; **Cost** 17,010 gp

SKIN OF THE BLADE

Aura Faint psychometabolism; **ML** 8th
Slot —; **Price** 25500 gp; **Weight** 2 lbs.

DESCRIPTION

This *psychoactive skin* benefits only a wearer who has levels in soulknife. If such a character wears this skin, he gains the Psychokinetic Armor blade skill and he may apply armor enhancement bonuses to the *skin of the blade* as if he had the Enhanced Mind Armaments class feature from the Armored Blade soulknife archetype.

CONSTRUCTION

Requirements Craft Wondrous Item, *inertial armor*; **Cost** 12,750 gp

PSIONICS AUGMENTED

AUGMENTED ENHANCEMENT LIST

Soulknives are an adaptive lot, and below is a list of mind blade enhancements that use an updated whitelist of magical and psionic enhancements that can be chosen with the soulknife's mind blade enhancement class feature.

Limited-Use Enhancements: Whenever a soulknife uses his Enhanced Mind Blade class feature (or equivalent ability) to enchant his mind blade (or equivalent ability) with an enhancement with a limited number of uses, such as is the case with the *lucky* enchantment, any uses the soulknife uses counts towards the daily limit and is not refreshed whenever the soulknife reform's the mind blade (or equivalent ability). The same should apply to other enchantments acquired such as from the Personalized Trick trait, that may have limited uses such as per encounter, etc. A soulknife with the Fluid Form bladeskill may still expend its psychic strike as a swift action to refresh these limited use enhancements on the mind blade (or equivalent ability) within the limits of the blade skill.

TABLE 3-3: WEAPON SPECIAL ABILITIES

Weapon Special Ability	Enhancement Bonus Value	Required Level	Weapon Special Ability	Enhancement Bonus Value	Required Level
Agile	1	5	Anarchic	2	7
Allying	1	5	Axiomatic	2	7
Benevolent	1	5	Collision	2	7
Conductive	1	5	Corrosive burst	2	7
Corrosive	1	5	Cyclonic ²	2	7
Countering	1	5	Defiant	2	7
Courageous	1	5	Flaming burst	2	7
Cruel	1	5	Glorious	2	7
Cunning	1	5	Holy	2	7
Defending	1	5	Icy burst	2	7
Distance	1	5	Invigorating	2	7
Dueling	1	5	Linked striking	2	7
Flaming	1	5	Mindcrusher	2	7
Frost	1	5	Phase Locking	2	7
Furious	1	5	Psychokinetic burst	2	7
Ghost touch	1	5	Shocking burst	2	7
Guardian	1	5	Suppression	2	7
Huntsman	1	5	Unholy	2	7
Keen ¹	1	5	Wounding	2	7
Lucky	1	5	Wrenching ³	2	7
Menacing	1	5	Bodyfeeder	3	9
Merciful	1	5	Dislocator	3	9
Mighty cleaving	1	5	Mindfeeder	3	9
Planar	1	5	Nullifying	3	9
Psychokinetic	1	5	Repositioning	3	9
Seaborne	1	5	Speed	3	9
Seeking ³	1	5	Soulbreaker	3	9
Shock	1	5	Brilliant energy	4	12
Sundering	1	5	Great dislocator	4	12
Thundering	1	5	Greater energy ³	4	12
Vicious	1	5	Coup de grace	5	15
Advancing	2	7	Vorpal	5	15

¹ A *keen* mind blade gains its benefits no matter the assigned damage type.

² Ranged mind blades only.

PSIONICS AUGMENTED

TABLE 3-4: MIND ARMAMENT SPECIAL ABILITIES

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

TABLE 3-5: MIND SHIELD SPECIAL ABILITIES

Shield Special Ability	Enhancement Bonus Value	Required Level	Shield Special Ability	Enhancement Bonus Value	Required Level
Arrow Catching	1	5	Energy Resistance	3	9
Bashing	1	5	Ghost Touch	3	9
Blinding	1	5	Fortification, Moderate	3	9
Clangorous	1	5	Spell Resistance (15)	3	9
Fortification, Light	1	5	Energy Resistance, Improved	4	12
Mirrored	1	5	Spell Resistance (17)	4	12
Ramming	1	5	Fortification, Heavy	5	15
Arrow Deflection	2	7	Spell Resistance (19)	5	15
Rallying	2	7	Energy Resistance, Greater	5	15
Spell Resistance (13)	2	7			

CHAPTER 4: WILDERS

The question inevitably arises, “what is a wilder?” Or, perhaps more accurately, “why is a wilder not a psion?” Easy answers present themselves: wilders learn fewer powers, wilders utilize surging emotions and are tougher, faster, and harder to attack natively. The reasons behind these answers, however, reveal the wilder’s identity as a distinct psionic class.

Those who become wilders are people in touch with their emotions. Dispassionate or calculating individuals do not become wilders, which is not to imply that only people who can’t control their emotions become wilders; wilders understand their emotions and respect the influence they have on their lives, but a wilder is still perfectly capable of exercising restraint. A wilder’s powerful emotions aid in manifesting powers, but so does their understanding, acceptance, and trust in those emotions.

Instinct is a good way to describe how wilders approach psionics. One might have been the apprentice of a psion who embraced a natural talent and intuition over formalized learning, while another wilder may have had no formal education whatsoever. However they come into their power, wilders tend to trust their instincts, their gut reactions, and their first impressions. These instinctual responses keep wilders one step ahead of harm and fuel their powerful wild surges by letting the wilder find shortcuts and exploits in manifestation that more cautious manifesters might ignore for safety’s sake. Wilders ride the high they get from manifesting into a euphoria that helps them accomplish their goals.

A wilder’s passion somewhat splits their focus and they learn far fewer powers compared to their closest cousins, the psions. However, wilders have a somewhat greater tendency to learn new and unusual powers (such as through the Expanded Knowledge feat) when following their passions to new and interesting places. Wilders favor powers they can augment, because their wild surges let them bring those powers to heights that no other manifesters can match. Wilders nearly universally become adventurers; their power and passion make striking additions to a group, and adventuring can sate a wilder’s thirst for adrenaline, excitement, and other needs. More ‘settled’ wilders happen either because they feel as though they cannot continue adventuring, or because something they care for deeply is located wherever they have settled. The result is that it is rare and unexpected to see an old wilder, though when they do happen they are often terrifying veterans of mystical and psionic combat and not to be trifled with.

NEW ARCHETYPES

The following are new archetypes for the wilder class found in Chapter 2 of *Ultimate Psionics*.

Surging Muse

“Leader? No, no, we’re all valued members of the Brookbane Seven. I prefer to be thought of as a facilitator.”

—Lady Akane Hayashi, a surging muse

Surging muses are those wilders who find vibrancy in sharing their passion with others. Leaders, artists, composers, and visionaries, surging muses focus their power outward into their allies.

Enhanced Surging Aura (Su): The area of the surging muse’s surging aura increases by 5 feet, plus an additional 5 feet for every 4 class levels. Whenever the surging muse invokes her wild surge, other allies within her surging aura gain an insight bonus to damage rolls equal to her wild surge’s intensity until the end of their next turn.

If the surging muse doesn’t have the Surging Aura feat, she instead gains a surging aura with a 10-foot radius. Whenever she invokes her wild surge, she may choose an ally (other than herself) within her aura; that ally gains an insight bonus to damage equal to the surging muse’s wild surge intensity until the end of their next turn.

Force Enhancement (Su): The surging muse can channel her wild emotions and fierce friendship into her allies’ weapons. She may expend her psionic focus as a standard action to grant bonus force damage equal to her Charisma modifier to melee or ranged attacks made by allies (other than her) within her surging aura. Affected allies do not need to remain within the surging muse’s surging aura to retain this bonus damage, which lasts for 1 round. This ability replaces surge blast.

Passion’s Dance (Su): The surging muse shares her passions with others, coordinating them in a dance that leads them away from enemy assaults. Starting at 2nd level, allies (other than her) within the surging muse’s surging aura gain a +1 dodge bonus to their Armor Class. This bonus increases by 1 every 4 levels thereafter (+2 at 6th level, +3 at 10th level, etc).

Voidheart

“You don’t want my attention. People fall into it and can’t get back out.”

—Myra, a voidheart

Not all wilders utilize powerful emotions when invoking their psionic powers. Those known as voidhearts are wilders afflicted with a curious hole in their souls, a connection to a place, or perhaps concept, they refer to as the void, or sometimes as the nothing within.

PSIONICS AUGMENTED

Voidhearts feel its consuming pull tugging at them constantly, demanding to be filled with sensation, experience, emotion, and life. Many succumb, becoming little more than predators or parasites; others restrain themselves, finding a way to feed the nothing without letting it define them.

Hollow Surge (Su): Unlike other wilders who infuse their powers with wild emotion, voidhearts can call upon the nothingness within. The voidheart may choose to invoke her hollow surge whenever she manifests a power; if she does, treat the manifester level of that power as 1 lower (to a minimum of 1) when calculating level-dependant effects and for the purposes of dispelling attempts. She does not suffer any penalties outside of those related to the manifestation itself (for example, level-dependent class abilities are not reduced in power). When this occurs, all hostile creatures within close range (25 feet plus 5 feet per 2 class levels) treat their caster and manifester levels as 1 lower when calculating level-dependant effects and for the purposes of dispelling attempts. If this penalty would reduce an ability, power, or spell's duration below 1 round, it reduces that duration to 1 round instead (instantaneous durations are unaffected). They do not suffer any penalties outside of those related to caster and manifester levels (for example, level-dependent class abilities are not reduced in power). The penalties inflicted by hollow surge last until the beginning of the voidheart's next turn.

At 3rd level, the penalties inflicted by this ability worsen to -2. At 7th level they worsen to -3, then to -4 at 11th level, -5 at 15th level, and -6 at 19th level. The voidheart may not intentionally lower these penalties; the growing nothingness within always draws power into itself at its maximum intensity.

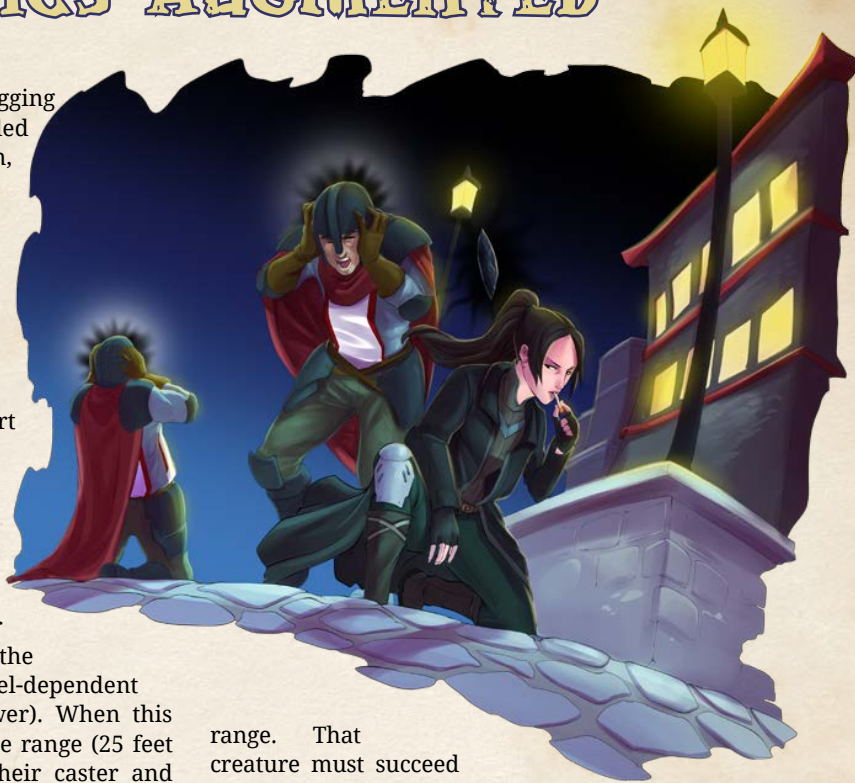
A voidheart can benefit from items, effects, and abilities that would normally increase the bonus of a wilder's wild surge class feature. Any such effect, when applied to the voidheart, instead increases the penalties of her hollow surge by an equal amount. For the purposes of prerequisites and requirements, hollow surge counts as wild surge with a bonus equal to the penalty inflicted.

This ability replaces wild surge and psychic enervation.

Psychic Enervation: Voidhearts do not suffer from psychic enervation.

Voidsoul (Su): Voidhearts suffer from an expanding hole in their soul, their essence, which both strengthens and weakens them. The voidheart is immune to energy drain and enjoys a +2 bonus on saving throws vs. mind-affecting abilities. This ability replaces surge bond.

Umbral Roar (Su): The voidheart may expend her psionic focus as a standard action and select a creature within medium (100 feet plus 10 feet per class level)



range. That creature must succeed at a Fortitude save (DC 10 + 1/2

the voidheart's class level + her Charisma modifier) or be wreathed in bands of darkness shot through with violet lines which seem to suck air into themselves. The victim becomes incapable of benefiting from healing of any variety for a number of rounds equal to the voidheart's Charisma modifier. This ability replaces surge blast.

Surging Euphoria (Ex): The voidheart gains the benefits of the surging euphoria ability when she invokes her hollow surge; she benefits from the energy she has stolen from others. This ability modifies surging euphoria.

Greater Voidsoul (Su): At 5th level, the voidheart becomes immune to fear effects.

At 9th level, her bonus to saving throws vs. mind-affecting abilities increases to +4.

At 13th level, the voidheart becomes immune to negative energy damage.

At 17th level, her bonus to saving throws vs. mind-affecting abilities increases to +6.

This ability replaces improved surge bond.

Invoke the Void (Su): At 20th level, the voidheart can channel pure elemental nothing through her wounded soul, blasting her enemies with raw nihilistic thought. Once per day, she may increase the penalty levied by her hollow surge to -10. Hostile creatures affected by this worsened hollow surge must succeed at a Will save (DC 10 + 1/2 the voidheart's class level + her Charisma modifier) or gain 1d4 negative levels and lose 3d6 power points.

The voidheart becomes swathed in darkness, as if the subject of a *deeper darkness* spell cast by a sorcerer of her class level, when she enhances her hollow surge with this ability. This ability replaces perfect surge.

CHAPTER 5: FEATS AND TRAITS

There's more to psionic characters than just classes and powers—feats and traits allow a manifester to customize their abilities further.

NEW TRAITS

Unlike psionic feats, psionic traits can be taken by any character, regardless of whether or not they have the psionic subtype. If a trait grants a talent or psi-like ability, a non-psionic character will gain that subtype when they take the trait.

Contest of Blades (Combat): When clinching blades with an enemy, your countenance is unnerving to some. You gain a +1 trait bonus on initiative checks. Once per day, in the surprise round of combat you may perform an intimidate check to demoralize vs a flat-footed opponent as a free action.

Mind Blade Dancer (Psionic): Your graceful combat style enlivens your mind blade to illumination. Perform (dance) becomes a class skill if it is not already. You gain the *crystal light* talent and can manifest this power with a manifester level of 1. If you have manifester levels from a psionic class, you may instead use the manifester level from that class. Your mind blade or equivalent ability (i.e. mind bolt, etc) is considered a crystal object for the purpose of this talent.

Mischievous Blade (Combat): Your mind blade shares your devious streak. You gain a +2 trait bonus on combat maneuver checks while performing a dirty trick with your mind blade or equivalent melee-ranged ability (i.e. mindclaws, etc).

Natural Blade (Psionic): You've learned to continue some of your soulknife training even when exploring different trades. You add +2 trait bonus to your soulknife level to determine the strength of your mind blade enhancement and access to blade skills as if your soulknife level were two higher (this does not improve blade skill effectiveness, only your ability to meet prerequisites). Your effective mind blade level cannot exceed your character level. The character must have the enhanced mind blade class feature (or its equivalent) to actually receive the magical enhancement bonus to the mind blade.

Personalized Trick (Psionic): You've got an innate knack for mimicking a weapon enhancement not normally found in mind blades. Choose a magical weapon (or armor/shield) property that is not listed as available with the mind blade enhancement class feature. You may select that property when choosing abilities for Enhanced Mind Blade (or its equivalent). Weapon properties such as *bane* that have a variable property to them must specify that variable when selecting this trait; this choice is permanent.

Trickshot Soul (Combat): You are particularly gifted with using your mind blade at range. +1 trait bonus to ranged attack rolls using throw mind blade or equivalent ability (i.e. mind bolt, etc). You gain the *trick shot* talent and can manifest this power with a manifester level of 1. If you have manifester levels from a psionic class, you may instead use the manifester level from that class.

NEW FEATS

Unlike other feats, psionic feats can only be taken by characters with the psionic subtype (generally gained by having 1 or more power points, or taking a psionic trait).

Surge Feats: Some feats presented in this section are surge feats; surge feats require (or permit) invoking a character's wild surge to activate an ability or gain a bonus. Invoking a wild surge to activate a surge feat requires the wilder to check for psychic enervation as normal.

Adrenal Overchannel (Combat, Psionic)

You are able to channel your very life force into a psychic edge with which to defeat your opponents.

Prerequisites: Overchannel, base attack bonus +4.

Benefit: You can use the Overchannel feat to gain a +1 insight bonus on attack rolls and a +2 insight bonus on damage rolls for one round instead of gaining a bonus to your manifester level. At 8th level, these bonuses increase to +2 on attack rolls and +4 on damage rolls (and the damage taken increases to 3d8), and at 15th level, they improve to +3 on attack rolls and +6 on damage rolls (and the damage taken increases to 5d8). You must choose to use this feat before making an attack roll, and its effects last until your next turn.

Advanced Anomalous Path (Psionic)

You have developed finer control over of your psionic animus.

Prerequisites: Wis 13; Animus Potency or Extra Animus; any metapsionic feat, warrior's path class feature, manifester level 10th, base attack bonus +6.

Benefit: The anomalous trance benefit now applies to your touch Armor Class against powers, psi-like abilities, spells, and spell-like abilities. Additionally, when using the anomalous path maneuver, the animus provided from this ability increases from 1d4 to 1d6 at 3rd level, and from 2d4 to 2d6 at 7th level. This feat is a supernatural ability.

Advanced Gladiator Path (Psionic)

You've developed keen tactical instincts and are able to leverage these with both mental and physical power.

Prerequisites: Wis 13; Combat Expertise, Ready Response; warrior's path class feature, manifester level 10th, base attack bonus +6.

PSIONICS AUGMENTED

TABLE 5-1: FEATS

Feat	Type	Prerequisites	Benefit
Adrenal Overchannel	Combat, Psionic	Overchannel, base attack bonus +4	Use Overchannel to gain attack and damage bonus
Advanced Anomalous Path	Psionic	Wis 13; Animus Potency or Extra Animus; any metapsionic feat, warrior's path class feature, manifester level 10th, base attack bonus +6.	Increased defense from trance, increased animus gain from maneuver use
Advanced Gladiator Path	Psionic	Wis 13; Combat Expertise, Ready Response; warrior's path class feature, manifester level 10th, base attack bonus +6.	Move after failed CMB checks and add combat maneuvers to an attack
Advanced Hungering Path	Psionic	Con 13; Psionic Body or Toughness, Warrior's Focus; warrior's path class feature, manifester level 10th, base attack bonus +6.	Sicken foes that fall within your aura and reap life when you steal power
Advanced Outrider Path	Psionic	Wis 13; Mounted Archery or Ride-By Attack; Warrior's Focus, Outrider path class feature, manifester level 10th, base attack bonus +6.	The power of your psionic mount's movement damages nearby foes
Animus Potency	Psionic	Must possess an animus pool, Spellcraft 5 ranks	Spend animus to increase the save DC of manifested powers
Biokinetic Adept	Psionic	Psionic Meditation, Con 13	Gain temporary hit points when psionically focused
Biokinetic Rhythms	Psionic	Biokinetic Adept, Psionic Meditation, Con 15	Expend psionic focus to gain fast healing
Biokinetic Shielding	Psionic	Biokinetic Adept, Psionic Meditation, Con 13	Psionic focus grants natural armor
Biokinetic Surge	Psionic	Biokinetic Adept, Con 13, wild surge class feature	Invoke wild surge to heal ability damage
Biokinetic Feedback	Psionic	Con 13, psychic enervation class feature	Lose hit points instead of power points from psychic enervation
Blade of Terror	Psionic	Ability to generate a mind blade, one blade skill and one terror known	Deliver terrors through your mind blade
Brutal Surge	Psionic	Ability to manifest a rage blade, ability to manifest 1st-level powers from the gifted blade list	Treat rage blade enhancement bonus as wild surge
Cleaving Power	Metapsionic	—	Your power jumps from a downed target to another one
Collective Focus	Psionic	Collective class feature	Store a psionic focus in your collective that can only be used for collective-based effects
Communal Overchannel	Psionic	Overchannel, collective class feature	Offload Overchannel damage to collective
Countersurge	Psionic, Surge	Improved Initiative, wild surge class feature, manifester level 6th	Wild surge as an immediate action to counter an effect
Critical Imbuement	Psionic	Psychic strike +1d8	Recharge psychic strike on a critical hit
Dancing Shadow Style	Psionic, Style	Cloak Dance, ability to generate a mind blade, psychic strike +1d8, Acrobatics 2 ranks, Stealth 7 ranks	Recharge psychic strike when you perform a Cloak Dance
Dancing Shadow Waltz	Psionic	Cloak Dance, Dancing Shadow Style, ability to generate a mind blade, psychic strike +1d8, Acrobatics 5 ranks, Stealth 7 ranks	Move while performing a Cloak Dance as a full-round action
Dancing Shadow Retribution	Psionic	Cloak Dance, Dancing Shadow Style, Dancing Style Waltz, ability to generate a mind blade, psychic strike +1d8, Acrobatics 9 ranks, Stealth 9 ranks	Recharge psychic strike and gain the ability to counter-attack when performing a Cloak Dance as a full-round action
Deadly Imbuement	Psionic	Psychic strike +1d8	Recharge psychic strike when downing a foe

PSIONICS AUGMENTED

TABLE 5-1: FEATS

Feat	Type	Prerequisites	Benefit
Enduring Mind	General	Wis 13	Reduce ability damage to mental scores
Armored Mind	Psionic	Enduring Mind	Increase Enduring Mind's reduction.
Extra Animus	Combat	Must possess an animus pool	Your starting animus increases by 2
Imbuement of the Phantom Weapon	Psionic	Ability to generate a mind blade, psychic strike +1d8	Charge non-mind blade weapons with psychic strike
Improved Psychic Strike	Psionic	Base attack bonus +6, psychic strike +1d8	Expend psionic focus to apply psychic strike to all attacks for 1 round
Improved Gift	Psionic	Wild surge class feature	Add wild surge intensity to some skill checks
Looming Presence	Psionic	Unwilling Participant, collective class feature	Members of your collective are penalized
Metapsionic Animus	Psionic	Knowledge (psionics) 5 ranks, must possess an animus pool	Spend animus to pay metapsionic costs
Metapsionic Knife	Psionic	Psionic Meditation, ability to generate a mind blade, ability to manifest 1st-level powers	Deliver powers through mind blade
Mind Sniper	General	Ability to generate a mind blade or mind bolt, knowledge of one blade skill, style technique class feature	Stack marksman and soulknife levels to favored weapon bonuses; mind blade is a favored weapon
Opportunistic Conscription	Psionic	Unwilling Participant	Use Unwilling Participant on creatures who fail saves against collective members
Pattern Blade	General	Ability to generate a mind blade, throw mind blade or launch soul bolt, knowledge of one blade skill and one cryptic insight	Throw mind blade and add disrupt pattern to its damage
Piercing Surge	Psionic	Wild surge class feature	Increase your ability to overcome power resistance by your wild surge intensity
Psi-Animus Assault	Combat, Psionic	Psionic Fist, Psionic Shot, or Psionic Weapon; must possess an animus pool	Spend animus to deal additional damage with the prerequisite feats
Psionic Celerity	Psionic	Psionic Meditation, Speed of Thought	Expend psionic focus to move as a swift action
Ranged Martial Power	Combat, Psionic	Martial power class feature	Use martial power with ranged attacks
Sadism	Psionic	Collective class feature, character level 5th	Gain temporary hit points from damage to your collective members
Surge Blade	Psionic, Surge	Mind blade class feature, wild surge class feature	Invoke wild surge to increase mind blade damage
Swift Imbuement	Psionic	Ability to generate a mind blade, psychic strike +1d8	Charge psychic strike as a swift action
Tap Animus	Combat	May not possess an animus pool	Gain a small pool of animus
Vent Agony	Psionic	Overchannel or wild surge class feature	Vent psionic backlash into an opponent
Pain Bonding	Psionic	Vent Agony, Autohypnosis 9 ranks	Form a unique collective that absorbs your enervation
Warrior's Focus	Combat, Psionic	Warrior's path class feature	Gain an additional psionic focus that can only be used for warrior's path
Wild Mind	Psionic	Surging euphoria class feature	Surging euphoria defends you from mind-affecting abilities
Telepathic Feedback	Psionic	Wild Mind or Wis 15	Gain information from those who assault your mind

PSIONICS AUGMENTED

Benefit: The gladiator path trance ability allows you to tactically reposition yourself whenever you fail a combat maneuver attempt against an enemy or an enemy fails a combat maneuver attempt against you, allowing you to move up to 5 feet as a free action without provoking attacks of opportunity (even if it isn't your turn). You may use the maneuver of this warrior's path as part of an attack action you have made as a free action once per round. You must expend your psionic focus and you may immediately make a combat maneuver attempt (such as a disarm or grapple) as part of that attack action. This feat is a supernatural ability.

Advanced Hungry Path (Psionic)

You ever-hungry psionic scar holds greater demands for greater power.

Prerequisites: Con 13; Psionic Body or Toughness; Warrior's Focus; warrior's path class feature, manifester level 10th, base attack bonus +6.

Benefit: The hunger path's trance causes those who fail a saving throw against your powers or class abilities to become sickened for two rounds from the power of your aura. When using the maneuver, the ranged touch attack not only draws in psychic power, but it also life energies. In addition to the power point drain, the attack inflicts 1d6 points of damage at 3rd level, and this damage improves by 1d6 points of damage at 7th level and every four levels thereafter. You gain 5 temporary hit points for 10 points of damage inflicted by this attack. These temporary hit points last for one minute or until they are taken away by damage; further applications of this ability do not stack up additional temporary hit points. This feat is a supernatural ability.

Advanced Outrider Path (Psionic)

Your ectoplasmic mount strikes at foes you pass.

Prerequisites: Wis 13; Mounted Archery or Ride-By Attack; Warrior's Focus, Outrider path class feature, manifester level 10th, base attack bonus +6.

Benefit: Whenever you are riding the mount from your outrider trance and its movement takes you within 5 feet of an opponent during your turn, you may deal force damage equal to your Wisdom modifier to that opponent. A given opponent can only take this damage once per round. This feat is a supernatural ability.

Animus Potency (Psionic)

You are capable of channeling animus into your psionic powers when you manifest them.

Prerequisites: Spellcraft 5 ranks, must possess an animus pool.

Benefit: When you manifest a power that allows a saving throw, you can spend up 2 points of animus to increase its save DC by 1. At manifester level 8th and every four levels thereafter, you can spend an additional 2 points of animus to add an additional +1 to the save DC.

Armored Mind (Psionic)

Your mental resilience is psionically enhanced.

Prerequisites: Enduring Mind.

Benefit: The benefits of your Enduring Mind feat increase by 2 while you are psionically focused. You may expend your psionic focus as an immediate action to negate all mental ability damage from a single source (other than you) for 1 round.

Biokinetic Adept (Psionic)

You utilize biokinetic techniques when you gain your focus.

Prerequisites: Psionic Meditation, Con 13.

Benefit: You may gain temporary hit points equal to 1/2 your manifester level whenever you gain your psionic focus. These temporary hit points last for up to one minute per character level. You may gain temporary hit points from this feat up to four times per day, and they do not stack with themselves.

Biokinetic Feedback (Psionic)

You convert your psychic enervation into physical feedback.

Prerequisites: Con 13, psychic enervation class feature.

Benefit: If you would lose power points as the result of psychic enervation, you may instead lose an equal number of hit points. Additionally, if you possess the Overchannel feat, you may use it in conjunction with your wild surge. The effects stack. Combining your wild surge with Overchannel in this manner increases your chance for psychic enervation by 20%.

Biokinetic Rhythms (Psionic)

You know how to heal your body with biokinetic techniques.

Prerequisites: Biokinetic Adept, Psionic Meditation, Con 15.

Benefit: You may expend your psionic focus as a standard action to gain fast healing equal to your Constitution modifier for 5 rounds. Using this feat drains your body's natural biorhythms; after activating this feat you must wait 10 minutes before activating it again.

Biokinetic Shielding (Psionic)

While focused, you enhance your form with biokinetic techniques.

Prerequisites: Biokinetic Adept, Psionic Meditation, Con 13.

Benefit: You gain a natural armor bonus to your AC equal to your Constitution modifier while psionically focused.

Biokinetic Surge (Psionic, Surge)

You can burn away long-term damage to your body.

Prerequisites: Biokinetic Adept, Con 13, wild surge class feature.

Benefit: You may invoke your wild surge as a swift action to heal an amount of ability damage to your Strength, Dexterity, or Constitution equal to your wild surge's intensity. The first time per day that you use this feat, you do not need to check for psychic enervation. You check for psychic enervation as normal for each use thereafter.

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Blade of Terror (General)

You have learned to blend the fearsome arts of the dread with your mind blade.

Prerequisites: Ability to generate a mind blade, knowledge of one blade skill and one terror

Benefit: You may use your mind blade to deliver your terrors as if you had used your devastating touch, and you may add half your soulknife level (rounded down) to your dread level to determine saving throws for your terrors. Additionally, anytime you successfully use a fear effect (either through a terror or a manifested power) you may regain your psychic strike as a free action once per round.

Brutal Surge (Psionic)

You are able to manifest powers using your anger to a greater degree.

Prerequisites: Ability to manifest a rage blade, ability to manifest 1st level powers from the gifted blade list.

Benefit: You may treat the enhancement bonus increase from your rage blade as the wild surge class feature (see wilder base class for details) on powers that you manifest. You spend one round of your rage blade usage and initiate a wild surge and risk psychic enervation as per the wilder class (using the brutality blade's enervation penalty).

Cleaving Power (Metapsionic)

You know how to enhance your powers with a foe's pain, blowing through them into another target.

Benefit: To use this feat, you must expend your psionic focus. If any creatures are reduced to 0 or fewer hit points (or 0 or fewer points in one of its ability scores) by the affected power, choose one additional creature within 30 feet of your victim; that creature suffers the effects of the affected power (including but not limited to any augmentations or additional metapsionic feats). The second creature must be a legal target for the power, and is still entitled to power resistance and/or a saving throw, as the power allows. Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level. Only powers with one or more specific targets may be modified by this feat.

Collective Focus (Psionic)

You can store a psionic focus within your collective's minds for your use.

Prerequisites: Collective class feature.

Benefit: You can psionically focus your collective itself, in the same manner in which you gain psionic focus normally. At any time when you need to expend your psionic focus on an ability that would affect a member of your collective (including you), you can expend this psionic focus instead. At any time when you need to maintain psionic focus for an ability that affects a member of your collective (including you), you can use your collective's psionic focus instead. Psionically focusing your collective works just like focusing your own mind.

Special: You cannot benefit from this feat at the same time as Psicrystal Containment or Deep Focus. If you have more than one of these, you may only have a single additional psionic focus at any given time.

Communal Overchannel (Psionic)

You burn the life force of others to strengthen your powers.

Prerequisites: Overchannel, collective class feature.

Benefit: When you use the Overchannel feat, you can instead have a member of your collective take the damage. They are allowed a Will save to resist this effect (DC 10 + 1/2 manifester level + your manifesting ability modifier), in which case you take the damage as normal.

Countersurge (Psionic, Surge)

You can invoke your surge to disrupt powers and spells.

Prerequisites: Improved Initiative, wild surge class feature, manifester level 6th.

Benefit: You may invoke your wild surge as an immediate action in response to a power being manifested, or a spell being cast, within 100 feet of you. If you do, the source of the power or spell must succeed at a Will save (DC 10 + 1/2 your manifester level + your Charisma modifier) or that power or spell has its caster or manifester level (and, as a result, all effects dependent on caster or manifester level, such as damage and range) reduced by an amount equal to your wild surge's intensity. If this would reduce the power or spell's level below the minimum needed to cast it, that power or spell is still cast, though a spell or power with its caster level reduced to 0 or lower is negated and has no effect. Using this feat increases your chance of psychic enervation by 20%. You must declare that you are using this feat after the power is manifested or the spell is cast, but before its results are determined.

Critical Imbuement (Psionic)

You are able to recharge your psychic strike through truly potent attacks invigorating your confidence.

Prerequisites: Psychic Strike +1d8

Benefit: One per round when you make a successful critical hit you may recharge your psychic strike as a free action (even if it is not your turn).

Dancing Shadow Retribution (Psionic)

You have mastered the cloak dancer's evasive combat style, blending in lightning fast strikes to your defensive dance.

Prerequisites: Cloak Dance, Dancing Shadow Style, Dancing Style Waltz, ability to generate a mind blade, psychic strike +1d8, Acrobatics 9 ranks, Stealth 9 ranks.

Benefit: When performing a cloak dance as a full round action, you gain total concealment and you may recharge your psychic strike while moving up to your base speed. When foes make attacks against you, these attacks provoke attacks of opportunity from you while you're under concealment from your cloak dance.

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Dancing Shadow Style (Psionic, Style)

You've learned to turn your evasive combat style into a potent meditative technique.

Prerequisites: Cloak Dance, ability to generate a mind blade, psychic strike +1d8, Acrobatics 2 ranks, Stealth 7 ranks

Benefit: When performing a cloak dance (see the Cloak Dance feat), you may charge your psychic strike.

Dancing Shadow Waltz (Psionic)

Your evasive combat style allows you to move through danger without worry.

Prerequisites: Cloak Dance, Dancing Shadow Style, ability to generate a mind blade, psychic strike +1d8, Acrobatics 5 ranks, Stealth 7 ranks.

Benefit: When performing a cloak dance as a full round action you may move up to your base speed while gaining concealment.

Deadly Imbuement (Psionic)

You are able to siphon off residual psychic impressions to recharge your psychic strike from fallen foes.

Prerequisites: Psychic Strike +1d8.

Benefit: Whenever you reduce a foe to 0 hit points or less, you may recharge your psychic strike as a free action once per round. Foes slain in such a manner must possess an Intelligence score of 3 or more for you to be able to recharge your psychic strike.

Enduring Mind

You are trained to resist mental damage.

Prerequisites: Wis 13.

Benefit: Whenever you would suffer ability damage to a mental ability score, reduce that damage by 2 (to a minimum of 0). Ability damage you deal to yourself (such as from one of your feats or powers) is not reduced in this fashion.

Extra Animus (Combat)

Your reserves of animus are stronger.

Prerequisites: Must possess an animus pool.

Benefits: Your initial animus pool at the start of each combat increases by 2 points.

Special: You can take this feat multiple times. Each additional time you take the feat, your initial animus pool increases by 1 point instead of 2.

Imbuement of the Phantom Weapon (Psionic)

You have learned how to suspend a destructive psychic field on weapons other than your mind blade.

Prerequisites: Ability to generate a mind blade, psychic strike +1d8.

Benefit: You may charge your psychic strike on a weapon other than your mind blade as if it were your mind blade and release it on a foe in the same manner. You may only maintain a number of charged weapons equal to the number of psychic strike dice you possess. If the charged weapon ever leaves your possession (either by being thrown or by being taken or lost), then the weapon loses its charge the following round. The

weapon loses its held charge when you sleep or if you're knocked unconscious or killed.

Improved Psychic Strike (Psionic)

You have mastered a way to prolong the charge on your psychic strikes to devastate a foe for multiple attacks.

Prerequisites: Base attack bonus +6, Psychic Strike +2d8.

Benefit: You may expend your psionic focus when you use your psychic strike to apply your psychic strike damage to all mind blade attacks you make until the start of your next turn.

Inspired Gift (Psionic)

You apply your surging emotions to skill checks.

Prerequisites: Wild surge class feature.

Benefit: When you take this feat, select a number of skills equal to your Charisma modifier. You gain an insight bonus equal to your wild surge's intensity on checks made with those skills.

Special: You may select this feat multiple times.

Looming Presence (Psionic)

Your mental presence pressures those under your dominion.

Prerequisites: Unwilling Participant, collective class feature.

Benefit: Members of your collective take a -2 penalty to their attack rolls and AC against you.

Metapsionic Animus (Psionic)

You are capable of great talent with your animus reserves, being able to influence and modify your powers with it.

Prerequisites: Knowledge (psionics) 5 ranks, must possess an animus pool.

Benefit: When you manifest a power and apply a metapsionic feat, you may spend points of animus equal to twice that metapsionic feat's normal cost adjustment instead of the power points it would normally cost. This still counts as spending the power points for the purposes of the maximum power points spent on the power.

Metapsionic Knife (Psionic)

You have learned to blend your ability to manifest powers with your mind blade, using it as a conduit for some of your powers.

Prerequisites: Psionic Meditation, ability to generate a mind blade, ability to manifest 1st-level powers.

Benefit: You may use your mind blade to deliver touch or ranged touch powers. As a standard action, you may manifest a power with the range of touch or close and make a single attack, expending your psionic focus. If this attack is successful, then the attack deals damage from the mind blade and the effects of the power manifested with this ability.

Mind Sniper

You have mastered ways to use your psychically-generated weapons in a deadly and precise manner.

Prerequisites: Ability to generate a mind blade or mind bolt, knowledge of one blade skill, style technique class feature.

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Benefit: Your mind blade or mind bolt always counts as a favored weapon for your favored weapon class feature, and your levels in soulknife count as marksman levels when determining your favored weapon bonuses.

Opportunistic Conscript (Psionic)

You can quickly exploit any weakness in the mental state of your enemies.

Prerequisites: Unwilling Participant.

Benefit: When a creature within the range of your Unwilling Participant feat fails a save against an effect created by another member of your collective, you can use the Unwilling Participant feat on them as an immediate action.

Pain Bonding (Psionic)

You can form a collective with willing creatures; those creatures can withstand your enervation for you.

Prerequisites: Vent Agony, Autohypnosis 9 ranks.

Benefit: You may form a collective with which to share the pain of your psionic backlash. As a standard action, you may join any number of willing targets to your collective (up to your limit, see below). You must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 feet plus 10 feet per manifester level). Your collective may contain up to a number of creatures equal to your Charisma modifier. You are always considered a member of your own collective, and do not count against this limit.

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

Whenever you would suffer psychic enervation, a willing member of your collective may choose to suffer its effects instead of you. When you use the Overchannel feat, you may divide the damage amongst willing members of your collective in increments as small as 1 die (that is, if your Overchannel feat would deal you 3d8 points of damage and there are 2 willing members of your collective, you and those members each suffer 1d8 points of damage). This feat counts as having a collective as a class feature for the purpose of prerequisites.

Pattern Blade

You have learned to use your patterned logic and apply it to your techniques with your mind blade.

Prerequisites: Ability to generate a mind blade, throw mind blade or launch soul bolt, knowledge of one blade skill and one cryptic insight.

Benefit: As a standard action, you may throw your mind blade or launch a soul bolt at your full base attack bonus. If the attack is successful you may add your disrupt pattern class feature to the attack's damage, along with insights that may modify this effect as well as with abilities like Psionic Shot or Psychic Strike.

Piercing Surge (Psionic)

Your surges cleave through resistance.

Prerequisites: Wild surge class feature.

Benefit: You benefit from an insight bonus equal to your wild surge's intensity on checks made to overcome power resistance. Additionally, when invoking your wild surge you ignore an amount of energy resistance equal to twice your wild surge's intensity.

Psi-Animus Assault (Combat, Psionic)

You are capable of channeling the churning energies of your animus into your attacks through your psychically enhanced combat methods.

Prerequisites: Psionic Fist, Psionic Shot, or Psionic Weapon; must possess an animus pool.

Benefit: When expending your psionic focus to use one of the prerequisite feats (or their greater versions), you may spend one point of animus to deal an additional 1d6 points of damage. At character level 4th and every four levels thereafter, you can spend up to one additional point of animus to deal an additional 1d6 points of damage.

Psychic Celerity (Psionic)

Your psionically-enhanced movement evolves further.

Prerequisites: Psionic Meditation, Speed of Thought.

Benefit: You may expend your psionic focus to move up to your speed as a swift action.

Ranged Martial Power (Combat, Psionic)

You've learned how to use your martial path talents at range.

Prerequisites: Martial power class feature.

Benefit: You can use your martial power class feature when making ranged attacks.

Sadism (Psionic)

The pain of your collective reinvigorates you.

Prerequisites: Collective class feature, character level 5th.

Benefit: Whenever another member of your collective takes damage, you may expend your psionic focus as an immediate action in order to gain temporary hit points equal to half the damage dealt. These temporary hit points fade at a rate of 1 per round, and stack with temporary hit points gained from this feat. You may only gain temporary hit points in this way to a limit of up to half of your normal maximum hit points.

Surge Blade (Psionic, Surge)

You can enhance your mind blade with your wild surge.

Prerequisites: Mind blade class feature, wild surge class feature.

Benefit: You may invoke your wild surge as a swift action to increase your mind blade's damage by one

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die step, as well as gain an insight bonus equal to your wild surge's intensity on attack and damage rolls made with your mind blade. These benefits persist until the beginning of your next turn.

Swift Imbuement (Psionic)

You have learned how to efficiently charge your mind blade's psychic strike to make it more available in combat.

Prerequisites: Ability to generate a mind blade, psychic strike +1d8.

Benefit: You may charge your psychic strike as a swift action.

Normal: You charge your psychic strike as a move action.

Tap Animus (Combat)

You gain the ability to tap a small wellspring of animus within you.

Prerequisites: You may not possess the animus class feature.

Benefit: When you enter combat, you gain an animus pool with one point of animus at the start of your first turn, and add one point of animus to your animus pool at the start of each of your turns thereafter. Your animus pool persists for one minute after the last enemy combatant is defeated or the encounter otherwise ends. At the end of any round in which you initiate a maneuver (see *Path of War* and *Path of War: Expanded*), you add an additional point of animus to you pool. You can use this animus pool to augment maneuvers or power animus-related feats and abilities as normal.

Special: If you ever gain the animus class feature, this feat is immediately exchanged for the Extra Animus feat.

Telepathic Feedback (Psionic)

You overload the connections people make with your minds.

Prerequisites: Wild Mind or Wis 15.

Benefit: You may activate this feat whenever you are targeted by a hostile mind-affecting ability, power, or spell, or when you are subjected to unwanted telepathic contact (you are automatically aware of when you have been targeted or contacted in this manner, though without further information you might not be able to identify the source). The source of the ability or contact must succeed at a Will save (DC 10 + 1/2 your character level + your Wisdom or Charisma modifier) or suffer damage equal to your character level. You may only activate this feat once per provoking ability or contact.

Vent Agony (Psionic)

You share your psychic pain with others.

Prerequisites: Overchannel or wild surge.

Benefit: Whenever you suffer psychic enervation or use your Overchannel feat, you may select a hostile creature within 30 feet That creature must succeed at a Will save (DC 10 + 1/2 your manifester level + your key ability modifier) or suffer the effects of your psychic enervation and/or the damage from your Overchannel feat (you still suffer those effects yourself). This is a pain effect.

Warrior's Focus (Combat, Psionic)

You have mastered a subdivision within your psyche that thinks only of battle.

Prerequisites: Must possess the warrior's path class feature.

Benefit: You gain an additional psionic focus, a special type dedicated to combat and the warrior's path; this focus is gained and used exactly like the character's normal psionic focus, but may only be used to maintain or use your warrior's path class feature.

Wild Mind (Psionic)

It's hard to get a grip on your mind.

Prerequisites: Surging euphoria class feature.

Benefit: While benefitting from your surging euphoria, you also gain a bonus equal to your wild surge's intensity on saving throws against mind-affecting abilities, powers, and spells. You may expend your psionic focus as an immediate action to double the bonus granted by this feat for 1 round.



CHAPTER 6: PRESTIGE CLASSES

Prestige classes, unlike base classes, are specialized individuals who study a narrow range of abilities and techniques. These individuals thereby gain special abilities that most characters could only dream of.

The prestige classes and rules presented in this chapter include the following:

Ashen Blade: These soulknives focus on stealth and cunning, supplementing their mind blades with powers.

Cross-Discipline Master: These wilders mix psionics from multiple disciplines for great effect.

Marvel: Possessing a telekinetic power to enhance their bodies, marvels are giants on the battlefield—regardless of their size.

Primarch: The contemplative primarchs merge elemental power with their mind blades, channeling the might of the world through their sword.

Strategos: Masters of logistics, strategos arm their allies through psionic power.

Surge Adept: These wilders delve into their emotional side, empowering their psionics with inner will and surging energies.

Volcanic Mind: Like their namesake, volcanic minds are explosive and dangerous, channeling their wild surge into dangerous eruptions of power.

Soulknives and Prestige Classes: This section includes new special rules for soulknives entering prestige classes, allowing normally-manifesting-based classes to be adapted to mind blade users.

ASHEN BLADE

“Anatomy is an unreliable target, even before one takes fleshcrafting or grafts into account. Why bet my life on knowing where the kidney of an opponent is when I can instead assail the constant and ever-vulnerable mind?”

—Dezzik of the Ghost Caste,
an ashen blade

Warriors of a psionic order of murderers and cutthroats, the Order of Ashes is known and feared for its art of the silent, sudden kill. They’ve learned to strike once and strike fast and hard for the utmost in lethality. To this end, they have learned how to harness their psychic strike and hone it to a razor’s edge for use with their mind blades, augmenting its killing power through their deep meditations

and awakening of great psychic potential. While greatly feared where they’re active, legend says you can find these killers by the stain of ashes on their palms—this is a false rumor started by the ashen blades themselves as a way to throw their foolish pursuers off their trail.

Hit Die: d8

REQUIREMENTS

To qualify to become an ashen blade, a character must fulfill all the following criteria.

Skills: Knowledge (Psionics) 2 ranks, Sleight of Hand 2 ranks, Stealth 5 ranks.

Feats: Combat Expertise, Improved Feint.

Blade Skills: Must possess the Mind Daggers blade skill.

Special: Must possess the psychic strike class feature or the covert training class feature.

CLASS SKILLS

The ashen blade’s class skills (and the key ability modifiers) are Acrobatics (Cha), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Intimidate (Cha), Knowledge (local) (Int), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the ashen blade.

Weapon and Armor Proficiency: Ashen blades gain no additional weapon or armor proficiencies.

Manifesting: An ashen blade gains manifesting ability if he did not already have it. His power points per day, powers known, and maximum power level known are given on Table: The Ashen Blade. He chooses his powers from the Gifted Blade power list. To learn or manifest a power, he must have a Wisdom score of at least 10 + the power’s level, the save DCs for his powers are Wisdom-based, and he uses his Wisdom score to determine bonus power points. His manifester level for these powers is equal to his class



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TABLE 6-1: ASHEN BLADE

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Power Points	Powers Known	Max Power Level Known
1st	+0	+0	+1	+0	Augmented strike (basic), assassin's blade, fast knives (swift action feint)	1	1	1st
2nd	+1	+1	+1	+1	Psychic strike +1d8, cunning	3	2	1st
3rd	+2	+1	+2	+1	Blade skill	6	3	1st
4th	+3	+1	+2	+1	Augmented strike (adept)	10	4	2nd
5th	+3	+2	+3	+2	Psychic strike +2d8	15	4	2nd
6th	+4	+2	+3	+2	Fast knives (free action feint)	23	5	3rd
7th	+5	+2	+4	+2	Augmented strike (master)	31	5	3rd
8th	+6	+3	+4	+3	Psychic strike +3d8	43	6	4th
9th	+6	+3	+5	+3	Blade skill	55	6	4th
10th	+7	+3	+5	+3	Master of ashes	71	7	4th

level plus his soulknife level (not to exceed his character level).

Alternatively, if the ashen blade was capable of manifesting psionic powers as a gifted blade soulknife before becoming an ashen blade, he may choose to forgo this training, instead opting to progress his existing manifesting class at each level of this prestige class. At each level, he gains power points, access to new powers, and an improved manifester level as if he had gained a level as a gifted blade.

Once the ashen blade has chosen his manifesting path, it can never be changed—not even with effects such as *psychic reformation*.

Augmented Strike (Su): At 1st level, the ashen blade is capable of augmenting his attacks with psychic power to make them far more deadly. His level determines what abilities are available to him, and he must spend a number of power points as a swift action to generate these augmentation effects (if applicable, not all abilities are subject to augmentation) which last for one round or until used on his next attack. If the attack misses, the charge is maintained until his next successful attack (melee or ranged) or until his next turn when they expire. He may not perform another augmentation until the previously manifested augmentation has been used or dismissed. An ashen blade may not spend more power points on augmenting his attacks than his class level. An ashen blade may utilize his augmented strike ability a number of times per day equal to 5 + Wisdom modifier (minimum of 1) per day. At first level he may apply a single augment, at 4th level he may apply a second augment, and at 7th level he may apply a third augment. See the following for a list of ashen blade augments.

Assassin's Blade: At 1st level, the mind blade of the ashen blade becomes dull and partially translucent, as if made of smoke and ashes, to better disguise the weapon and its sudden and speedy attacks. The ashen blade's mind blade continues to grow in power as he walks the

path of psionic assassination - each level of this prestige class counts as a level of the soulknife base class when calculating the mind blade enhancement class feature and for determining the effects and prerequisites of blade skills. When making a feint attempt to attack a foe with his mind blade, the ashen blade adds a +4 bonus to the attempt. Additionally, the ashen blade may select a single weapon type as if he had gained the Emulate Melee Weapon blade skill as a form for his mind blade. This must be a light or one-handed melee weapon as anything larger may be too easily noticed. He may select another weapon shape at 4th level, another at 7th level, and a final one at 10th level.

If the ashen blade is capable of manifesting a panoply of blades, in lieu of the previous abilities, the ashen blade receives the following abilities from this class feature. He receives the Distill Panoply armory tactic at 1st level and may use this blade skill even if his panoply is not manifested to create a singular dagger (see fast knives below). When using a weapon he is wielding through the use of the Distill Panoply armory tactic and making a feint attempt, he receives a +4 bonus to the attempt.

Fast Knives (Su): At 1st level, the ashen blade is always capable of bringing a mind dagger to his hand at the speed of instinct and can release them just as fast. The ashen blade may manifest a single mind dagger to attack and then immediately release it after damage has been rolled as part of a standard attack action (the ashen blade may make a free Sleight of Hand or Stealth check as part of this attack to hide the manifestation of the mind blade and its dismissal). At 1st level, this allows the ashen blade to make a feint attempt against his target when using a mind dagger as a swift action. At 6th level, the ashen blade is so skilled that he can make the attempt as a free action once per round as part of that attack. If this feint attempt is successful, the ashen blade inflicts an additional 1d6 points of damage as if he possessed the sneak attack class feature. If the character

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possessed sneak attack dice from a previous class, these are added to this attack.

Psychic Strike (Su): Starting at 2nd level, the ashen blade may charge his mind blade with destructive psychic energies as a move action. This effect inflicts an additional 1d8 points of damage and is released into an opponent as a free action as part of an attack. This bonus increases to 2d8 points of damage at 5th level, and to 3d8 points of damage at 8th level. If the ashen blade possessed the psychic strike ability from a previous class, these class features stack to determine the total number of psychic strike damage dice. This functions otherwise exactly as the soulknife class feature of the same name (see the soulknife class, *Ultimate Psionics* pg 64, for further details on this ability).

Cunning (Ex): At 2nd level, the ashen blade gains a +1 bonus on Bluff and Stealth skill checks made while maintaining psionic focus. The ashen blade may expend his psionic focus to double this bonus for a single Bluff or Stealth check. If the character possessed the cunning class feature from the cutthroat soulknife archetype, his levels in cutthroat stack with his ashen blade levels to determine its effectiveness; if not then this bonuses increases by +1 at 5th level and again at 9th level.

Blade Skill: At 3rd level, the ashen blade may select a new blade skill. He may select an additional new blade skill at 9th level.

Master of Ashes: At 10th level, the ashen blade's skill at killing has reached mastery, and his mind blade is the perfect tool for his art. He no longer has a limit to how many times per day he can use his augmented strike ability and any time he kills a creature with at least 1 Hit Die and an Intelligence of 3 or higher, he may recharge his psychic strike or regain his psionic focus (the ashen blade may choose which).

ASHEN BLADE AUGMENTS

An ashen blade has access to the following effects for her augmented strike.

Increased Psychic Strike: The attack inflicts an additional 1d8 points of psychic strike damage. For every 2 power points spent, this damage increases by 1d8 points. The attack must be one to which sneak attack damage applies.

Focus-Destroying Blow: A creature hit by the ashen blade's attack must make a Will saving throw (DC 12 + Wisdom modifier) or lose its psionic focus in addition to taking the damage from the attack. For every 2 power points spent, the DC increases by 1.

Stunning Strike: A creature hit by the ashen blade's attack must make a Fortitude saving throw (DC 10 + Wisdom modifier) or be stunned for 1 round in addition to taking the damage from the attack. For every 2 power points spent, the DC increases by 1.

Bypass Concealment: The ashen blade's next attack ignores the miss chance provided by concealment or total concealment. The ashen blade must still attack the correct square when attacking an invisible creature.

TABLE 6-2: ASHEN BLADE AUGMENTS

Level	Ability
Basic	Increased Psychic Strike
Basic	Focus-Destroying Blow
Basic	Stunning Strike
Basic	Bypass concealment
Adept	Mental Assault
Adept	Ghost Breaker
Adept	Psychic Vampire
Master	Life Quencher
Master	Synaptic Disruptor

Mental Assault: The ashen blade's next attack deals 2 points of either Intelligence or Wisdom damage in addition to its normal damage. The ashen blade chooses which type of ability damage to deal when activating the power. For every 2 power points spent, the ability damage increases by 1.

Ghost Breaker: The ashen blade's next attack can strike incorporeal creatures, as if her weapon had the *ghost touch* special ability. This augmentation persists until the ashen blade's next turn.

Psychic Vampire: The ashen blade's next attack drains a number of power points from the target equal to half the damage dealt. Drained power points are available for the ashen blade to use in the following round, but expire at the end of his next turn.

Life Quencher: A creature struck by the ashen blade's next attack gains 1d4 negative levels for 1 round; a successful Fortitude save (DC 17 + Wisdom modifier) reduces this to 1 negative level bestowed. For every 4 power points spent, the duration of the negative levels is increased by 1 round.

Synaptic Disruptor: A creature struck by the ashen blade's next attack cannot cast spells, manifest powers, or use spell-like or psi-like abilities for 1 round unless it succeeds on a Will save (DC 17 + Wisdom modifier). For every 2 power points spent, the DC increases by 1.



PSIONICS AUGMENTED

CROSS-DISCIPLINE MASTER

“There’s a saying about hammers and nails. There are those who prefer to address it by buying a bigger hammer, but me? I always preferred a tool set.”

—Alyel the Wanderer, a cross-discipline master

Wilders rely on their passions to carry them through adversity and enact their will upon the world. Some—perhaps even many—wilders develop new and exotic powers as part of this paradigm, but cross-discipline masters are a cut above such dabblers. True experts in many disciplines, cross-discipline masters delight in learning new and exotic powers and use them with a smooth ease that can only be described as art.

The overwhelming majority of cross-discipline masters are wilders, though other surging characters are eligible for membership. Most continue along that path after exploring their discipline mastery.

Hit Die: d8

REQUIREMENTS

To qualify to become a cross-discipline master, a character must meet the following requirements:

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

Psionics: Manifester level 5th

Special: Wild surge class feature, able to manifest powers from three or more disciplines, one of which must be 3rd level or higher.

CLASS SKILLS

The cross-discipline master’s class skills (and the key ability for each skill) are Knowledge (psionics) (Int), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier

CLASS FEATURES

The following are class features of the cross-discipline master.

Weapon and Armor Proficiency: Cross-discipline masters gain no proficiency with any weapon or armor.

Powers Known: At every level except 1st, the cross-discipline master gains additional power points per day and access to new powers as if she had also gained a level in any one manifesting class she belonged to previously. She does not, however, gain any other

benefit that class would have gained (such as bonus feats or class features). This essentially means that she adds those levels of cross-discipline master to the level of whatever other manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If the cross-discipline master had more than one manifesting class before she became a cross-discipline master, she must decide to which class she adds each level of cross-discipline master for purpose of determining power points per day, powers known, and manifester level.

Unlike other psionic prestige classes that advance manifesting, the cross-discipline master does not advance her wild surge. Do not add levels of cross-discipline master to levels of wilder to determine wild surge’s intensity or the effects of psychic enervation.

Cross-Discipline Learning (Su): The cross-discipline master learns how to utilize many disciplines at once. At 1st level, and each level thereafter, she selects a discipline. She learns a power from that discipline (even if it’s not on her class list; if the power appears on multiple class lists, use the highest-level version) and increases her manifester level when manifesting powers of that discipline by 1. The cross-discipline master must select a new discipline for this ability at each level.

Adaptive Surge (Su): At 3rd level, the cross-discipline master learns to use her passions to adapt to changing circumstances. Up to three times per day, she may invoke her wild surge as a swift action and learn a new power from a discipline she has selected for cross-discipline learning. She retains knowledge of this power for a number of minutes equal to her wild surge’s intensity, after which it dissipates from her mind.

Cross-Discipline Efficiency (Su): At 5th level, the cross-discipline master becomes more efficient at using powers from many disciplines; she reduces the base power point cost of her powers by 1, to a minimum of 1 pp.

Cross-Discipline Mastery (Su): At 6th level, the cross-discipline master reaches the pinnacle of her learning in utilizing powers of many disciplines. She chooses a metapsionic feat (she doesn’t have to know this feat). Whenever she manifests a power from a discipline from which she hasn’t already manifested a power during this encounter, she may apply the chosen metapsionic feat

TABLE 6–3: CROSS-DISCIPLINE MASTER

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+1	Cross-discipline learning	—
2nd	+1	+0	+0	+1	Cross-discipline learning	+1 level of existing class
3rd	+2	+1	+1	+2	Adaptive surge, cross-discipline learning	+1 level of existing class
4th	+3	+1	+1	+2	Cross-discipline learning	+1 level of existing class
5th	+3	+1	+1	+3	Cross-discipline efficiency, cross-discipline learning	+1 level of existing class
6th	+4	+2	+2	+3	Cross-discipline mastery, cross-discipline learning	+1 level of existing class

PSIONICS AUGMENTED

to it without expending her psionic focus. She still pays any increased pp costs, and the power still needs to be compatible with the chosen feat.

MARVEL

"I tried dramatic battlecries for a while, but, honestly? It's hard to beat the clean schoolyard joy of 'Look what I can do!'"

—Misty Lovegood, a marvel

Some soulknives create their idealized weapon or set of weapons with their minds, others create fantastic armories of floating weapons that they can use at their whims. And then there are those soulknives with a propensity for the generation of personal power who undertake a great feat of psychic evolution to make their own bodies into the ideal weapon. These few psychics become known as marvels. Fortified with telekinetic power, these marvels are capable of feats of impossible power and durability, as well as achieving telekinetic flight.

Hit Die: d12

REQUIREMENTS

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

Skills: Acrobatics 4 ranks, Autohypnosis 5 ranks, Knowledge (Psionics) 5 ranks.

Feat: Psionic Body and one of the following: Psionic Fist, Psionic Shot, or Psionic Weapon.

Blade Skills: Telekinetic Athleticism.

Special: Must possess the enhanced mind blade class feature.

CLASS SKILLS

The marvel's class skills (and the key ability modifiers) are Acrobatics (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (psionics) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the marvel.

Weapon and Armor Proficiency: Marvels gain no additional weapon or armor proficiencies.

Manifesting: At 2nd level and every level thereafter, a marvel gains additional power points per day and access to new powers as if she had also gained a level of gifted blade manifesting. She does not, however, gain any other benefit a character of that class would have gained (blade skills, psychic strike, and so on). This essentially means that she adds the level of marvel to her gifted blade level, and then determines power points per day, powers known, and manifest level accordingly.

Alternately, if the marvel had powers from being a psychic warrior, she may advance that power progression in place of gifted blade manifesting. If she possessed no manifesting at all before entering this class, this class feature does not grant the ability to manifest psionic powers.

Marvel: At 1st level, a marvel's psionic abilities grow together and evolve, the blend of psychic mastery and power manifestation improving their physical abilities. Each level of the marvel class counts as a soulknife level for the purposes of determining the effectiveness of her blade skills (as well as qualifying for higher level blade skills) and of her mind blade enhancement class feature. In addition, if the marvel possesses levels in the psychic warrior class, her marvel levels stack with her psychic warrior levels for the purposes of determining the effectiveness of her her path's trance and maneuver abilities.

Gift of Power (Su): At 1st level, a marvel's psionic energies fortify her form with telekinetic power. A marvel adds 1 point of her Wisdom modifier (minimum 0) per marvel level as an insight bonus to her Strength score while psionically focused. She may also add her full Wisdom modifier (minimum 0) plus her marvel level to her Strength score when making Strength checks to break objects and for determining her carrying capacity. In addition, she gains the rock throwing special ability. Unlike a normal rock-throwing creature, a marvel is

TABLE 6-4: MARVEL

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Manifesting
1st	+1	+1	+0	+0	Marvel, gift of power	—
2nd	+2	+1	+1	+1	Telekinetic armor	+1 level of existing class
3rd	+3	+2	+1	+1	Psychic strike +1d8	+1 level of existing class
4th	+4	+2	+1	+1	Gift of flight	+1 level of existing class
5th	+5	+3	+2	+2	Gift of durability	+1 level of existing class
6th	+6	+3	+2	+2	Blade skill	+1 level of existing class
7th	+7	+4	+2	+2	Gift of potency	+1 level of existing class
8th	+8	+4	+3	+3	Marvelous flight	+1 level of existing class
9th	+9	+5	+3	+3	Psychic Strike +2d8	+1 level of existing class
10th	+10	+5	+3	+3	True marvel	+1 level of existing class

PSIONICS AUGMENTED

not limited by her size when throwing an object using this ability; she merely needs to be able to lift it over her head (see Strength and Carrying Capacity in the *Pathfinder Core Rulebook*) to throw it, regardless of the object's size. A marvel only gains these benefits while psionically focused.

Telekinetic Amor (Su): At 2nd level, the telekinetic energies of the marvel create a thin field of energies within her very skin. For every two marvel levels that she possesses, she increases her natural armor bonus to her Armor Class by +1 while she maintains psionic focus.

Psychic Strike (Su): Starting at 3rd level, the marvel may charge her mind blade with destructive psychic energies as a move action. This effect inflicts an additional 1d8 points of damage and is released into an opponent as a free action as part of an attack. This bonus increases to 2d8 points of damage at 9th level. If the marvel possessed the psychic strike ability from another class, these class features stack to determine the total number of psychic strike damage dice. This functions otherwise exactly as the soulknife class feature of the same name (see the soulknife class from *Ultimate Psionics*, for further details on this ability).

Gift of Flight (Su): At 4th level, the marvel is capable of achieving a modicum of three dimensional mobility. While psionically focused, the marvel gains the ability to fly at a speed of 60 feet with good maneuverability. She can begin flying as a swift action, and can remain in flight for a number of minutes equal to her marvel level plus her Wisdom modifier (minimum 1 minute). These minutes need not be consecutive, but must be used in one-minute increments.

Gift of Durability (Su): At 5th level, a marvel's psionic energies create a buffering field of protective telekinetic force around her. While psionically focused, the marvel gains damage reduction 5/adamantine.

Blade Skill: At 6th level, the marvel may select a new blade skill.

Gift of Potency (Su): At 7th level, the telekinetic field of the marvel is capable of ripping apart and penetrating the defenses of enemies. While

psionically focused, the marvel's attacks automatically overcome damage reduction.

Marvelous Flight (Su): At 8th level, the marvel's ability to fly has improved with great practice. While psionically focused, the marvel gains the ability to fly at a speed of 60 feet with good maneuverability.

True Marvel (Ex): At 10th level, the marvel has finished her transformation into a true psychokinetic wonder, a fusion of psionic power and biological form. Her type changes to outsider and she gains the native subtype. In addition, her damage reduction improves to 10/—, she gains immunity to disease and bleed damage, and she is no longer required to maintain psionic focus to use her marvel class features that require it. While sleeping or resting, the marvel regains hit points and heals ability damage at twice the normal rate.

PRIMARCH

"I practice the art of destruction. Is it any surprise that I choose to learn from its master, Nature Itself?"

—Brother Selzan, a primarch

The path of the primarch is one of self reflection and contemplation. As they delve deeper into the mysteries of their mind and focus on the powers they've trained and developed, the Primarch achieves mastery over the composition of his powers in both elements of its creation as well as the skills he masters through constant battles. By compartmentalizing portions of his martial skill and remembering successes and failures within these shelved memories, the primarch is able to draw upon these experiences and forge his personal weapon into the best possible weapon it could ever be.

Hit Die: d10

REQUIREMENTS

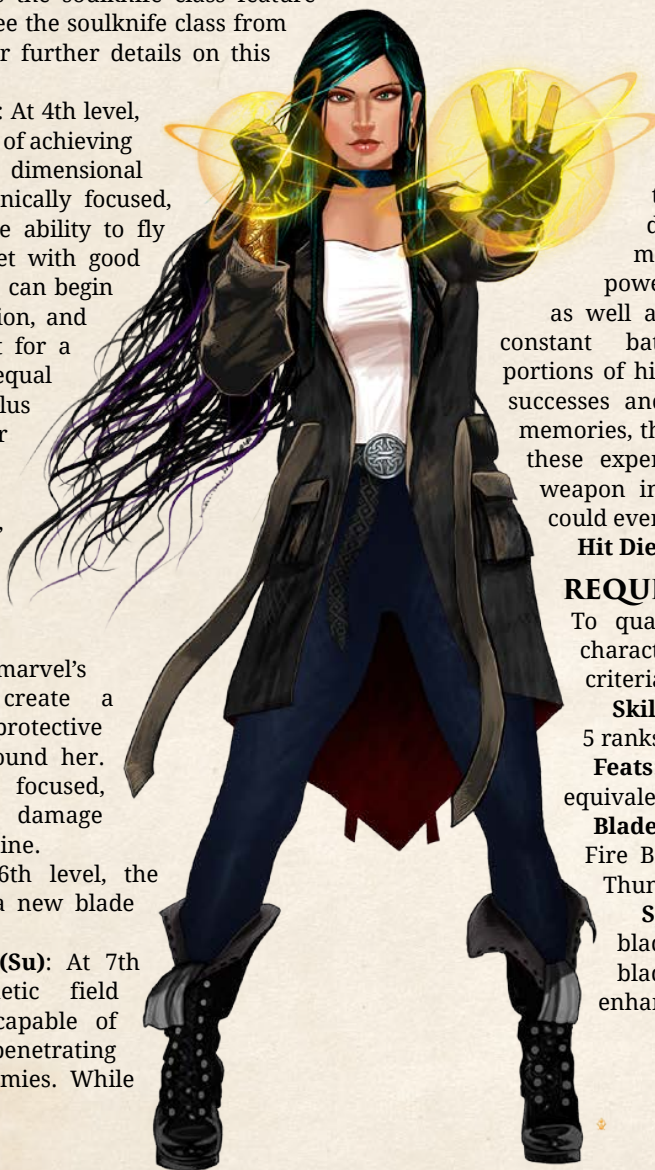
To qualify to become a primarch, a character must fulfill all the following criteria.

Skills: Acrobatics 4 ranks, Intimidate 5 ranks, Knowledge (psionics) 5 ranks.

Feats: Weapon Focus (mind blade or equivalent) and Swift Imbuement.

Blade Skills: One of the following - Fire Blade, Ice Blade, Lightning Blade, Thunder Blade, or Telekinetic Edge.

Special: Ability to generate a mind blade (or its equivalent), throw mind blade (or its equivalent), mind blade enhancement +3.



PSIONICS AUGMENTED

CLASS SKILLS

The primarch's class skills (and the key ability modifiers) are Acrobatics (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (psionics) (Int), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier per level

CLASS FEATURES

The following are class features of the primarch prestige class.

Weapon and Armor Proficiency: Primarchs gain no additional weapon or armor proficiencies.

Primacy of the Blade: At 1st level, the primarch's focus on his mind blade continues into his mastery of blade skills. Each level of primarch counts as a soulknife level for the purposes of the enhanced mind blade class feature as well as increasing his effective soulknife level for the purposes of blade skills and their effects and prerequisites. If the character possesses manifesting from being a gifted blade, then each level of primarch advances his manifesting as a gifted blade.

Psychic Epiphany (Su): Beginning at 1st level, the primarch makes a discovery about the inner power within his mind and therefore buried within his mind blade. At the core of his mind, he discovers the power source within his soul and may derive a potent psychic epiphany from it. This deep understanding grants his attunement to his element and what abilities he derives from his epiphany. His epiphany is based on his choice of blade skill for entry to this class (Ice Blade leads to the Ice epiphany and awakening, Fire Blade to Flame epiphany and awakening, Lightning or Thunder Blade to Storm epiphany and awakening, and Telekinetic Edge to Metal epiphany and awakening), this is the path that the primarch will follow and it may not be changed. These bonuses are in addition to any that would be received from the mind blade enhancement class feature.

Ice: A primarch who finds that his psychic power comes from a freezing place within his mind generates a blade that resembles ice or a freezing, frost coated weapon. This chilling numbness grants the weapon the *frost* weapon enhancement.

Storm: From the tumultuous depths of the primarch's spirit does he find a storm of unending lightning. When generating a mind blade, it appears as a blade of solid storm clouds that ripple with electricity or maybe even softly glowing lightning. This stormy blade gains the *shocking* weapon enhancement.

Flame: Passion burns deeply within the primarch's heart, and from his core an inferno looms with the desire to consume his foes. When forming his mind blade, it may appear as so much barely coherent lava or a jet of flame. This fiery weapon gains the *flaming* weapon enhancement.

Metal: The determination and discipline of the primarch reveals a truth about his iron-hard spirit, and his mind blade shares his determination. His mind blade may appear as a wondrous adamantine blade, a mercurial mithral blade of impossible craftsmanship, or more mundane in appearance yet impossibly sharp and durable. The primarch's mind blade is as hard as adamantine, gaining the unique properties of that metal.

Reformative Blade Skills (Ex): Starting at 1st level, the primarch gains the ability to change his tactics mid-battle, his mind altering his blade skills to better suit the combat before him. This ability allows him to reconfigure his blade skills once per encounter as an immediate action. The primarch may then select any one blade skill whose requirements he meets and trade out a blade skill he currently possesses to use this new one. The effect of the blade skill selected lasts for 1 minute. The primarch may reform blade skills a number of times per day equal to 3 + his Wisdom modifier (minimum of 3).

At 4th level, he may trade out two blade skills through this method, and at 7th he may trade out three blade skills. At 10th level, the primarch has a variable blade skill that he may select at the beginning of any encounter to fill with any blade skill he may qualify for.

Blade Skill: At 2nd level, the primarch may select a new blade skill. He may select an additional new blade skill at 6th level.

Psychic Strike (Su): Starting at 3rd level, the primarch may charge his mind blade with destructive psychic energies as a move action. This effect inflicts

TABLE 6-5: PRIMARCH

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+1	+1	+0	+0	Primacy of the blade, psychic epiphany, reformative blade skills (1)
2nd	+2	+1	+1	+1	Blade skill
3rd	+3	+2	+1	+1	Psychic strike +1d8
4th	+4	+2	+1	+1	Psychic awakening (1), reformative blade skills (2)
5th	+5	+3	+2	+2	Psychic defense
6th	+6	+3	+2	+2	Blade skill
7th	+7	+4	+2	+2	Psychic awakening (2), reformative blade skills (3)
8th	+8	+4	+3	+3	Psychic strike +2d8
9th	+9	+5	+3	+3	Improved psychic defense
10th	+10	+5	+3	+3	Singularity of war, reformative blade skills (variable skill)

PSIONICS AUGMENTED

an additional 1d8 points of damage and is released into an opponent as a free action as part of an attack. This bonus increases to 2d8 points of damage at 8th level. If the primarch possessed the psychic strike ability from a previous class, these class features stack to determine the total number of psychic strike damage dice. This functions otherwise exactly as the soulknife class feature of the same name (see the soulknife class, *Ultimate Psionics* pg 64, for further details on this ability).

Psychic Awakening (Su): At 4th level, the primarch's mind blade begins to evolve in form, as his mind awakens new pathways to release the potency hidden in his blade. He may access this first awakening when his mind blade has been manifested. Saving throw DCs are 10 + primarch level + Wisdom modifier.

Ice: The freezing cold derived from his epiphany grants the primarch the ability attack with intense freezing cold. The intense cold of the weapon increases its cold damage from the *frost* property from 1d6 to 2d6 additional cold damage. As a full round action, the primarch may expend his psionic focus to launch his mind blade as if he manifested the *energy stun* power as a psi-like ability (cold damage only).

Storm: The storm within the primarch's mind blade increases its intensity, sparking and crackling with lightning and rumbling with restrained thunder whenever manifested. The lightning within the blade increases the electrical damage from the *shocking* property from 1d6 to 2d6 additional electrical damage. As a full round action, the primarch may expend his psionic focus to launch his mind blade as if he manifested the *energy bolt* power as a psi-like ability (electrical damage only) with a Reflex save for half damage.

Flame: The fiery core within the primarch's mind infuses his mind blade with a single-minded goal of consuming all it contacts and leaving nothing but ashes in its wake. The heat from the blade is so incredible that the *flaming* property of the weapon increases its damage from 1d6 to 2d6 additional fire damage. As a full round action, the primarch may expend his psionic focus and throw his mind blade at a target or target location to manifest *energy ball* as a psi-like ability (fire damage only) with a Reflex save for half damage.

Metal: The inflexible potency of the primarch's mental core allows for his mind blade to be harnessed and honed to razor-fine edge with supernal durability. This allows his mind blade to bypass any damage reduction or hardness as if it were not even there. He may expend his psionic focus to gain the benefits of the Improved Sunder feat and inflict an additional 1d6 points of damage to objects (should he already possess this feat, he inflicts an additional 1d6 points of damage to objects).

At 7th level, he gains access to a new tier of power as his mind blade advances towards its perfect state. He accesses his second awakening as well as his first awakening when his mind blade has been manifested.

Ice: The freezing potency of the mind blade increases, allowing the primarch to generate ice from his weapon and affect it as if he was using the *modify matter* psionic

power, allowing him to create whole finished objects with the ice created. As a full round action, he expends his psionic focus and may create up to 10 cubic feet of ice per round (for a number of rounds equal to his Wisdom modifier) and use *modify matter* on it to shape it into fantastic forms and useful items. Treat the hardness and hit points of this ice as stone with the primarch's enhancement bonus to his mind blade increasing its hardness and hit points.

Storm: The turbulent winds within the primarch's spirit are controlled by his enduring will, allowing him to generate winds to serve his bidding. As a standard action, he may expend his psionic focus to manifest the *telekinetic force* psionic power as a psi-like ability, using spinning currents of wind to lift or manipulate the object instead of pure force of will alone.

Flame: The fiery intensity of the primarch's passions burn ever hotter, burning foes that draw too near to him. As a standard action, he may expend his psionic focus and manifest the *energy retort* psionic power on himself as a psi-like ability (fire damage only).

Metal: The mind blade of the primarch actively hunts his foes and their vital spots, allows him to expend his psionic focus and resolve his attacks with his mind blade as touch attacks for one round.

Psychic Defense (Ex): At 5th level, the primarch becomes partially resistant to his psychic epiphany's element. While maintaining psionic focus, the primarch gains energy resistance of 10 for his corresponding element (ice grants cold resistance, storm grants electrical resistance, and flame grants fire resistance). Metal primarchs gain DR 5/adamantine.

At 9th level, the primarch's energy resistance increases to 20, and the Metal primarch's natural armor bonus increases by 2.

Singularity of War: At 10th level, the primarch has perfected his mind blade, growing its potency through the nurturing of its hidden source within his mind. He may now access the following technique based on upon the primarch's psychic epiphany. Saving throw DCs are 20 + Wisdom modifier.

Ice: The bitter cold within his mind blade allows the primarch to freeze a foe solid with a single icy blow. As a full round action, the primarch may expend both his psychic strike and psionic focus to manifest the spell *polar ray* as a psi-like ability. The primarch uses his character level as his caster level.

Storm: The storm within the mind of the primarch may be released in a pressurized torrent of furious wind. As a full round action, the primary expends both his psychic strike and his psionic focus to unleash the effects of a *whirlwind* spell as a psi-like ability. The primarch uses his character level as his caster level.

Flame: The primarch focuses the fury of his mental inferno forms it into a conflagration of destruction. As a full round action, the primarch expends both his psychic strike and psionic focus, and he manifests the spell *firestorm* as a psi-like ability. The primarch uses his character level as his caster level.

PSIONICS AUGMENTED

Metal: The primarch's mind blade allows him to make a flurry of attacks in the span of a heartbeat. The primarch expends his psychic strike and his psionic focus, and he gains the benefits of the Whirlwind Attack feat, making attacks at full base attack bonus at any target that he threatens within his melee range or attack targets at full base attack bonus at any target within the first range increment on a ranged attack. These attacks always cause bleeding wounds as if the primarch's weapon possesses the *wounding* weapon enhancement.

STRATEGOS

"Logistics wins wars."

—"Chessboard" Rue Rivers, a strategos

Some wielders of psychic power seek to extend and stretch the depths of their psionic power to assist their abilities in many different ways. Some small select few, those who are quite gifted in the telepathic arts, find that they are able to forge bonds with their allies to share their implements of war and assist their allies. This bond may be used as a delivery medium for their psionic skills as well as a potent weapon. Strategos, as they are called, learn to use their telepathic mastery as both offense and defense in pursuit of greater psionic knowledge and personal glory or power.

Hit Die: d8

REQUIREMENTS

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

Skills: Knowledge (psionics) 4 ranks, Spellcraft 6 ranks.

Feats: Metapsionic Knife.

Blade Skills: Telepathic Gift.

Manifesting: Manifester level 5th, ability to manifest two or more powers from the telepathy discipline.

Special: Must possess the form mind blade class feature (or its equivalent) and the enhanced mind blade

EXOTIC SOULKNIVES WITH BLADED COLLECTIVES

For soulknives with more exotic forms of mind blades (augmented blades, deadly fists, feral hearts, psychic armories, and rage blades), mind blades that are delivered from the collective function as followed. Augmented blades lend small fractions of their psicrystals that form either ghostly versions of the weapon used by the soulknife or lend their psicrystal in tiny fragments to their allies to enhance their own weapons as if the augmented blade had used their weapon augmentation on it. Deadly fists and feral hearts simply lend their natural weapons to their allies or create phantom claws or fists to attack enemies. Psychic armories direct weapons from their panoply to be used by their allies or manifest weapons around their allies to attack. Rage blades cannot share their wrath augments or their rage blades at all—they can only share their normal mind blades due to the possible psychic pollution that could come from sharing their rage.

class feature. If the character possesses the telepathy ability from another source, then the Telepathic Gift blade skill is unnecessary for entry.

CLASS SKILLS

The strategos's class skills (and the key ability modifiers) are Acrobatics (Cha), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (psionics) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the stratego prestige class.

Weapon and Armor Proficiency: Strategos gains no additional weapon or armor proficiencies.

Manifesting: At each indicated level, the character gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metapsionic, or item creation feats, and so on). This essentially means that he adds the level of strategos to the level of whatever other 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 strategos, he must decide to which class he adds each level of strategos for purpose of determining power points per day, powers known, and manifest level.

Telepathic Blade: At 1st level, the strategos' mind blade continues to advance, his mental powers growing at each level to empower his mental arsenal. Each level of the strategos class counts as a soulknife level for the purposes of determining the effectiveness of his blade skills (as well as qualifying for higher level blade skills) and of his mind blade enhancement class feature. Additionally, when using the Metapsionic Knife feat, he may expend his psychic strike charge in place of his psionic focus when delivering psionic power effects through his mind blade. If the strategos manifests his powers as a gifted blade when advancing manifesting in this class, then he advances his manifesting at each level instead of as listed on the table and may select powers from the tactician list (from 1st through 4th levels, and he gains access to tactician 0th level talents) when choosing powers.

Collective (Su): A strategos learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a strategos can join any number of willing targets into his collective (up to his limit, see below). The strategos must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within medium range (100 feet + 10 feet per strategos level). The collective can contain up to his Wisdom modifier or his strategos level, whichever is higher. The strategos is always considered a member

PSIONICS AUGMENTED

TABLE 6-6: STRATEGOS

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+1	Telepathic blade, collective	—
2nd	+1	+1	+1	+1	Telepathic defense, bladed collective	+1 level of existing class
3rd	+2	+1	+1	+2	Collective skill	+1 level of existing class
4th	+3	+1	+1	+2	Uncanny dodge	+1 level of existing class
5th	+3	+2	+2	+3	Collective skill	+1 level of existing class
6th	+4	+2	+2	+3	Telepathy focus	+1 level of existing class
7th	+5	+2	+2	+4	Collective skill	+1 level of existing class
8th	+6	+3	+3	+4	Improved uncanny dodge	+1 level of existing class
9th	+6	+3	+3	+5	Collective skill	+1 level of existing class
10th	+7	+3	+3	+5	Collective eruption	+1 level of existing class

of his own collective, and does not count against this limit. If the strategos has levels in a class that grants a collective, then he does not gain a new collective class feature and may simply advance a previously gained one as if he were advancing that class.

The strategos can choose to remove a member as a free action on his turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until the member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A strategos is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, he would instead need to rely on his telepathic gift blade skill to determine more information.

A strategos can manifest certain powers through his collective. If a strategos power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may manifest any power with the Network Descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass manifester), any compatible spell or power with a range greater than touch can also be used through the collective.

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

Telepathic Defense (Su): At 2nd level, the strategos' skill within his specialty grows to assist him in combat by reading the surface thoughts and intentions of his

foes that lie within the range of his telepathy. He gains an insight bonus to his Armor Class equal to his primary manifesting attribute modifier to a maximum of his class level against foes within range of his telepathy. A strategos must be capable of reading the surface thoughts of a creature to gain this bonus to Armor Class, thus he does not gain telepathic defense against mindless creatures such as oozes, most constructs, and some forms of undead or against foes who are immune to mind-affecting abilities. The strategos does not gain this bonus if he is wearing medium or heavy armor. He retains this bonus to his Armor Class even when caught flat-footed against creatures with 1 or more Intelligence.

Bladed Collective (Su): At 2nd level, the strategos is capable of manifesting his mind blade through his collective - striking from unexpected angles or lending his mind blade to his collective. As a standard action the strategos may manifest a mind blade in the square of an ally in his collective and attack as if he were standing in that position. This mind blade dissipates after the attack. This attack may be combined with other abilities that augment attacks, such as psychic strike damage, feats, martial maneuvers or other such abilities.

Alternately, as a free action (once per round per ally), he may lend a copy of his mind blade to an ally within his collective. Any mind blade granted to ally through the collective is sized appropriately for the ally. Every copy of his mind blade reduces the overall enhancement bonus granted from his enhanced mind blade class feature by 1 (minimum of 0, treating all mind blades as masterwork weapons). Enhancement bonuses break down and reconfigure as the strategos grants the use of a mind blade to an ally. These mind blades persist as long as the strategos maintains them or as long as the ally chooses to wield it - either may be dismissed as a free action. Blade skills that alter or shift the shape or function of the basic mind blade (such as Emulate Weapon) do not affect copies of the strategos' mind blade wielded by allies. These skills can be lent through Share Blade Skill, however.

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Collective Skill: At 3rd level, the strategos gains a unique form of blade skill that allows for a strategos to use unique abilities involving his mind blade and his blade skills through the members of his collective.

Collective Armaments: The strategos with this collective ability is capable of granting mind blades to his allies, but if he possesses the ability to generate mind armor or a mind shield he may also lend these through his bladed collective as well.

Collective Protection: A strategos with this skill and the Ghost Step blade skill may use this collective skill to swap places an ally by expending his psionic focus as a move action, moving the ally to the strategos' space and the strategos to the ally's previous space. The strategos must possess the Ghost Step blade skill to select this ability.

Collective Psychic Strike: A strategos with this technique may charge his collective with a use of his psychic strike ability. The strategos may charge his collective as he would normally charge his mind blade, and any ally within his collective may use this psychic strike charge as a free action as a part of an attack. Use of this ability does not prevent a strategos from charging his own mind blade(s). If a member of the collective also possesses the psychic strike class feature, that ally may also recharge the collective's psychic strike - a collective can only hold one psychic strike charge however.

Collective Reading (Defensive): By using his senses and the subtle mind reading of his foes, the strategos is capable of directing the defenses of his allies within his collective to better protect them against their foes. Allies in the strategos's collective gain a +2 insight bonus to Armor Class and Reflex saving throws against creatures whose surface thoughts can be read (see the Telepathic Defense class feature). This bonus increases to +3 when the strategos reaches 6th level and to +4 when they reach 9th level.

Collective Reading (Offensive): By utilizing the senses of his allies on a subconscious level and processing the flow of battle, the strategos is able to better direct his allies in combat against their foes. Allies in the strategos's collective gain a +2 insight bonus to attack and damage rolls against creatures whose surface thoughts can be read (see the Telepathic Defense class feature). This bonus increases to +3 when the strategos reaches 6th level and to +4 when they reach 9th level.

Collective Threat: The strategos can make attacks of opportunity through his blade collective whenever an ally within his collective does. This attack is made as if the strategos were also in the same space as his ally and he makes this attack of opportunity as normal after the ally's attack of opportunity is resolved. Attacks made count against his normal limit of attacks of opportunity. If the ally does not make an attack of opportunity, the strategos may still make an attack of opportunity if he chooses to. This is a passive blade skill and may not be shared through the collective unless the ally also possesses the ability to form a mind blade.

Improved Bladed Collective: The strategos' ability to grant every member of his collective his mind blade improves. He is may now grant his mind blade to an ally without reducing his mind blade's enhancement bonus. Mind blades gifted to allies have reduce their enhancement bonus reduced by 1, but do not reduce the bonuses of any other mind blades.

Improved Share Blade Skill: Instead of only granting access to a single blade skill he possesses to his collective, all of his blade skills are automatically available for the collective to use (with the same restrictions that the Share Blade Skill ability possesses). Allies may choose which blade skill they wish to use once per round on their turn as a free action. They may change this each round, and allies may pick different blade skills to use. The strategos must possess the Share Blade skill collective skill to select this ability.

Share Blade Skill: The strategos chooses and grants a single blade skill he possesses for use to the collective as a move action. This blade skill remains available to the collective until the strategos either ends the collective or replaces it with another blade skill. If that blade skill requires a mind blade, one must be granted to the collective for the ally to use with bladed collective. If it requires the psychic strike class feature, then they must either possess it or the strategos must grant it through the collective psychic strike collective skill. If the blade skill requires the



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TABLE 6-7: SURGE ADEPT

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+1	Surge disciple	—
2nd	+1	+0	+0	+1	Bonus feat	+1 level of existing class
3rd	+2	+1	+1	+2	Share surge	+1 level of existing class
4th	+3	+1	+1	+2	Bonus feat	+1 level of existing class
5th	+3	+1	+1	+3	Master surge	+1 level of existing class

use of psionic focus, the ally must possess the ability to maintain psionic focus or else the blade skill may not be used by that ally.

He may select another collective skill at 5th level, 7th level, and at 9th level.

Uncanny Dodge (Ex): At 4th level, the strategos gains the uncanny dodge class feature. If he already possesses uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

At 8th level, the strategos' uncanny dodge ability improves to improved uncanny dodge. Should he already possess this class feature, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Telepathy Focus (Ex): At 6th level, the strategos' focus on telepathic powers grants him a +2 bonus to saving throw DC's on telepathy powers that he manifests, and a +2 insight bonus to saving throws to resist powers of that discipline.

Collective Eruption (Su): At 10th level, the strategos may cause his mind blade to vanish and appear multiple places at once, attacking through his collective from his allies space. The strategos dismisses his mind blade as a full round action and expends his psionic focus. He then makes one attack (melee or ranged) using his mind blade per ally that is in his collective using his full base attack bonus. Each attack must originate from a different ally's position as part of this ability, but the strategos may alternate between melee attacks or ranged attacks as needed to attack foes at range or adjacent to allies.

SURGE ADEPT

"I do not fly off the handle. I carefully, and with the benefit of years of practice, throw the entire gods-damned pot."

—Dymian Stormheart, a surge adept

All wilders enhance their powers with raw emotional energy, but not all focus their continued training on this; some, perhaps even many, wilders choose to improve their finesse when manifesting powers, or explore other avenues of psionic expression.

Surge adepts are not those wilders. They choose to delve deep into their emotional side, unleashing their inner selves in their powers and infusing their psionic prowess with their passion, drive, and unshakeable

confidence. Surge adepts explode into stunning displays of raw might, infuse their allies with their passion, and reduce or even negate backlash from their surge. Their power comes with a risk, it's true, but most surge adepts would argue that it's better to live on the edge than play it safe.

Hit Die: d8

REQUIREMENTS

To qualify to become a surge adept, a character must meet the following requirements:

Skills: Autohypnosis 10 ranks, Knowledge (psionics) 4 ranks.

Feats: 1 or more surge feats.

Psionics: Able to manifest 5th level or higher powers.

Special: Wild surge +3.

CLASS SKILLS

The surge adept's class skills (and the key ability for each skill) are Autohypnosis (Wis), Knowledge (psionics) (Int), and Spellcraft (Int)

Skill Ranks per Level: 4 + Int modifier

CLASS FEATURES

All the following are class features of the surge adept prestige class.

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

Powers Known: At every level except 1st, the surge adept gains additional power points per day and access to new powers as if she had also gained a level in any one manifesting class she belonged to previously. She does not, however, gain any other benefit that class would have gained (such as bonus feats or class features). This essentially means that she adds the level of surge adept to the level of whatever other manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If the surge adept had more than one manifesting class before she became a surge adept, she must decide to which class she adds each level of surge adept for purpose of determining power points per day, powers known, and manifester level.

Surge Disciple (Su): The surge adept's experiments with her wild surges and meditations to understand the emotions within give her unparalleled power over her wild surge. Levels in surge adept stack with levels

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in classes that grant wild surge when determining the effects of wild surge (this does not stack with the bonuses granted by the surge adept's additional powers known). Additionally, the surge adept decreases her chance for psychic enervation by 5%, to a minimum of 1%.

Bonus Feat (Ex): At 2nd level, and again at 4th level, the surge adept gains a bonus metapsionic or surge feat. She must meet the prerequisites for this feat.

Share Surge (Su): At 3rd level, the surge adept may invoke her wild surge as an immediate action whenever a willing ally within 30 ft. manifests a power. That power gains all the benefits of the surge adept's wild surge. The surge adept, not her ally, checks for psychic enervation.

Master Surge (Su): At 5th level, the surge adept can invoke a mighty wild surge above and beyond her normal limits. Once per day, when invoking her wild surge while manifesting a power, she may declare that surge to be a master surge; in addition to the normal effects of wild surge, a master surge ignores power resistance, ignores energy resistance equal to the surge adept's manifester level, and does not check for psychic enervation.

VOLCANIC MIND

"There's a difference between losing your temper and throwing it."

—Kyria Glasstaff, a volcanic mind

Some wilders try to avoid or mitigate the negative effects of their wild surges. Volcanic minds embrace them; these volatile psionicists hold their emotional energy, building psychic pressure that is released in eruptions that wash over their enemies. Some liken volcanic minds to playing with fire; others recognize that there is a difference between being burned on accident and accepting that there is no gain without pain.

Alignment: Any non-lawful.

Hit Die: d8

REQUIREMENTS

To qualify to become a volcanic mind, a character must meet the following requirements:

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

Feats: Cleaving Power, Vent Agony.

Psionics: Manifester level 5th.

Special: Wild surge class feature, psychic enervation class feature.

CLASS SKILLS

The volcanic mind's class skills (and the key ability for each skill) are Knowledge (psionics) (Int), and Spellcraft (Int)

Skill Ranks per Level: 4 + Int modifier

CLASS FEATURES

The following are class features of the volcanic mind prestige class.

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

Powers Known: At every level except 1st, the volcanic mind gains additional power points per day and access to new powers as if she had also gained a level in any one manifesting class she belonged to previously. She does not, however, gain any other benefit that class would have gained (such as bonus feats or class features). This essentially means that she adds the level of volcanic mind to the level of whatever other manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If the volcanic mind had more than one manifesting class before she became a volcanic mind, she must decide to which class she adds each level of volcanic mind for purpose of determining power points per day, powers known, and manifester level.

Pressurized Mind (Su): Volcanic minds build up intense psychic pressure that they release through their wild surges. Levels in volcanic mind stack with levels in classes that grant wild surge when determining the effects of wild surge (this does not stack with the bonuses granted by the volcanic mind's additional powers known). Additionally, their chance for psychic enervation when invoking their wild surge increases by 5% every round they do not suffer psychic enervation, to a maximum of an 80% chance to suffer psychic enervation. If the volcanic mind would suffer a condition (such as dazed or sickened) as a result of psychic enervation, she may instead choose to suffer 1d6 points of Wisdom damage (this choice may affect her Vent Agony feat).

Eruption (Su): Volcanic minds push the pain of psychic enervation out from their minds and into their enemies. When the volcanic mind suffers psychic enervation, hostile creatures within 30 ft. must succeed at a Will save (DC 10 + ½ the volcanic mind's manifester

TABLE 6-8: VOLCANIC MIND

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+1	Pressurized mind, eruption	—
2nd	+1	+0	+0	+1	Cleave mastery	+1 level of existing class
3rd	+2	+1	+1	+2	Aftershocks	+1 level of existing class
4th	+3	+1	+1	+2	Improved vent agony	+1 level of existing class
5th	+3	+1	+1	+3	Cataclysmic eruption	+1 level of existing class

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level + her Charisma modifier) or be overwhelmed by this torrent, becoming sickened and suffering damage equal to the volcanic mind's manifester level as a result. The penalties last for a number of rounds equal to the volcanic mind's manifester level. This is a pain effect.

Cleave Mastery (Su): At 2nd level, the volcanic mind's passionate fury lends itself to her powers; she may apply the effects of her Cleaving Power feat to powers she manifests without increasing their pp cost (she still has to expend her psionic focus).

Aftershocks (Su): At 3rd level, the victims of the volcanic mind's eruption ability are deafened in addition to the other penalties of eruption. Furthermore, the volcanic mind may target a creature suffering the effects of her eruption ability with her powers, regardless of the distance between herself and that creature, provided they are both on the same plane. Cover and concealment still apply when appropriate, and powers that normally require successful attack rolls (such as *energy ray*) still require such rolls.

SOULKNIFE SPECIAL RULES

In addition to the prestige classes presented earlier, this book includes special rules for soulknives who wish to enter prestige classes and progress their mind blades in unique ways.

High Psionics and Prestige Classes

Some soulknife class features and blade skills depend wholly on their class level influencing their competitive edge, and with prestige classes you may significantly weaken otherwise necessary abilities to your success with the class. To that end, classes that advance a soulknife's mind blade also count as soulknife levels to determine the effectiveness of blade skills and other soulknife class level specific effects. This option assumes that all of your soulknives are gifted blade soulknives who have retained their psychic strike class feature.

Using this option, gifted blades that enter into prestige classes that advance manifesting for their gifted blade powers also advance their mind blade enhancement bonus as well, as the two abilities are intimately tied together with this option. The inverse is true on classes that specifically advance mind blade enhancement bonuses, the character's gifted blade manifesting is advanced (and only gifted blade manifesting - if the character possesses other manifesting classes, these are not advanced by this optional rule). If the class specifically advances manifesting and specifically advances the mind blade, then the gifted blade's manifesting and mind blade are advanced independently so as to not receive double the normal advancement rate (or if they possessed manifesting from another class, they could choose to advance that manifesting class's powers instead; example being a soulknife/psychic warrior who advances their mind blade and psychic warrior manifesting, but does not advance their gifted blade manifesting).

Variant Progressions for Soulknives

The nature of prestige classes and how they interact with the soulknife is limited in many respects. Most soulknives do not have any manifesting ability and there are definitely prestige classes that could benefit soulknives more specifically than they currently do. This section details how some prestige classes can be used by soulknives. A soulknife who qualifies for and enters these versions of the listed prestige classes cannot use the original rules for the classes.

Adaptive Warrior

The adaptive warrior is a great class that showcases how psionic potential can be used in combat situations to allow for a soulknife to truly excel by reading an enemy and changing tactics to suit them. Depending on how the single class soulknife meets the prerequisites for this class, use the following modifications.

Manifesting: In place of manifesting, the adaptive warrior soulknife may choose one of the following paths based on how they qualified for the class.

Non-Manifesting Soulknife: Advance the mind blade by one level at each level of the prestige class for the purposes of determining the mind blade enhancement class feature, and levels in this prestige class count as soulknife levels to determine the effects and prerequisites for blade skills. If this option is chosen, then the adaptive warrior class will not advance manifesting for any other class for this character - the class is locked into supporting his mind blade. This option allows for the soulknife to take advantage of a host of new class features that aid him in ways comparable to blade skills, but also doesn't reduce him in power so drastically as a result.

Gifted Blade: Advance the soulknife's mind blade by one level for the purposes of the mind blade enhancement class feature as well as their gifted blade manifesting on the eight levels that increase manifesting. This does not increase his abilities with blade skills. This keeps the character roughly on pace with his abilities as normal without drastically reducing his power set. If this option is chosen, then the adaptive warrior class will not advance manifesting for any other class for this character - the class is locked into supporting his mind blade and gifted blade powers.

War Soul Soulknife: Advance the soulknife's mind blade by one level for the purposes of the mind blade enhancement class feature as well as their martial initiating on the eight levels that increase manifesting. This does not increase his abilities with blade skills. This option shores up the martial options of the class with maneuvers and stances to best fit the nature of this class as a more combat focused option. If this option is chosen, then the adaptive warrior class will not advance manifesting at all for this character - the class is locked into supporting his mind blade and his martial maneuver progression.

PSIONICS AUGMENTED

Elocator

The elocator is the type of class that soulknives would love to have, if they could meet the manifesting requirements of this class. The emphasis on manifesting is minor, and soulknives appreciate the emphasis on speed, mobility, and complete control over their position. To make this more compatible with soulknives, we propose these optional, alternate rules:

Prerequisites: Remove the manifesting 1st level powers requirement. Add in the ability to generate a mind blade, mind blade enhancement +1, and the Ghost Step blade skill.

Manifesting: Each level of manifesting increases the soulknife's effective level with his mind blade enhancement class feature.

Transporter: Change this ability to grant the blade skill Cleave Space instead as a free blade skill. If there character already possesses this, then the soulknife may choose another blade skill of their choice that they meet the prerequisites for

Mystic Archer

The mystic archer is a terrific class that does not naturally lend itself to soulknives beyond those of the soulbolt archetype, being largely the province of the marksman. This being said, the Mystic Archer also enables a popular trope with the blind warrior concept, so if we twist it a little bit we can more enable the blind swordsman angle instead and the soulknife (and others, for that matter) may find a home here. The mystic archer / mystic swordsman has the following rules:

Prerequisites: Change the prerequisite feats to Blind-Fight, Intuitive Fighting, and Psionic Weapon. Otherwise, the base attack bonus requirement of +6 and 6 ranks of Perception are still required. If the character possesses the Focused Offense blade skill, he can forgo the Intuitive Fighting feat.

Ranged Sneak Attack: This feature becomes an increase for psychic strike on these levels. If the psychic strike class feature was not possessed, then they gain that class feature for use with their mind blade (or with powers like *call weaponry*).

Pyrokineticist

The pyrokineticist is a great match for the soulknife, as it combines furious melee abilities and ranged support, supernatural abilities that are similar but different to powers, and adds a level of interesting character to it because it doesn't require a lot of psychic muscle to get into. The fire lash ability supports the mind blade as a concept, but does little more than allow its basic use and upgrades the whip. With the following options, we'll incorporate more of the soulknife into the class with a few small changes:

Hand Afire: The soulknife pyrokineticist does not receive this class feature.

Mind Blade Advancement: Starting at 1st level, the pyrokineticist class counts as soulknife levels to determine their mind blade enhancement bonus.

Fire Lash: The character is automatically considered to act as if he had the Altered Blade skill with use with his fire lash.

War Mind

The War Mind is a perfect, natural fit for the soulknife, with the downside of it not helping out the character's mind blade advancement at all. For the soulknife who wants to learn the arts of the War Mind and is willing to sacrifice its power progression, then this is an option available to you:

Manifesting: The war mind gains no manifesting ability from this class.

Warrior's Journey: The soulknife who becomes a war mind has a few options on how to rework this class feature.

Non-Manifesting Soulknife: Advance the mind blade by one level at each level of the prestige class for the purposes of determining the mind blade enhancement class feature, and levels in this prestige class count as soulknife levels to determine the effects and prerequisites for blade skills. If this option is chosen, then the war mind class will not advance manifesting for any other class for this character - the class is locked into supporting his mind blade.

Gifted Blade: Advance the soulknife's mind blade at 2nd level through 9th level at each level for the purposes of the mind blade enhancement class feature as well as their gifted blade manifesting. This keeps the character roughly on pace with his abilities as normal without drastically reducing his power set. If this option is chosen, then the war mind class will not advance manifesting for any other class for this character - the class is locked into supporting his mind blade and gifted blade powers.

War Soul Soulknife: Allow the war mind's levels to stack with the war soul soulknife for advancing the mind blade's enhancement bonus and the war soul's initiator level, maneuvers known, maneuvers readied and stances at all levels except 1st and 10th. This option shores up the martial options of the class with maneuvers and stances to best fit the nature of this class as a more combat focused option. If this option is chosen, then the war mind class will not advance manifesting at all for this character - the class is locked into supporting his mind blade and his martial maneuver progression.

Well of Power: The war mind no longer gains this class feature; instead, the character may select a new blade skill at this level.

CHAPTER 7: PSIONIC POWERS

The powers collected in this chapter can be learned and used by manifesters just like the powers in *Ultimate Psionics*. Below is a list of the new powers, sorted by class and level. An ^A appearing at the end of a power's name in the power lists denotes an augmentable power. Powers with an ^N at the end of the power's name carry the Network descriptor.

CRYPTIC POWERS

0-Level Cryptic Powers (Talents)

Bioluminescence: Cause existing vegetation to produce natural light.

1st-Level Cryptic Powers

Absorb Dorje: Make a dorje part of your body, manifest its power as if it were a power known.

Accelerant^A: Coat a target in flammable gel.

Accelerated Entropy^A: Rapidly age a magic or psionic item, ruining it.

Bullet Time^A: Dodge incoming ranged attacks.

Mind Palace^A: A moment's reflection offers a bonus to your next roll.

Steal Language^A: Rip a language out of the target creature's mind and put it in your own.

Temporary Blindness^A: Block the creature's body from processing images.

2nd Level Cryptic Powers

Apathetic Aura^A: Cause nearby enemies to ignore you and those accompanying you.

Bore^A: Create a temporary one-way peephole through solid objects.

Captivity Bond: Target takes only nonlethal damage.

Dirt Nap^A: Rest within an extradimensional grave.

Ectoplasmic Charged Armor^A: Coat your form in charged ectoplasm that reacts to attacks.

Ectoplasmic Obelisk^A: Create a short-lived obstacle that blocks movement and line-of-sight.

Pummeling Barrage^A: Deal nonlethal damage to a target using ectoplasm.

Selective Hearing^A: Creature becomes deaf to the voice of another.

Suppress Instinct^A: Temporarily make an animal immune to fear.

Suspend Psionics: Temporarily pause the duration of beneficial powers manifested on you.

Uplift^A: Gift some of your Intelligence to an animal.

Mental Semblance^A: Duplicate a creature's pattern and gain +30 on Disguise and Bluff checks to act as them.

3rd Level Cryptic Powers

Fracture Pattern^A: You rewrite a target's pattern, making them vulnerable to a type of energy damage.

Disruption^A: Block the target's ability to cast spells, manifest powers, or use some other mental abilities.

Ectoplasmic Carpet^A: Create a temporary flying carpet that has various utility uses.

Energy Allergy^A: Your target becomes vulnerable to the energy of your choice.

Lift: Suspend a foe in midair.

Vacuum Ball: Supporting atmosphere vanishes, causing suffocation and silence.

5th Level Cryptic Powers

Kyria's Vascular Disruption^A: Your target's vascular system explodes, dealing 9d6 damage and entangling creatures in a 20-foot burst.

Mind Trap^A: You store a power in your mind as a trap for those who affect you with mind-affecting effects.

Retarget Power^A: Move an ongoing spell or power between two creatures.

DREAD POWERS

1st Level Dread Powers

Absorb Dorje: Make a dorje part of your body, manifest its power as if it were a power known.

Accelerant^A: Coat a target in flammable gel.

Accelerated Entropy^A: Rapidly age a magic or psionic item, ruining it.

Hallucinations^A: Cause the target to hear imaginary sounds.

Temporary Blindness^A: Block the creature's body from processing images.

2nd Level Dread Powers

Bloodfountain^A: Cause a target to start spontaneously bleeding.

Body Slam^A: Force two creatures to collide, causing injuries.

Captivity Bond: Target takes only nonlethal damage.

Insubstantial^A: Gain some benefits of incorporeality.

Epidermal Fissure^A: Engorge a creature's muscles, granting them +4 to Strength and Intimidate checks, but causing them to take bleed damage.

Mental Mist^A: Cause affected creatures to believe they are surrounded by mist.

3rd Level Dread Powers

Caustic Retribution^A: Transform a creature's blood into caustic fluid, allowing them to damage enemies they bleed on.

Caustic Transfusion^A: Transform a creature's blood into caustic fluid, dealing 2d6 damage per turn and fatiguing them.

Disruption^A: Block the target's ability to cast spells, manifest powers, or use some other mental abilities.

Energy Allergy^A: Your target becomes vulnerable to the energy of your choice.

PSIONICS AUGMENTED

Vacuum Ball: Supporting atmosphere vanishes, causing suffocation and silence.

Sanguine Displacement^A: Teleport a creature's blood away from its body, dealing 1d4 Constitution damage and possibly granting you temporary hit points.

5th Level Dread Powers

Kyria's Vascular Disruption^A: Your target's vascular system explodes, dealing 9d6 damage and entangling creatures in a 20-foot burst.

Mental Contagion^A: Cause a creature to spread mind-affecting effects to others.

Mind Trap^A: You store a power in your mind as a trap for those who affect you with mind-affecting effects.

GIFTED BLADE POWERS

1st Level Gifted Blade Powers

Animus Overload^A: Consume a target's animus points to deal damage to them.

Bestow Blade^A: Create a mind blade for an ally to use.

Charge Psychic Strike^A: Charge your mind blade as if by psychic strike.

Elongate Extremities^A: You lengthen your legs or your arms.

Transfer Animus^A: Transfer your animus points to another.

2nd Level Gifted Blade Powers

Mindscramble^A: Charge your mind blade to deal +2d6 nonlethal damage and stun a target.

Steal Animus^A: Steal the target's animus points with a touch.

3rd Level Gifted Blade Powers

Form Astral Armor^A: Create an astral suit like an aegis.

4th Level Gifted Blade Powers

Tactile Telekinesis^A: Add +2 to attack and damage rolls, increase your effective Strength for carrying capacity, and gain the rock throwing ability.

MARKSMAN POWERS

1st-Level Marksman Powers

Bullet Time^A: Dodge incoming ranged attacks.

2nd-Level Marksman Powers

Captivity Bond: Target takes only nonlethal damage.

Payload^A: Deliver alchemical items with your weapon's shots.

Pinning Shot^A: Bind a creature or door.

Windtunnel^A: Gusts of air propel your shots further than usual.

3rd-Level Marksman Powers

Spray^A: Split a projectile into multiple to strike adjacent targets.

4th-Level Marksman Powers

Collateral Damage^A: Your projectiles deal splash damage.

PSION/WILDER POWERS

0-Level Psion/Wilder Powers (Talents)

Bioluminescence: Cause existing vegetation to produce natural light.

1st Level Psion/Wilder Powers

Accelerant^A: Coat a target in flammable gel.

Animus Overload^A: Consume a target's animus points to deal damage to them.

Energy Dagger^A: Form a dagger out of psionic energy charged with your active energy type.

Energy Touch^A: You charge your touch with your active energy.

Euterpe's Prophetic Song^A: Grant allies a +1 insight bonus on attack rolls while you concentrate.

Mind Palace^A: A moment's reflection offers a bonus to your next roll.

Transfer Animus^A: Transfer your animus points to another.

Involuntary Bodily Function^A: You cause the target to lose control of their bodily functions.

Steal Language^A: Rip a language out of the target creature's mind and put it in your own.

Temporary Blindness^A: Block the creature's body from processing images.

2nd Level Psion/Wilder Powers

Bastion^A: Temporarily bolster the abilities of an astral suit.

Bloodfountain^A: Cause a target to start spontaneously bleeding.

Body Slam^A: Force two creatures to collide, causing injuries.

Dirt Nap^A: Rest within an extradimensional grave.

Ectoplasmic Obelisk^A: Create a short-lived obstacle that blocks movement and line-of-sight.

Selective Hearing^A: Creature becomes deaf to the voice of another.

Suppress Instinct^A: Temporarily make an animal immune to fear.

Suspend Psionics: Temporarily pause the duration of beneficial powers manifested on you.

Epidermal Fissure^A: Engorge a creature's muscles, granting them +4 to Strength and Intimidate checks, but causing them to take bleed damage.

Melpomene's Psionic Howl^A: Deal 3d4 sonic damage and deafen creatures in a cone.

Mental Semblance^A: Duplicate a creature's pattern and gain +30 on Disguise and Bluff checks to act as them.

Steal Animus^A: Steal the target's animus points with a touch.

Sympathetic Drain^A: Sacrifice hit points to cause a target to lose an equal amount of hit points.

Apathetic Aura^A: Cause nearby enemies to ignore you and those accompanying you.

Ectoplasmic Charged Armor^A: Coat your form in charged ectoplasm that reacts to attacks.

Mental Mist^A: Cause affected creatures to believe they are surrounded by mist.

Pummelling Barrage^A: Deal nonlethal damage to a target using ectoplasm.

PSIONICS AUGMENTED

3rd Level Psion/Wilder Powers

Biokinetic Endurance^A: Reduce damage to your physical ability scores.

Captivity Bond: Target takes only nonlethal damage.

Ectoplasmic Carpet^A: Create a temporary flying carpet that has various utility uses.

Energy Rings^A: Create an energy prison that discourages movement.

Lift: Suspend a foe in midair.

Caustic Retribution^A: Transform a creature's blood into caustic fluid, allowing them to damage enemies they bleed on.

Caustic Transfusion^A: Transform a creature's blood into caustic fluid without protecting them, dealing 2d6 damage per turn and fatiguing them.

Disruption^A: Block the target's ability to cast spells, manifest powers, or use some other mental abilities.

Fracture Pattern^A: You rewrite a target's pattern, making them vulnerable to a type of energy damage.

Sanguine Displacement^A: Teleport a creature's blood away from its body, dealing 1d4 Constitution damage and possibly granting you temporary hit points.

4th Level Psion/Wilder Powers

Kyria's Crystalline Aura^A: You create a swarm of crystals that can attack or defend for you.

Cloned Twin^A: Create a copy of yourself and shunt your mind between your body and your clone's.

Energy Allergy^A: Your target becomes vulnerable to the energy of your choice.

Vacuum Ball: Supporting atmosphere vanishes, causing suffocation and silence.

Hurl Enemy^A: Telekinetically hurl one enemy at another.

5th Level Psion/Wilder Powers

Mind Trap^A: You store a power in your mind as a trap for those who affect you with mind-affecting effects.

Rending Force^A: Tear a creature limb from limb with telekinetic force.

6th Level Psion/Wilder Powers

Kyria's Vascular Disruption^A: Your target's vascular system explodes, dealing 9d6 damage and entangling creatures in a 20-foot burst.

Mental Contagion^A: Cause a creature to spread mind-affecting effects to others.

8th-Level Psion/Wilder Powers

Retarget Power^A: Move an ongoing spell or power between two creatures.

PSION DISCIPLINE POWERS

Conduit (Athanatism) Discipline Powers

1 Accelerated Entropy^A: Rapidly age a magic or psionic item, ruining it.

Hauntvision: Detect haunts nearby, attempt to identify them.

2 Corpsewalk^A: Take temporary control of a mindless undead.

2 Ghostward: Prevent incorporeal undead from passing through walls.

3 Insubstantial^A: Gain some benefits of incorporeality.

Kineticist (Psychokinesis) Discipline Powers

2 Telekinetic Bola^A: Animate several objects around you for defensive and offensive use.

Wardrobe Malfunction: Disassemble an enemies' armor at a distance.

Seer (Clairsentience) Discipline Powers

2 Bore^A: Create a temporary one-way peephole through solid objects.

Improvise^A: Ready an action without specifying a trigger event.

PSYCHIC WARRIOR POWERS

1st Level

Absorb Dorje: Make a dorje part of your body, manifest its power as if it were a power known.

Elongate Extremities^A: You lengthen your legs or your arms.

Energy Dagger^A: Form a dagger out of psionic energy charged with your active energy type.

Energy Touch^A: You charge your touch with your active energy.

2nd Level

Ablative Armor^A: Your armor temporarily performs above specification.

Ectoplasmic Charged Armor^A: Coat your form in charged ectoplasm that reacts to attacks.

Telekinetic Bola^A: Animate several objects around you for defensive and offensive use.

Animus Overload^A: Consume a target's animus points to deal damage to them.

Transfer Animus^A: Transfer your animus points to another.

Epidermal Fissure^A: Engorge a creature's muscles, granting them +4 to Strength and Intimidate checks, but causing them to take bleed damage.

Steal Animus^A: Steal the target's animus points with a touch.

Sympathetic Drain^A: Sacrifice hit points to cause a target to lose an equal amount of hit points.

3rd Level

Biokinetic Endurance^A: Reduce damage to your physical ability scores.

Caustic Retribution^A: Transform a creature's blood into caustic fluid, allowing them to damage enemies they bleed on.

Cloned Twin^A: Create a copy of yourself and shunt your mind between your body and your clone's.

Form Astral Armor^A: Create an astral suit like an aegis.

Fracture Pattern^A: You rewrite a target's pattern, making them vulnerable to a type of energy damage.

4th Level

Kyria's Crystalline Aura^A: You create a swarm of crystals that can attack or defend for you.

PSIONICS AUGMENTED

Tactile Telekinesis^A: Add +2 to attack and damage rolls, increase your effective Strength for carrying capacity, and gain the rock throwing ability.

TACTICIAN POWERS

1st Level Tactician Powers

Animus Overload^A: Consume a target's animus points to deal damage to them.

Bullet Time^A: Dodge incoming ranged attacks.

Euterpe's Prophetic Song^A: Grant allies a +1 insight bonus on attack rolls while you concentrate.

Transfer Animus^A: Transfer your animus points to another.

2nd Level Tactician Powers

Ectoplasmic Obelisk^A: Create a short-lived obstacle that blocks movement and line-of-sight.

Epidermal Fissure^A: Engorge a creature's muscles, granting them +4 to Strength and Intimidate checks, but causing them to take bleed damage.

Improvise^A: Ready an action without specifying a trigger event.

Mental Mist^A: Cause affected creatures to believe they are surrounded by mist.

Steal Animus^A: Steal the target's animus points with a touch.

Suspend Psionics: Temporarily pause the duration of beneficial powers manifested on you.

Wardrobe Malfunction: Disassemble an enemies' armor at a distance.

3rd Level Tactician Powers

Captivity Bond: Target takes only nonlethal damage.

Disruption^A: Block the target's ability to cast spells, manifest powers, or use some other mental abilities.

Ectoplasmic Carpet^A: Create a temporary flying carpet that has various utility uses.

Fracture Pattern^A: You rewrite a target's pattern, making them vulnerable to a type of energy damage.

4th-Level Tactician Powers

Hurl Enemy^A: Telekinetically hurl one enemy at another.

5th Level Tactician Powers

Mind Trap^A: You store a power in your mind as a trap for those who affect you with mind-affecting effects.

VITALIST POWERS

1st-Level Vitalist Powers

Absorb Dorje: Make a dorje part of your body, manifest its power as if it were a power known.

Accelerant^A: Coat a target in flammable gel.

Involuntary Bodily Function^A: You cause the target to lose control of their bodily functions.

Mind Palace^A: A moment's reflection offers a bonus to your next roll.

2nd Level Vitalist Powers

Epidermal Fissure^A: Engorge a creature's muscles, granting them +4 to Strength and Intimidate checks, but causing them to take bleed damage.

Bastion^A: Temporarily bolster the abilities of an astral suit.

Mental Mist^A: Cause affected creatures to believe they are surrounded by mist.

Suppress Instinct^A: Temporarily make an animal immune to fear.

3rd Level Vitalist Powers

Caustic Retribution^A: Transform a creature's blood into caustic fluid, allowing them to damage enemies they bleed on.

Caustic Transfusion^A: Transform a creature's blood into caustic fluid without protecting them, dealing 2d6 damage per turn and fatiguing them.

Sanguine Displacement^A: Teleport a creature's blood away from its body, dealing 1d4 Constitution damage and possibly granting you temporary hit points.

Captivity Bond: Target takes only nonlethal damage.

4th-Level Vitalist Powers

Cloned Twin^A: Create a copy of yourself and shunt your mind between your body and your clone's.

8th-Level Vitalist Powers

Retarget Power^A: Move an ongoing spell or power between two creatures.

POWER DESCRIPTIONS

ABLATIVE ARMOR

Discipline: Psychokinesis [Force]; **Level:** Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 3

A heat-haze of warped space surrounds your armor, hinting that it has been enhanced beyond expectations. You must be wearing a suit of armor (or benefiting from *inertial armor* or similar effect) or wearing *bracers of armor* (or similar item that grants an armor bonus to AC) to manifest this power. Your armor bonus to AC increases by two. Each time you are successfully hit by an attack (other than an attack that targets touch AC) the improvement granted by *ablative armor* is reduced by one. Once your improvement from *ablative armor* is reduced to zero, this power ends.

While under the effect of this power, your armor is also treated as if it had the *ghost touch* property.

Augment: For every three additional power points you spend, the improvement granted by this power increases by one.

Mythic Ablative Armor

Attacks from non-mythic creatures cause *mythic ablative armor* to degrade at half the usual rate, so two successful attacks are required to degrade its improvement by one.

PSIONICS AUGMENTED

ABSORB DORJE

Discipline: Psychometabolism; **Level:** Cryptic 1, dread 1, psychic warrior 1, vitalist 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Until discharged; up to 24 hours

Power Points: 1

A light nausea overtakes you as you witness violation of your body, and a solid object slides under your skin. When you manifest this power, you must be holding a psionic dorje that contains a power that is on your power list but is not necessarily one of your powers known. That dorje merges into your flesh, becoming part of your body.

As long as the dorje you have absorbed has charges, you may manifest its contained power as if it was one of your powers known. You must expend power points as normal to manifest the absorbed power as well as one charge from the dorje. The manifested power uses your manifest level and ability score for purposes of determining its DC and other variable effects.

Once the absorbed dorje runs out of charges, it is immediately ejected from your body. You cannot eject it earlier voluntarily however a day after you absorb the dorje, it will slide harmlessly from your skin as *absorb dorje* expires. You can never have more than one dorje absorbed; attempting to manifest this power again while it is already in effect does not work.

Mythic Absorb Dorje

You may absorb as many dorjes as you have mythic tiers. Doing so causes the duration of *mythic absorb dorje* to be divided by the number of dorjes absorbed. Additionally, manifesting a power from any of the absorbed dorjes consumes a charge from each of the absorbed dorjes.

ACCELERANT

Discipline: Metacreativity; **Level:** Cryptic 1, dread 1, psion/wilder 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: 1 round/level (D)

Saving Throw: See text; **Power Resistance:** No

Power Points: 1

The stench of oils wafts around you, then the target of your ire finds themselves doused in a sticky flammable jelly that reeks of fiery doom. When you manifest *accelerant*, one creature or object becomes coated by a layer of fluid that they cannot easily remove. The target may immerse their entire body in a solvent to remove the oily slick, but ordinary water does not dissolve the fuel you have created.

Once so coated, the target is vulnerable to any source of flame, psionic or mundane. Mere contact with fire ignites the gel, forcing the subject to make a Reflex save to avoid catching on fire. On a failed saving throw, the target takes 1d6 points of fire damage. Each round thereafter, the target must make another Reflex save at the same DC to extinguish the flames, with failure resulting in an additional 1d6 points of fire damage. The target of this power may automatically extinguish (but not remove) the burning jelly by jumping into enough water to douse themselves. If insufficient water is available, the target may roll on the ground or smother the fire with cloaks or similar to make another save with a +4 bonus. This fire does not cause clothes or equipment to burn.

The flammable jelly remains present even when not burning and can be reignited by fresh exposure to a fire source. Once the duration of this power expires, the fuel vanishes. If the target is on fire when *accelerant* ends,



PSIONICS AUGMENTED

they remain burning until they succeed at putting the fire out.

Augment: For every additional two power points you spend, the damage dealt by this power increases by 1d6 and the saving throw DC increases by 1.

Mythic Accelerant

The damage dice increase to 1d10s and the target gains the *death throes* monster special ability. If the subject of *mythic accelerant* is killed while on fire due to this power, they explode in a blinding flash of fire that deals 10 points of fire damage per damage die to anything within 10 feet per damage die (Reflex DC equal to this power's halves). The subject does not need to die due to burning to trigger this explosion. If the subject dies while having temporarily extinguished the flames, they do not explode.

Augmented (6th): Creatures that fail their Reflex save to take half damage from a *death throes* explosion become covered in *mythic accelerant* as if originally targeted. This does not extend the duration of this power but such creatures are considered to automatically have been exposed to fire and start taking burning damage on their turns. The *death throes* special property is inherited by these creatures, possibly allowing a cascading series of explosions for the duration of this power.

ACCELERATED ENTROPY

Discipline: Athanatism; **Level:** Conduit 1, cryptic 1, dread 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Will negates, see text; **Power Resistance:** No

Power Points: 1

The smell of rancid, rotting vegetation suffuses the area as the object of your ire rapidly ages and falls apart. When you manifest this power, you must make a ranged touch attack (typically AC 10) against a single magical or psionic consumable item such as a potion, scroll, shard, or power stone. The object targeted must make a successful saving throw or it is immediately broken. If the item is unattended, use its manifester level as its Will saving throw bonus. If the item is attended, use the Will saving throw bonus of the creature holding it.

This power cannot normally be used against items that contain more than one charge, such as wands or dorjes. In the case of items such as scrolls that are single-use but contain more than one spell or power, one randomly chosen spell or power can be ruined per manifestation of *accelerated entropy*.

Augment: If you spend 2 additional power points, you can target a single, non-magical item weighing up to 10 pounds per manifester level. In addition, for every two additional power points you spend, the saving throw DC increases by 1.

Mythic Accelerated Entropy

This power can now apply to items that contain more than one charge. In such a case, if the item fails its saving throw, a number of charges equal to twice your mythic tier are lost, as if they had been used.

ANIMUS OVERLOAD

Discipline: Metacreativity

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

Display: Auditory, Material, Visual

Manifesting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude partial; **Power Resistance:** No

Power Points: 1

This power allows the manifester to cause the power of the already-unstable animus within a target to lose containment and become explosive within the target's body. When manifesting this power, the manifester makes a touch attack against the target and he may cause 1d4 points of animus in the target to erupt within them (consuming the point of animus), causing 5 points of damage per animus point consumed with this ability. The target of this ability may make a Fortitude save to negate the damage while they release the dangerous animus from their body, but the animus targeted by this power is consumed. If the target does not possess animus, this power has no effect.

Augment: If you spend an additional 2 power points, you may alter the range of this power to close range (25 feet + 5 feet per two manifester levels) and make the attack as a ranged touch attack.

If you spend an additional 2 power points, you may consume and explode an additional 1d4 points of animus within the target.

APATHETIC AURA

Discipline: telepathy (compulsion) [mind-affecting]; **Level:** Cryptic 2, psion/wilder 2

Manifesting Time: 1 standard action

Display: Visual

Range: 20 ft.

Area: 20 ft. radius centered on you

Duration: 1 round/level

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

Power Points: 3

You emit an aura that causes creatures to be uninterested in you or those accompanying you. The affected creatures are aware of your presence, but simply find your presence unworthy of their attention. Creatures accompanying you must be within 10 feet of you to be similarly ignored. Any action that would directly harm the affected creature allows it to make an additional save against this power with a +4 circumstance bonus to negate this effect.

Augment: If you spend an additional 4 power points, the duration becomes 10 minutes/level.

PSIONICS AUGMENTED

BASTION

Discipline: Psychometabolism; **Level:** Psion/wilder 2, vitalist 2

Display: Mental

Manifestation Time: 1 standard action

Range: Touch

Target: Creature touched; see text

Duration: 1 min./level

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

Power Points: 3

A fluttering of your eyelashes reveals your concentration as you expend extraordinary effort restructuring the biological makeup of your ally, granting them extra ability. When you manifest this power upon an ally with the ability to form an astral suit, they gain an extra customization point which they can spend on their turn as a free action. When this power expires, the customization invested is removed automatically.

Augment: For every four additional power points you spend, the recipient is granted an additional customization point.

Mythic Bastion

You may use *mythic bastion* offensively against an enemy aegis. When you manifest this power, you attempt to suppress a number of customization points invested in their astral suit. Treat this similarly to a targeted *dispel psionics* check. The enemy aegis uses their aegis level as their manifester level. If you are successful, you remove as many customization points from the target's pool as you would normally grant an ally aegis. Your opponent may choose which customizations their suit sheds for the duration of this power and once this power ends, those customizations return to full potency immediately.

BESTOW BLADE

Discipline: metacreativity; **Level:** gifted blade 1

Display: Material, Visual

Manifesting Time: 1 standard action

Range: 0 ft.

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

Saving Throw: None; **Power Resistance:** No

Power Points: 1

You manifest a short duration copy of your mind blade and you may either use it yourself or grant it to an adjacent ally. This mind blade uses the same configuration for your mind blade with the enhancement bonus reduced by 1 (if the enhancement bonus would be 0, consider the weapon a masterwork weapon).

Augment: If you spend an additional 2 power points points, you may alter the range of this power to close range (25 feet + 5 feet per two manifester levels).

If you spend an additional 3 power points, you may manifest an additional weapon at the same enhancement bonus.

BIOKINETIC ENDURANCE

Discipline: Psychometabolism

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5

You alter your body's rhythms, defending yourself against crippling attacks and turning your skin (as well as fur, feathers, or scales) a pale gray color. Whenever damage would be dealt to one of your physical ability scores by a source other than you, reduce that damage by 2 points, to a minimum of 0. Once this power as prevented an amount of ability damage equal to your manifester level, it ends immediately.

Augment: For every 2 additional power points you spend, the ability damage reduced by this power, as well as the maximum amount of damage that can be prevented, increases by 1 point.

Surge Augmentation: If you invoke your wild surge while manifesting this power, choose one of the following augmentations:

- The power's range changes to close (25 ft. plus 5 ft. per 2 levels) and its target changes to 'one creature.'
- 2. You gain DR X/—, where X is equal to your wild surge's intensity.

BIOLUMINESCENCE

Discipline: Psychometabolism; **Level:** Cryptic 0, psion/wilder 0

Display: Visual

Manifestation Time: 1 standard action

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

Area: A 30-ft.-radius patch of natural fungus or similar simple plant-life

Duration: One hour; see text

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

Power Points: Psionic focus or 1

A glowing ball of dim light fades into perceptibility around the caverns nearby, revealing the tiny natural plants living there, but never fades away. To manifest this power, you must target an area of existing small-scale plant life (no more complex than simple grasses). The chemistry of any of these plants within the area of your power is altered so the plants naturally emit dim light. This alteration is fueled by a symbiotic link between you and the plant life, which continue to produce light as long as you remain within range and one hour thereafter. If you return within range of glowing plants before they extinguish, they relink to you automatically and resume feeding harmlessly on your excess mental energy.

The illumination emitted by these plants is non-psionic in nature, raising the ambient lighting level of the area

PSIONICS AUGMENTED

naturally, which may prevail in circumstances where magic or psionic illumination and darkness powers have cancelled one another out.

Mythic Bioluminescence

You can optionally cause the affected plants to emit normal light instead of merely dim light. Additionally, the alteration to the plants is a permanent genetic trait that is passed on to future generations, causing the plants to emit light any time a sentient (Intelligence 3 or higher) creature is within 30 feet. This change cannot be dispelled.

Augmented (3rd): By expending two uses of mythic power you may target a single large plant such as a tree, which will thereafter shed light in a 30-ft. radius around it. Seeds and cuttings taken from this tree pass on its ability though saplings may only emit light in a 5-ft. radius, which expands as the newly planted tree grows to adulthood.

BLOODFOUNTAIN

Discipline: Psychometabolism; **Level:** Dread 2, psion/wilder 2

Display: Visual

Manifestation Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: One round/level

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

Power Points: 3

Your press your fingers against the pliant flesh of your enemy and through this contact tap into its bloodstream, overloading its capacity. When you manifest this power, your target's blood pressure (or similar life-giving fluid) increases to the point that vessels begin to burst. A creature affected by *bloodfountain* begins to leak their precious fluids out of eyes, ears, or other openings. Such a creature bleeds 2 hit points of damage at the start of its turn each round. This bleed damage functions as normal, requiring a DC 15 Heal check or magical healing to stop.

Augment: For every two additional power points you spend, the bleed damage increases by one each round and the DC also increases by one.

Mythic Bloodfountain

Every round that a creature takes damage from *mythic bloodfountain*, it also takes one point of Constitution damage unless it succeeds at an additional Fortitude saving throw. Succeeding at this saving throw does not end the power early.

BODY SLAM

Discipline: Psychokinesis; **Level:** Dread 2, psion/wilder 2

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: Two creatures adjacent to one another

Duration: Instantaneous

Saving Throw: Reflex half; **Power Resistance:** Yes

Power Points: 3

A giant band of yellow light surrounds your foes then snaps out of existence as they smash against one another. When you manifest this power, you select two creatures that are beside each other and push them violently together, dealing 1d6 points of bludgeoning damage to each. Both of your targets may make a Reflex save to attempt to reduce the damage taken by half.

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

1. For every additional power point you spend, the damage dealt to each creature increases by 1d6. Also, for every extra 2d6 damage, the DC of this power increases by 1.

2. By spending an additional two power points, targets that fail their Reflex saves are knocked prone in addition to taking damage.

Mythic Body Slam

You may use this power on as many creatures as you have mythic tiers. The effected creatures must all be adjacent to at least one other targeted creature, allowing you to use *mythic body slam* on targets who are lined up, or in formation.

BORE

Discipline: Clairsentience; **Level:** Cryptic 2, seer 2

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: One touched solid surface

Duration: Concentration up to 1 round/level

Power Points: 3

The seemingly impenetrable solid surface before you frosts over with a sheet of ice crystals which upon deeper inspection can be seen to hold images of another place. You can manifest this power on a wall, door, or similar surface, creating a virtual pinhole through to the other side. This hole is up to one inch in diameter and is only visible from your side of the surface. You can see through this hole but not hear through it, nor can you pass items through the crystals.

This power does not provide illumination to the other side, but alternate means of vision such as darkvision function as expected. Also, the vision of the other side is tuned to your psyche, providing only a scrambled blur of color to anyone other than you who attempts to see through.

Bore is blocked by stone thicker than 1 foot, common metal thicker than one inch, a thin sheet of lead, or by wood or dirt thicker than 3 feet.

Augment: For each additional five power points you spend, the thickness of the materials *bore* can penetrate are doubled.

Mythic Bore

You may create a number of holes equal to your mythic tiers. All of these holes must be within 5 feet of the original but they now function for creatures other than you.

PSIONICS AUGMENTED

BORROWED FUTURE SELF

Discipline Psychoportation; **Level** seer 3

Display Visual, Mental, Auditory

Manifesting Time 1 standard action

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

Effect One future self

Duration 1 minute/level

Power Points 5

You reach out into all your possible futures and for a short while, you draw a fragment of your future self into this time.

Your duplicate has no actual substance, it only looks like you, and you cannot use it to alter its surroundings or to attack or otherwise harm creatures it encounters. You can use the duplicate to speak, and interact verbally with creatures using the Bluff, Diplomacy, and Intimidate skills.

You can see, hear, taste, and smell your duplicate's surroundings as if you are actually present in its location using your Perception or Sense Motive skills. While you also remain aware of your own immediate surroundings when controlling your duplicate, controlling it does take a toll on your senses. You take a -4 penalty on Perception checks while you control your duplicate.

The duplicate moves under your mental command, and while you need not act out its movements, you must take a standard action to control your duplicate for 1 round (concentrating on the power) or it winks out of existence. You can maintain control of your duplicate even if you have no line of sight or line of effect to it.

The duplicate immediately winks out of existence if it is hit by an attack or in the area of a damaging effect, or if it moves beyond the maximum range of the power.

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

1. If you spend 2 additional power points, you can define what your duplicate should do and general orders and it will do this by its own volition, as if you were the duplicate. You can still use your senses through the duplicate if you manifest it like this, but cannot influence its actions once triggered.

2. If you spend 2 additional power points, the duration increases to 10 minutes/level.

BULLET TIME

Discipline: Clairsentience; **Level:** Cryptic 1, marksman 1, tactician 1

Display: Mental and visual

Manifesting Time: 1 immediate action

Range: Personal

Target: Self

Duration: See text

Saving Throw: None; **Power Resistance:** No

Power Points: 1

With a sudden blur of activity, you fling yourself out of the path of a deadly oncoming projectile. You are able to manifest this power in reaction to a perceived ranged attack, including ranged touch attacks such as rays. You

must decide to manifest *bullet time* before an attack roll is made.

When using *bullet time*, you may attempt a single Reflex save to evade the incoming attack. The DC for this save is equal to the attack, minus 10. If you succeed at this Reflex save, the incoming ranged attack automatically misses. If you fail the save, the attack is resolved normally (which may possibly still miss).

Augment: For every additional two power points you spend, you make attempt to evade one additional ranged attack made by the same source whose turn you interrupt with your immediate action. You do not need to determine how many power points to spend at the moment of manifestation; the power lingers for the attacker's turn, allowing you to spend additional power points during that time.

Mythic Bullet Time



PSIONICS AUGMENTED

You can manifest this power as a swift action and if you do so, its duration changes to one round. You must, however, decide how many power points to spend at the time of manifestation.

Augmented (4th): By expending two uses of mythic power, you can evade a single melee attack using this power as an immediate action.

Augmented (8th): By expending four uses of mythic power, you can attempt to evade as many melee attacks as you have paid for by augmenting the power. Each such attempt is considered a free action that can be taken when it is not your turn.

CAPTIVITY BOND

Discipline: Psychometabolism; **Level:** Dread 2, cryptic 2, marksman 2, psion/wilder 3, tactician 3, vitalist 3

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Duration: One round/level



Saving Throw: Fortitude negates; **Power Resistance:** Yes
Power Points: Dread 3, cryptic 3, marksman 3, psion/wilder 5, tactician 5, vitalist 5

A thin film of colored oily liquid engulfs your target then appears to be absorbed into their skin, leaving them tinted to match. For the duration of this power, the altered creature can take only nonlethal damage from any source. If they are suffering from ongoing bleed damage, they will bleed nonlethally. This power only applies to effects that deal hit point damage, and it can only be manifested upon creatures that are not immune to nonlethal damage.

Mythic Captivity Bond

For the duration of this power, if the target creature performs movement away from the manifester, they take nonlethal damage equal to the resulting increase in distance. For example, a creature moving around obstacles may move 15 feet, but only 5 of those feet might be “away” from the manifester, and thus that movement causes 5 points of nonlethal damage. Movement performed by psychoportive means does not cause the target to take damage.

CAUSTIC RETRIBUTION

Discipline: Psychometabolism [Acid]; **Level:** dread 3, psion/wilder 3, psychic warrior 3, vitalist 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (harmless); **Power Resistance:** Yes
Power Points: 5

You alter a creature’s blood into a caustic fluid and adjust their veins and arteries to accommodate it. The target gains acid resistance 10. Additionally, when the target is damaged by a melee attack, its attacker must succeed at a Reflex save or take 3d6 points of acid damage. Attackers using a natural weapon suffer a –4 penalty to their save.

Whenever the target takes damage from a bleed effect, creatures adjacent to the target must succeed at a Reflex save or suffer 3d6 points of acid damage.

Augment: You may augment this power in the following ways:

- For every 2 power points you spend, its damage increases by one die (d6).
- If you spend an additional 4 power points, creatures damaged by this power who fail their saves are also blinded until the beginning of their next turn.

CAUSTIC TRANSFUSION

Discipline: Psychometabolism [Acid]; **Level:** dread 3, psion/wilder 3, vitalist 3

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature (see text)

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Duration: Concentration (up to 1 round per level) + 1 round
Saving Throw: Fortitude partial (see text); **Power Resistance:** Yes
Power Points: 5

You convert large portions of your target's blood to a caustic fluid, wracking them with pain and misery. The target takes 2d6 acid damage at the start of their turn and becomes fatigued until the beginning of their next turn. A successful Fortitude save halves the damage and negates the fatigued condition. If the target is suffering bleed damage at the beginning of its turn, adjacent creatures must succeed at a Reflex save or suffer the damage dealt by this power as well.

Augment: You may augment this power in the following ways:

- For every 2 power points you spend, its damage increases by one die (d6).
- If you spend an additional 4 power points, victims that fail their saving throws also become nauseated for 1 round.

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

CHARGE PSYCHIC STRIKE

Discipline: psychokinesis; **Level:** gifted blade 1
Display: Audible, Visual
Manifesting Time: 1 move action
Range: Personal
Duration: Instant
Saving Throw: None; **Power Resistance:** No
Power Points: 1

You quickly channel energy from your power pool into your mind blade to create a psychokinetic charge which is released as a free action as part of an attack. This charge inflicts an additional 1d8 points of damage. This functions exactly like the psychic strike class feature and may be used to power blade skills or feats that require the expenditure of the gifted blade's psychic strike.

Augment: For every 4 power points spent, this psychokinetic charge inflicts an additional 1d8 points of damage. If you spend 8 or more power points on manifesting this power, you may manifest it as a swift action.

CLONED TWIN

Discipline: Psychometabolism; **Level:** Egoist 3, psion/wilder 4, psychic warrior 3, vitalist 4
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Effect: One cloned twin
Duration: 1 round/level
Power Points: psion/wilder 7, vitalist 7, egoist 5, psychic warrior 5

When you manifest this power, your body creates a perfect copy of yourself into a single adjacent square. As long as the twin exists, whenever you take a move action to move, the twin can move as well, although it does not need to follow you and cannot take any other actions. On subsequent rounds, at the start of your turn, your mind can instantaneously exchange places with your twin, becoming the twin and your original body becoming the twin. This is not an action and does not provoke an attack of opportunity.

The twin has a speed of 30 feet and provokes attacks of opportunity from movement as normal. Your twin cannot speak while you are in your other body, and cannot flank, make attacks of opportunity, or otherwise threaten enemies. It has an AC equal to 10 + 1/2 your manifester level and a number of hit points equal to your manifester level. If the twin is reduced to 0 hit points, it is destroyed, although you can create a new one on your turn as a standard action as long as the duration persists.

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

1. If you spend 2 additional power points, the duration extends to 1 minute/lvl.
2. For every 2 additional power points you spend, you create another cloned twin.
3. If you spend 4 additional power points, the twin uses your AC, movement speeds, movement modes and hit points at the time of the split, and retains any spells, powers or effects that were affecting you when you split.
4. If you spend 2 additional power points, if you are reduced to 0 hit points, you can freely shift your consciousness into the twin, while the body you inhabited is destroyed.

COLLATERAL DAMAGE

Discipline: Metacreativity; **Level:** Marksman 4
Display: Material
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None; **Power Resistance:** Yes
Power Points: 7

Your arrows explode on impact, ejecting shards of ectoplasmic energy when they hit. Each attack you make with a ranged or thrown weapon this round causes 3d6 points of splash damage to the squares adjacent to your target if you hit. The damage dealt is piercing damage and it is treated as if it were of the same material as your ammunition. Thusly an alchemical silver arrow that strikes your target will deal splash damage that bypasses DR/silver.

If your arrows miss your target, they do not deal any splash damage.

Augment: For every two additional power points you spend, the splash damage dealt increases by 1d6.

Mythic Collateral Damage

You can change the damage dealt from piercing to the energy type you selected when last you gained psionic focus.

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Augmented (6th): By expending two uses of mythic power, your splash damage is treated as any alignment your weapon possesses for purposes of bypassing damage reduction. Additionally the duration of this power double to two rounds.

CORPSEWALK

Discipline: Athanatism; **Level:** Conduit 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One mindless undead

Duration: 1 min./level (D)

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

Power Points: 3

The lurching and uncoordinated movements of a nearby monster suddenly take a controlled and purposeful smoothness. When you manifest *corpsewalk*, you temporarily gain the ability to inhabit the body of a mindless undead creature such as a skeleton or zombie. Your body becomes limp and unresponsive while your consciousness is riding in its temporary host. You remain aware of events around your body and you may return to it by dismissing *corpsewalk* (a standard action).

While you inhabit an undead husk, it is unable to act in any way. You control its body and may use it as you wish, making slam attacks, moving, or using whatever equipment you can place its hands upon.

You gain whatever senses your undead host possesses and the body retains any defensive or passive abilities (such as Damage Reduction) it has which do not require activation. Otherwise, you do not gain control of any supernatural, or psi-like abilities the creature has, nor do you gain access to any feats it possesses. You are able to use feats and skills you know as long as they are appropriate to the body you are occupying.

You may make Disguise or Bluff checks to attempt to disguise yourself but a mindless undead typically moves with a gait that is distinctive and unnatural, meaning you are likely to be spotted as unusual while in motion.

If your undead host body is destroyed while you occupy it, *corpsewalk* immediately ends. During this power, you are merely linking to the undead body and your soul remains within your own, so if your host body is within a negative energy effect such as channel negative energy, the body heals and you suffer no ill effect.

Augment: For every additional two power points you spend manifesting this power, you gain the ability to manifest one psionic power while you are controlling the undead body and the DC for this power increases by one.

Mythic Corpsewalk

You may attempt to take over the bodies of intelligent undead, but doing so reduces the duration of this power to one round per level.

DIRT NAP

Discipline: Metacreativity; **Level:** Cryptic 2, psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: One touched surface of dirt of stone

Duration: 1 hour/level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 3

With a wrenching moan, an extradimensional space opens at your feet, resembling a freshly excavated grave. This grave generally appears as a 5-ft. by 10-ft. rectangle but its interior is always adequate for those who inhabit it. Creatures in the extradimensional space are hidden, beyond the reach of powers (including clairvoyance powers), unless those powers work across planes. The space holds as many as eight creatures (of any size).

The interface between this extradimensional space and the material plane is semi-solid and can support covering materials such as spread straw or a sleeping bag. The interface can support up to 20 pounds of material. Such items can be placed from within the space by reaching up then gently retracting your hands, leaving the items above what you now see as your ceiling.

Powers cannot be manifested across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as usual but those outside see only an empty grave plot. Anything inside the extradimensional space is ejected when the power ends. Only one creature at a time can cross through the interface.

Augment: For every two additional power points you spend, this power can shelter an additional creature.

Mythic Dirt Nap

The duration of this power changes to Permanent.

Augmented (3rd): By expending a use of mythic power, you can manifest a power from inside the extradimensional space to outside. Doing so weakens the interface material, allowing those outside of the space to see inside (but not to manifest powers against those inside).

DISRUPTION

Discipline: Telepathy [mind-affecting]; **Level:** Cryptic 3, dread 3, psion/wilder3, tactician 3

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Power Points: 5

The power overwhelms the target's mind and ability to concentrate, making manifesting powers or casting spells extremely hard. The subject must succeed at a concentration check (DC equal to the save DC of this power) in order to cast a spell, manifest a power, use any spell-like ability,

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use any psi-like ability, or use any spell completion, power completion, power trigger or spell trigger magic items.

While under the effect of this power, if the subject must attempt a concentration check to cast a spell, manifest a power, use a psi-like ability or a spell-like ability for any reason other than the effect of this spell (such as manifesting defensively, being injured while manifesting, and so on), it takes a penalty on that check equal to 1/2 its caster or manifester level.

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

1. For every 2 additional power points you spend, you can choose another target.
2. If you spend 2 additional power points, the range increases to Medium instead of Close.
3. If you spend 3 additional power points, the target takes a penalty to all concentration checks equal to your manifesting ability stat, in addition to any other penalties it might suffer.

ECTOPLASMIC CHARGED ARMOR

Discipline Metacreativity; **Level** Cryptic 2, psion/wilder2, psychic warrior 2

Display Olfactory, Auditory

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 min./level or until discharged

Power Points 3

You cover yourself with charged ectoplasm that reacts to any physical attacks by transforming the kinetic energy into volatile crystal shards. Any creature striking you with its body, natural weapon, or a handheld weapon takes 2d6 points of piercing damage. Each time the power discharges, the number of dice is halved, down to a minimum of 1d6.

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

1. For every 2 additional power points you spend, increase the base damage by +2d6.
2. If you spend 2 additional power points, each discharge only removes 1d6 from the next damage, instead of halving it.
3. If you spend 2 additional power points, you also gain 3 temporary hit points per die of base damage.

ECTOPLASMIC CARPET

Discipline: Metacreativity (Creation); **Level:** Cryptic 3, psion/wilder 3, tactician 3

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: One 5-ft. square of temporarily real carpet

Duration: 1 min./level

Saving Throw: See text; **Power Resistance:** Yes

Power Points: 5

A glossy sheet of soft ectoplasm coheres in space to do your bidding. When you manifest this power, you must

choose one of the several modes in which it can operate. Once this choice is made, it cannot be changed for this manifestation.

Flying: In this mode, an *ectoplasmic carpet* acts as a *flying carpet* of the same size. Unaugmented, it can carry up to 200 lbs. and has a fly speed of 40 ft. plus the usual *overland flight* capability.

Restraint: In this mode, an *ectoplasmic carpet* can wrap itself around a creature's arms, preventing them from being used to wield weapons or perform fine activities using hands. The carpet is treated as a set of masterwork manacles (Escape Artist DC 35 or Strength check DC 28 to escape or break) but also constrains the target's fingers. This imposes an Arcane Spell Failure chance of 20% upon those to whom it may apply. A creature can make a Reflex save to avoid being ensnared by a carpet in this mode. As a move action, you can direct the carpet to a target within range, and as a standard action you can attempt to ensnare a creature. Only one creature can be held at a time and releasing a creature is a free action.

Shield: In this mode, an *ectoplasmic carpet* acts as a sheet of protective material that you can move around within your space as a free action. This functions as a heavy shield (+2 shield bonus to AC) but only against ranged attacks as it is too insubstantial to interfere with melee attacks. This shield has no armor check penalty or Arcane Spell Failure chance since it is weightless and encumbrance-free.

Tripping: In this mode, an *ectoplasmic carpet* can be slipped beneath the feet of an opponent then telekinetically pulled out from beneath them. This requires a move action to mentally direct the carpet to slide underneath a target within range, and a standard action to perform a trip attempt. You use your manifester level in place of your base attack bonus and your primary manifesting ability modifier in place of Strength for calculating your CMB for this trip attempt. You cannot trip a creature larger than this carpet.

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

1. For every additional two power points you spend, the basic flying mode carpet expands one size as per *flying carpet*. The first augmentation increases the carpet to 5-ft. by 10-ft. and carrying capacity to 400 lbs. The second augmentation increases the carpet to 10-ft. by 10-ft. and carrying capacity to 800 lbs. Each subsequent augmentation increases size by two 5-ft. squares and carrying capacity by 400 lbs. Any carpet augmented to 10-ft. by 10-ft. or larger changes its duration to 1 hour/level.
2. For every additional power point you spend, the DCs for escaping or breaking a restraint carpet increase by 1.
3. For every additional three power points you spend, the shield bonus granted by a basic shield carpet increases by 1.
4. For every additional four power points you spend, the basic tripping mode carpet becomes one size larger (from a 5-ft. square appropriate to a Medium creature to

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a 10-ft. square appropriate to a Large creature, then to a 15-ft. square appropriate to a Huge creature and so on). A tripping carpet that is large enough may be used to trip multiple creatures at once if they all fit within its area.

Mythic Ectoplasmic Carpet

A flying mythic *ectoplasmic carpet* bestows *flight* upon its riders for a number of rounds equal to your mythic tier when it ends (either as its duration expires or if it is dispelled).

A restraint *ectoplasmic carpet* causes any creature ensnared within it to be entangled.

A shield *ectoplasmic carpet* grants its shield bonus to AC against melee attacks as well as ranged attacks.

A tripping *ectoplasmic carpet* is treated as difficult terrain by those standing upon it. You can leave the carpet underneath your foes by declining to make trip attempts.

ECTOPLASMIC OBELISK

Discipline: Metacreativity; **Level:** Cryptic 2, psion/wilder 2, tactician 2

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Temporarily real statue up to 5-ft. square

Duration: 1 round/level

Power Points: 3

Expanding from a mid-air spec of colorful ectoplasm, a massive statue forms in space where you designate it, blocking travel and sight. When you manifest this power, you must specify an unoccupied square, which then becomes filled by a simple ectoplasmic statue of your design. This statue impedes movement as would one of the same size carved out of stone. An ectoplasmic obelisk has hardness 10 and 30 hit points. The created obelisk is newly created and thus has not yet made any impression in the floor below it, so it may be possible to push it one square with a DC 15 Strength check.

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

1. For every additional power point you spend on this power, the hardness of the obelisk is increased by 1 and its hit points increase by 2. Additionally, the weight of the obelisk increases, adding 1 to the Strength DC required to push it.

2. By spending an additional 6 power points, you may make an ectoplasmic obelisk up to one 10-ft. square in size.

3. By spending an additional 10 power points, the duration of this power becomes Permanent.

Mythic Ectoplasmic Obelisk

You may move through any *mythic ectoplasmic obelisk* you create, though you cannot end your turn in the same square as one. Also, the 10-point augment that changes the duration of this power now optionally changes to Instantaneous, preventing it from being dispelled.

EPIDERMAL FISSURE

Discipline: Psychometabolism; **Level:** dread 2, psion/wilder 2, psychic warrior 2, tactician 2, vitalist 2

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

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

Power Points: 3

You engorge the muscles of your target, shredding their skin and exposing the tissue beneath. The target gains a +4 enhancement bonus to Strength and a +4 enhancement bonus to Intimidate checks. Additionally, the target suffers 2 points of bleed damage at the start of their turns.

Augment: You may augment this power in the following ways:

- If you spend 3 additional power points, the Strength and Intimidate bonuses increase by 2.
- For every 2 additional power points you spend, the bleed damage increases by 2.
- For every 2 additional power points you spend, the target suffers a -2 penalty to their natural armor (this cannot reduce their natural armor below 0).

Additionally, for every 2 power points you spend to achieve the above results, increase this power's save DC by 1.

ELONGATE EXTREMITIES

Discipline: Psychometabolism; **Level:** Egoist 1, gifted blade 1, psychic warrior 1

Display: Material, Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

Power Points: 1

You elongate either your arms (or whatever extremities are equivalent) or your legs to gain an advantage over your enemies.

Arms: Increase your reach by 5 ft for the duration of this power.

Legs: Increase your speed by 5 ft for the duration of this power. In addition, you can end your turn in the same square as any creature that is the same size or smaller as you.

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

1. If you spend 2 additional power points, the duration becomes 10 minutes per level.

2. If you spend 2 additional power points, the speed increase becomes +15 ft instead of +5 ft and you can end your turn in the same square as a creature that is up to two sizes larger than you.

3. If you spend 2 additional power points, you can elongate both arms and legs at the same time.

4. If you spend 2 additional power points, your reach increases by 10 ft for the duration of this power.

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5. If you expend your psionic focus, you can double the bonus and manifest it as a swift action but the power only lasts for 1 round, and the duration cannot be augmented in any way.

ENERGY ALLERGY

Discipline: Psychometabolism; **Level:** Cryptic 3, dread 3, psion/wilder 4

Display: Olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: 1 round/level (D)

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

Power Points: Cryptic 5, dread 5, psion/wilder 7

The skin of your foe begins to discolor as its very nature changes, introducing a potentially fatal flaw in its defenses. When you manifest this power, the target gains vulnerability to the energy type you selected when you last gained psionic focus. Such a creature takes an additional 50% damage from that energy type for the duration of *energy allergy*.

Resistance and immunity to the energy type you specify remain unaffected by this power.

Augment: By spending an additional four power points you can specify a second energy type or specify an energy type other than the type you chose when last gaining psionic focus.

Mythic Energy Allergy

A creature with immunity to the energy type you specify is no longer immune, but reduces all damage taken of that energy type by 50%.

ENERGY DAGGER

Discipline: Psychokinesis [see text]; **Level:** psion/wilder 1, psychic warrior 1

Display: Visual, Material

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: One dagger

Duration: 1 minute/level

Power Points: 1

You focus your mental energy into the form of a dagger wreathed in psionic energy. This dagger deals damage like a normal dagger for your size and has an additional effect depending on your active energy type. If the dagger leaves your hand, it disappears at the end of the round.

Cold: +1 point of cold damage and anyone damaged by this takes a -1 penalty to saves against cold effects.

Fire: +1d4 fire damage.

Electricity: +1 point of electricity damage and a +3 bonus to attacks against enemies in metal armor.

Sonic: -1 point of damage and ignores an object's hardness.

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

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

1. If you spend 2 additional power points, the dagger becomes a +1 weapon.

2. If you spend 4 additional power points, it becomes a +1 weapon with the corresponding energy enhancement (flaming, frost, shocking, thundering) in addition to its energy bonus.

3. If you spend 6 additional power points, it becomes a +1 weapon with the corresponding energy enhancement (flaming burst, icy burst, shocking burst, keen thundering).

ENERGY RINGS

Discipline: Psychokinesis [see text]; **Level:** Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex half or Fortitude half; see text; **Power Resistance:** Yes

Power Points: 5

You create an immobile cylindrical stack of rings of energy of your active energy type that surrounds your target, threatening to harm them if they move. When initially placed, these rings do no damage, but they discourage your foe from undertaking movement. While surrounded by *energy rings*, the targeted creature may still take actions within their square as usual, including making ranged or melee attacks, or manifesting powers without hindrance.

In order to escape the *energy rings*, the target must first succeed at a Strength check to break the rings. The DC for this check is equal to the DC of the power. Attempting to do so requires the target to directly contact the rings, which deals 5d6 points of damage to the creature touching the rings. This power ends if any of the rings are broken.

Cold: A set of rings of this energy type deals +1 point of damage per die. The saving throw to reduce damage from *cold rings* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a set of rings of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A set of rings of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals -1 point of damage per die and ignores an object's hardness.

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

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

1. For every additional power point you spend, this power's damage increases by one die (d6).

2. For every two additional power points you spend, this power can affect a creature one size category larger.

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Additionally, for each two power points spent on either augment, this power's save DC increases by 1.

Special: A kineticist does not need to select an energy type for this power when he gains psionic focus. He may choose the type of damage at the time the power is manifested.

Mythic Energy Rings

The damage dice of the power and its augments increase to d10.

Augment (3rd): If you expend two uses of mythic power, you can target one additional creature or unattended object for every three mythic tiers you possess.

ENERGY TOUCH

Discipline Psychokinesis; **Level** psion/wilder1, psychic warrior 1

Display Visual, Auditory

Manifesting Time 1 standard action

Range Touch

Target One target per level

Duration Instantaneous

Saving Throw None; **Power Resistance** Yes

Power Points 1

You charge your touch with your active energy type, dealing 1d6 points of energy damage on a successful melee touch attack. You can use this melee touch attack up to one time per manifester level.

Cold: A touch of this energy type deals +1 point of damage per die.

Electricity: You gain a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A touch of this energy type deals +1 point of damage per die.

Sonic: A touch of this energy type deals -1 point of damage per die and ignores an object's hardness.

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

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

1. For every 2 power points you spend, this power deals +1d6 energy damage.

2. If you spend 2 additional power points, each energy type gains a secondary effect as follows:

Cold: The target must make a Fortitude save or become staggered for 1 round.

Electricity: The target must make a Will save or become shaken for 1 round.

Fire: The target must make a Reflex save or catch on fire and take 1d6 of extra fire damage.

Sonic: The target must make a Fortitude save or become sickened for 1 round.

EUTERPE'S PROPHETIC SONG

Discipline: Clairsentience [mind-affecting, sonic]

Level: Psion/wilder 1, tactician 1

Display: Auditory

Manifesting Time: 1 standard action

Range: 60 ft.

Area: 60 ft. radius sphere centered on you

Duration: Concentration (up to 1 minute/level)

Power Points: 1

You weave your prophetic power into song, using it to bolster your allies with visions of the future. Allies within the area gain a +1 insight bonus to their attack rolls as long as you concentrate on singing, humming, or otherwise making music (allies within the area of *silence* or similar effects, or who are deafened, cannot benefit from this bonus). You cannot manifest this power while unable to make music, such as by being within the area of a *silence* spell.

Augment: You may augment this power in the following ways.

- If you spend 4 additional power points, the insight bonus also applies to skill checks.
- If you spend 8 additional power points, the insight bonus also applies to weapon damage rolls in addition to the above options.
- If you spend 12 additional power points, the insight bonus also applies to AC in addition to the above options.
- If you spend 16 additional power points, the insight bonus also applies to saving throws in addition to the above options.

In addition, the insight bonus granted by this power increases by 1 for every 2 power points spent on the above options.

Surge Augmentation: If you invoke your wild surge while manifesting this power, change its duration to 'concentration plus 3 rounds'.

FORM ASTRAL ARMOR

Discipline: metacreativity; **Level:** gifted blade 3, psychic warrior 3

Display: Material, Visual

Manifesting Time: 1 full-round action

Range: Personal

Effect: Astral Suit; see text

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

Saving Throw: None; **Power Resistance:** No

Power Points: 5

You form a suit of astral armor, similar to an aegis, of the astral skin, astral armor or astral juggernaut type over your body. The astral suit has the free customizations of associated suit at the appropriate manifester levels (see aegis base class for details) plus an additional 5 customization points. Use your manifester level to determine your aegis level when gaining free customizations from this power. If you already possess the ability to manifest an astral suit you may add these customization points to your astral suit when you manifest

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this power. If you possess the mind armaments class feature (see armored blade souknife archetype), you may use these customization points (and any purchased through augmenting this power) to add astral suit customizations to your mind armor.

Augment: For every 2 additional power points you spend, you gain 1 customization point.

FRACTURE PATTERN

Discipline: Psychometabolism

Level: Cryptic 3, psion/wilder 3, tactician 3, vitalist 3

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. plus 10 ft. per level)

Target: 1 creature or object

Duration: 1 round/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 5

You brutally rewrite the pattern of your target, leaving them vulnerable to further attack. If your target fails its saving throw, choose bludgeoning, cold, fire, electricity, piercing, slashing, or sonic damage. Your victim suffers 50% additional damage from sources that deal damage of the chosen type for the duration of this power.

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

- For every 2 additional power points you spend, your target suffers 1d6 points of untyped damage as their pattern is violently rent by your will.
- For every 4 additional power points you spend, this power affects an additional target within range.

In addition, for every 2 power points spent on either of the above options, the power's save DC is increased by 1.

Surge Augmentation: If you invoke your wild surge when manifesting this power, the damage dealt by its first augment option is of the type chosen when your victim failed their saving throw (and therefore deals 50% more damage).

GHOSTWARD

Discipline: Athanatism; **Level:** Conduit 2

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Ectoplasmic coating whose area is up to one 10-ft. square/level

Duration: Concentration up to 1 round/level

Power Points: Conduit 3

A shadowy silhouette of your hand reaches out from you and appears to spread a portion of your essence upon a nearby surface. This power allows you to cover a wall, floor, ceiling, or similar surface with energies that incorporeal undead find repulsive. Such creatures are unwilling to cross through this energy, making the area you ward impassable to them. You may shape the area you designate to some degree, but your ward always

coats existing physical materials and you must be able to see the surfaces you intend to cover. This generally does not allow you to imprison an incorporeal undead as you normally cannot see all surfaces of a container, but it might allow you to ward all surfaces of a room you occupy to keep the creature out.

Mythic Ghostward

Instead of coating a material surface, you may choose to cover an incorporeal undead creature that you can see (and which has a surface area within your manifestation limits). Doing so hinders the creature's ability to pass through solid objects. Such a warded creature cannot pass through any walls etc, but is still able to ignore armor that does not have the *ghost touch* property.

HALLUCINATIONS

Discipline Telepathy; **Level** telepath 1, dread 1

Display Olfactory, Auditory

Manifesting Time 1 standard action



PSIONICS AUGMENTED

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

Target One target per manifester level

Duration Concentration

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

Power Points 1

You cause the targets to believe they hear any sound you imagine.

The sound can include intelligible speech. Instead of precisely imagining a sound, you can identify a sound the subjects know and they imagine it doing what you describe as you manifest the power. All targets hear the same sounds. You can change the sound as part of concentrating on the power.

Augment: This power can be augmented in any of the following ways:

1. If you spend 2 additional power points, you can script whatever happens for 1 minute per level, instead of having to concentrate on the power. The power will play out as you defined it, including reacting to what the targets say or do, provided you defined that interaction when scripting it.

2. If you spend 4 additional power points, you can include the image of any object, creature, or force you imagine or identify for the targets to imagine. You can move the image while you concentrate. The image fails and disappears when struck by an opponent unless you cause it to react appropriately while concentrating. Its AC is equal to 10 + ½ your manifester level.

3. If you spend 6 additional power points, you can include an image as above, but also any olfactory, thermal and tactile elements, completing the mental hallucination.

4. If you spend 5 additional power points, you can create a triggered mindtrick instead. This changes the duration to 1 week/level + 1 minute/level. You set the triggering condition (such as hearing a certain word or seeing a type of creature) when manifesting the power. The event that triggers the power can be as general or detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger can't be based on any quality not normally obvious to the senses, such as alignment. This power uses the target's senses to notice triggers. If this event happens during the first duration, the mindtrick plays out as if you had scripted it, for 1 minute per level and then ends.

5. If you spend 8 additional power points, change the target to 1 target and the duration to permanent. You can make a general script for how the power interacts, when it activates and other general reactions, and the targets mind will actively work to make these scripts work.

HAUNTVISION

Discipline: Athanatism; **Level:** Conduit 1

Display: Material

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

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

Saving Throw: None; **Power Resistance:** No

Power Points: 1

Your body becomes coated in a sheen of frost as your core temperature drops, hinting at the spiritual sight you have gained. While under the effect of *hauntvision*, you can detect, identify, and eventually understand haunts nearby. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

Detection of a haunt may trigger it to manifest, depending on the conditions and nature of the individual haunt.

1st Round: Presence or absence of haunts.

2nd Round: Number of different haunts and the strength of the most potent haunt. For purposes of determining a haunt's strength, those with CR 1-3 are considered weak, CR 4-6 moderate, CR 7-9 strong, CR 10-12 potent, CR 13-15 imposing, and CR 16+ deadly.

3rd Round: The strength and location of each haunt. If the haunts are within line of sight, you can make Knowledge (religion) checks to attempt identification.

Mythic Hauntvision

You may add your mythic tier to Knowledge (religion) rolls made to identify haunts.

HURL ENEMY

Discipline Psychokinesis [force]; **Level** Psion/wilder 4, tactician 4

Display Auditory, Visual

Manifesting Time 1 standard action

Range short (25 ft. + 5 ft./2 levels)

Target one creature (see text)

Duration instantaneous

Saving Throw Fortitude negates; **Power Resistance** yes

Power Points 7

You concentrate on a creature and use telekinesis to try to hurl it at another target. The creature being hurled must weigh less than 50 pounds per manifester level. If the targeted creature fails its save, you forcefully launch it at another target that must be within 30 ft. of the affected creature.

Make a ranged touch attack against the target. If the attack is successful, deal 7d6 points of damage to both the hurled creature and the target of the ranged attack. If the attack misses, deal 3d6 points of damage to the hurled creature.

Augment: For every additional power point spent, the damage to each creature increases by 1d6. For every additional 2d6 of damage, the save DC increases by 1.

IIMPROVISE

Discipline: Clairsentience; **Level:** Seer 2, tactician 2

Display: Mental

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 3

PSIONICS AUGMENTED

Your ability to form and implement a plan rapidly is improved. When you manifest this power, you can use the Ready An Action special initiative action without specifying the conditions that will trigger your readied action. You must still specify what action you will take as your readied action.

Augment: If you spend six additional power points, the duration increases to 1 round per level, but once you take the readied action, the power ends.

Mythic Improvise

You no longer need to specify what action you intend to take as your readied action.

INSUBSTANTIAL

Discipline: Athanatism; **Level:** Dread 2, conduit 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Power Points: Dread 3, conduit 5

Your form becomes indistinct and blurry as if viewed through a heat-haze. While under the effect of this power, you gain the incorporeal monster ability. Because this transformation is temporary, it only grants you the ability to move through solid objects as an incorporeal creature would, though *insubstantial* can be augmented to offer additional benefits.

When this power ends, you are staggered for one round. Additionally, if you are partially or completely inside a material object when this power ends, you are ejected into the nearest free space, taking 1d6 points of damage per 5 feet of material you move through to find a free space.

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

1. By spending an additional two power points, you gain the innate sense of direction common to naturally incorporeal creatures, able to move at full speed even when you cannot see. This does not grant you any additional senses and is therefore mostly useful while passing through solid objects.

2. By spending an additional two power points, you can move silently. Creatures making Perception checks to observe or locate you suffer a -5 penalty on those checks.

3. By spending an additional four power points, your Armor Class is altered as a natural incorporeal creature; you lose any natural armor bonus to Armor Class and gain a deflection bonus equal to your Charisma modifier. This bonus does not stack with other sources. Any armor or shield that does not have the *ghost touch* property ceases applying to your Armor Class while you are incorporeal.

4. By spending an additional eight power points, you gain immunity to non-magical attack forms and take only half damage from magic weapons and powers from corporeal sources. Corporeal powers and effects that do

not cause damage only have a 50% chance of affecting you. Force powers and effects, such as from *entangling debris*, affect an incorporeal creature normally.

Mythic Insubstantial

This power's duration changes to 1 round per mythic tier you possess.

INVOLUNTARY BODY FUNCTION

Discipline: Psychometabolism; **Level:** psion/wilder 1, vitalist 1

Display: Olfactory, Auditory

Manifesting Time: 1 standard action

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

Target: one living creature

Duration: 1 min/level

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

Power Points: 1

You trigger a number of involuntary bodily functions in a living target, making them sickened unless they succeed on a Fortitude save.

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

1. If you spend 3 additional power points, the target instead becomes nauseated on a failed save, and falls prone unless they make a successful Reflex save.

2. If you spend 2 additional power points, you can designate one target per manifester level instead of just one.

KYRIA'S CRYSTALLINE AURA

Discipline: Metacreativity

Level: Psion/wilder 4, psychic warrior 4

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 7

You create a cloud of whirling, razor-sharp crystals around yourself. When you manifest this power, choose defensive or offensive (you may alter this choice as a swift action). While this power is in defensive mode, the shards lock together to protect you from attacks; you gain a +3 shield bonus to AC, as well as a +3 competence bonus to Reflex saves. While this power is in offensive mode, creatures within a 10 ft. radius of you suffer 5d6 slashing damage at the beginning of each round (and whenever they voluntarily enter a space within 10 ft. of you) and must succeed at a Reflex save or suffer 2d6 bleed damage.

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

- For every 2 additional power points you spend, the bonuses granted by the defensive mode increase by 1, and the damage of the offensive mode increases by 1 die (d6; this includes the bleed damage).
- For every 2 additional power points you spend, the area of the offensive mode increases by 5 ft.

PSIONICS AUGMENTED

Surge Augmentation: If you invoke your wild surge while manifesting this power, you may choose to manifest it in both defensive and offensive mode at the same time. If you do so, you may not switch its mode for this manifestation, and its duration is cut in half (rounded down).

KYRIA'S VASCULAR DISRUPTION

Discipline: Psychometabolism; **Level:** cryptic 5, dread 5, psion/wilder 6

Display: Visual, auditory

Manifesting Time: 1 Standard action

Range: Medium (100 ft. plus 10 ft. per level)

Target: 1 creature

Duration: Instantaneous and 1 round per level (see text)

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

Power Points: cryptic 9, dread 9, psion/wilder 11

You violently disturb your victim's vascular system, sending an eruption of gooey blood from their body. Your victim suffers 9d6 points of damage and erupts in a 20 ft. burst of blood. Creatures within the burst (including the victim) become entangled for 1 round/level as the blood congeals into a web-like mass that constricts their

movement. A successful Fortitude save halves the damage and prevents the burst of blood. Creatures without blood or an equivalent bodily fluid (including, but not limited to, most forms of undead, constructs, and elementals) are immune to the effects of this power.

Augment: You may augment this power in the following ways.

- For every 1 additional power point you spend, this power's damage increases by one die (d6). For each two extra dice of damage, this power's save DC increases by 1.
- If you spend 4 additional power points, the eruption of blood occurs even if the victim succeeds at their saving throw.

Surge Augmentation: If you invoke your wild surge while manifesting this power, you may affect creatures that do not have blood or equivalent bodily fluids; you convert part of their form to liquid and force it outward.

LIFT

Discipline: Psychoportation; **Level:** Cryptic 3, psion/wilder 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One Medium or smaller creature

Duration: Concentration up to 1 round/level

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

Power Points: 5

With a mental thrust you fling your foe upwards then suspend them there. When you manifest *lift*, you cause a target to float unnaturally five feet above the ground. This typically prevents them from moving though creatures which can fly are unaffected by *lift*. Additionally, a creature that is able to react walls, items, or creatures nearby may be able to push themselves horizontally. This requires deliberate intent, so a target creature kicking or punching an adjacent foe does not float away unexpectedly.

This power is inherently stable and being suspended in midair does not impose any penalty on actions the target creature might undertake excepting movement.

Each round at the end of its turn, the target creature makes an additional save at the original DC of this power to terminate its effects.

Mythic Lift

You may manifest *mythic lift* on one creature per mythic tier you possess, but no two creatures may be more than 15 feet apart from one another.

MELPOMENE'S PSIONIC HOWL

Discipline: Psychokinesis [sonic]

Level: Psion/Wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30 ft. radius burst centered on you



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Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: No

Power Points: 3

You unleash a blast of charged sonic energy that manifests as a howling shriek. Creatures and objects within the area suffer 3d4 points of sonic damage, which ignores the hardness of objects, and creatures that fail their saves become deafened for 1 round per manifester level as the sound persists in their minds, drowning out all others. The deafened effect is mind-affecting.

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

- For every additional power point you spend, this power's damage increases by one die (d4). For each 2 extra dice of damage, this power's save DC increases by 1.
- If you spend an additional 4 power points, you may exclude any number of allies and/or objects from the power's effects.

Surge Augmentation: If you invoke your wild surge while manifesting this power, double its range and area.

MENTAL CONTAGION

Discipline: Telepathy [mind-affecting]

Level: Dread 5, psion/wilder 6

Display: Mental

Manifesting Time: 1 full-round action

Range: Close (25 ft. plus 5 ft. per 2 levels)

Target: 3 creatures (see text)

Duration: 5 rounds

Saving Throw: Will negates

Power Resistance: Yes

Power Points: Dread 9, psion/wilder 11

You join your mind with a creature and seize the afflictions around its mind, spreading them to others. When you manifest this power, choose a creature within range, then choose up to two additional creatures within range. The additional creatures must succeed at a Will save or immediately suffer the effects of all mind-affecting abilities affecting the first creature for 5 rounds, except that you are treated as the caster (or origin, as appropriate) for those effects.

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

- For every 4 additional power points you spend, the number of additional creatures increases by 2, to a maximum of 6.
- If you spend 2 additional power points, make a manifester level check against DC 11 + the caster or manifester level of the highest-level mind-affecting ability affecting the initial creature chosen. If you succeed, all mind-affecting abilities affecting that creature are removed.

Surge Augmentation: If you invoke your wild surge while manifesting this power you shatter the spirit of its victims; creatures that fail their saves also suffer a penalty equal to your wild surge's intensity on attack rolls, skill checks, caster level checks, and manifester level checks for a number of rounds equal to your key ability modifier.

MENTAL MIST

Discipline: Telepathy [mind-affecting]; **Level:** dread 2, psion/wilder 2, tactician 2, vitalist 2

Display: Mental

Manifesting Time: 1 standard action

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

Area: 20 ft radius

Duration: 1 minute/level

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

Power Points: 3

You reach into the minds of your targets and cloud them, making them think they are deep inside an overwhelming mist or fog. Those who fail their Will saves are affected as follows: The mental mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

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

1. If you spend 4 additional power points, all targets that fail their saves are mentally drained, move at half their normal speed and take a -2 penalty on all attack rolls and melee damage rolls and cannot take a 5-foot-step while inside.
2. If you spend 4 additional power points, all targets that failed their Will save also take 1d6 points of damage at the start of your turn, beginning with the turn you manifest the mental mist.
3. If you spend 6 additional power points, all targets must make a Fortitude save at the beginning of their turn or be overwhelmed by horrid mental images tearing them apart, taking 1d4 points of Wisdom damage. If they succeed on this save, they take half damage.
4. If you expend your psionic focus, you can exclude yourself from all effects while inside the area.

MENTAL SEMBLANCE

Discipline: Telepathy [Mind-Affecting]

Level: Cryptic 2, psion/wilder 2

Display: Auditory, Material, Visual

Manifesting Time: 1 full round action

Range: Personal

Duration: 10 minute/level

Saving Throw: Will negates; **Power Resistance:** No

Power Points: 3

When manifesting this power, you are capable of duplicating the psionic pattern of an individual you've touched and attempt to duplicate them. This is a mind-affecting ability that causes those who view you to see and hear you as

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the duplicated individual, granting you a +30 competence bonus on Disguise and Bluff checks to appear and act like the duplicated individual. You may duplicate patterns that are similar to your own; creatures duplicated must be of same type and size or within one step smaller or larger, and must have the same configuration of limbs (if you duplicate someone with a missing limb, observers will see that this limb is missing still). This power only affects the senses of sight and sound, you will still smell the same and creatures with scent may pick up the difference. Individuals who perceive falsehood in your disguise and representation of the duplicated victim may attempt a Will save to disbelieve the power and see through it. However, this does not end the power, only allowing the creature making the save to see through it to what you really are.

Augment: If you spend an additional 2 power points, the bonus on Bluff and Disguise checks increase by 2 and the DC to disbelieve the disguise increases by 1.

MIND PALACE

Discipline: Clairsentience; **Level:** Cryptic 1, psion/wilder 1, vitalist 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

At the sound of a sharp snap, your eyes glaze over as you internalize your thought processes, rummaging amongst the recesses of your mind to reach resources normally inaccessible to your conscious self. For a tiny moment of time, your personal sense of time's passage is distorted, granting the priceless boon of time to think. When you manifest *mind palace*, you envision an artificial representation of your mind's contents, and you search within that representation for shards of knowledge that might be applicable to the problem immediately before you. The amount of hidden useful knowledge to be gained is unpredictable. You gain a 1d4 bonus to the next attack roll, saving throw, skill check, ability check, manifest level check or similar check you make before the start of your next turn.

Augment: For every additional two power points you spend, bonus granted by this power increases by 1d4.

Mythic Mind Palace

The bonus dice for *mythic mind palace* are increased to 1d8.

MIND TRAP

Discipline: Telepathy [mind-affecting]; **Level:** cryptic 5, dread 5, psion/wilder 5, tactician 5

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

Saving Throw: None; **Power Resistance:** No

Power Points: 9

You store a single power in your mind as a trap to any who would trespass there. When you manifest this power, select another power you know with a range of close or greater, and a target of 'one creature'. That power is stored inside your mind trap (you may still manifest it normally).

When you succeed at a saving throw against a mind-affecting power, spell, or ability, you may trigger the stored power, targeting the source of the effect you saved against (regardless of the distance between you and that source). You must pay all costs associated with the power, and may augment it as normal.

Augment: For every 4 additional power points you spend, you may trigger the power stored in your mind trap an additional time. You still need to pay all costs associated with the triggered power each time you use it.

MINDSCRAMBLE

Discipline: telepathy; **Level:** gifted blade 2

Display: Auditory, Olfactory

Manifesting Time: 1 standard action

Range: Melee or ranged attack (see text)

Target: Your mind blade (or equivalent)

Duration: One round, see text.

Saving Throw: Will (see text); **Power Resistance:** Yes

Power Points: 3

When manifesting this power, you create a subtle psionic field around your mind blade (or any of its variant types) and strike out at an enemy as a standard action. Your successful attack causes this field to discharge and inflict an additional 2d6 points of nonlethal damage. Additionally, this power stuns foes on a failed Will save for 1d4 rounds.

Augment: For every additional 2 power points spent, increase the damage by 1d6 and increase the stun duration by 1 round. For every 4 additional power points spent on this power, increase the Will save DC by 1.

PAYLOAD

Discipline: Psychokinesis; **Level:** Marksman 2

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: One touched ranged weapon

Duration: 1 round/level

Power Points: 3

A shimmering pocket of space opens up near your bow, inviting the insertion of a small item. While this power is in effect, you can load an alchemical item such as an acid flask or holy water into the space, and your next shot will deliver that item in addition to its normal effects. Loading this pocket requires a move action but once loaded, the pocket remains ready to use until the power expires or you take a shot with your weapon.

Augment: For every additional two power points you spend, you may place an additional alchemical item into the loading pocket when you load it, without requiring

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more time. Such items will still only attach one per projectile, so delivering two items requires two shots.

Mythic Payload

You are able to draw and load alchemical items into the loading pocket as a free action. In addition, you may choose to deliver up to one item per two marksman levels you possess with a single shot.

PINNING SHOT

Discipline: Psychokinesis; **Level:** Marksman 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

Your arrows glisten with a thin layer of what appears to be an exotic psionic adhesive. While you have this power manifested, you fire shots that can bind targets in a number of ways. You can use this to make it difficult to open a door or similar portal, or to make it difficult for a creature to move.

Creature: To use this binding method, you must first successfully make a shot with a ranged weapon against your target. If you hit, instead of dealing damage as normal, you may choose to pin them to an adjacent object, including the floor. If there is no suitable adjacent object (such as in the case of a flying creature), this method has no effect. A target pinned to a solid object is unable to move from their location without succeeding at a Strength check with a DC equal to 13 + your key ability modifier.

Door: To use this binding method, you must first successfully make a shot with a ranged weapon against your target. A door, chest, or similar items typically have AC 10. If you hit, your projectile binds the portal shut, rendering it difficult to open. Opening such a bound item requires a Strength check with a DC equal to 13 + your key ability modifier.

Augment: For every additional two power points you spend, this power's DC increases by 1.

Mythic Pinning Shot

Add your tier to the Strength check DC required to unbind a target. Additionally, a bound creature counts as entangled until they pull free.

PUMPELLING BARRAGE

Discipline: Metacreativity; **Level:** psion/wilder2, cryptic 2

Display: Material, Mental

Manifesting Time: 1 standard action

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

Target: One or more creatures

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

Power Points: 3

You pummel the creature with ectoplasm, possibly knocking them out without seriously injuring them. Make a ranged

touch attack to deal 3d6 nonlethal damage against a single creature.

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

1. For every 2 power points you spend, you can make another ranged touch attack.

2. If you spend 3 additional power points, the ectoplasm sticks to the target if it hits and deals the same amount of nonlethal damage at the beginning of your next turn.

RENDING FORCE

Discipline: Psychokinesis [force]; **Level:** psion/wilder 5

Display: Material

Manifesting Time: 1 full-round action

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

Target: one creature

Duration: instantaneous



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Saving Throw Fortitude partial (see text); **Power Resistance** Yes

You rip the body of the target creature apart with telekinetic force, rending it limb from limb. The target creature suffers 9d6 points of damage. If this damage reduces the target's hit point total by more than half, a limb is removed from the creature's body flies 15 feet in a random direction away from the creature and causes the affected creature to bleed. The creature suffers one additional 5 points of damage each round. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage, but the limb can only be restored by powerful healing effects such as *regeneration* or *heal*.

If the damage reduces the target's hit points to below zero, all of its limbs are affected in this fashion.

Creatures without a discernible anatomy or limbs are unaffected by *rending force*.

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

1. If you spend 2 additional power points, the damage dealt uses d8 instead of d6.

2. If you spend 2 additional power points, a limb is removed if the damage reduces the target's hit point total by more than 1/4.

3. If you spend 2 additional power points, the target is also sickened if a limb is removed.

In addition, for each power point spent augmenting this power, the damage increases by an additional die of damage.

SANGUINE DISPLACEMENT

Discipline: Psychoportation; **Level:** dread 3, psion/wilder 3, vitalist 3

Display: Visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

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

Power Points: 5

You teleport blood and vital fluids from your target's body. The target suffers 1d4 points of Constitution damage (save for half). If you feed on blood or life force (such as if you are a vampire or a wight), you may teleport the removed fluids into your own body, gaining 3 temporary hit points per point of Constitution damage dealt by this power; these do not stack with other uses of this power, and last for up to 1 hour. These temporary hit points may be used to satisfy feeding requirements, if applicable.

Augment: For every 4 power points you spend, the damage of this power increases by one die (d4) and its save DC is increased by 2.

STEAL ANIMUS

Discipline: Psychometabolism; **Level:** Gifted blade 2, psion/wilder 2, psychic warrior 2, tactician 2

Display: Auditory, Material, Visual

Manifesting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Will half; **Power Resistance:** No

Power Points: 3

Manifesting this power allows the manifester to steal the unstable animus from a target with a touch. The manifester makes a touch attack against the target and may attempt to steal 1d4 points of animus from the target. A successful Will save by the target halves the loss of animus. If the target does not possess animus, this power has no effect.

Augment: If you spend an additional 2 power points, you may alter the range of this power to close range (25 feet + 5 feet per two manifester levels) and make the attack as a ranged touch attack.

For every additional 2 power points spent, you may steal an additional 1d4 points of animus from the target.

STEAL LANGUAGE

Discipline: Telepathy; **Level:** psion/wilder 1, cryptic 1

Display: Olfactory, Auditory

Manifesting Time: 1 standard action

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

Target: One creature with at least one language

Duration: 1 minute/level

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

Power Points: 1

You rip knowledge of a language out of the mind of the target and implant it into your own mind. Unless the target succeeds on its saving throw, you add the language to your languages known for the duration of the effect and your target loses access to this language for the duration of the effect.

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

1. For every additional power point you spend, choose one more language that your target knows that it will lose and you will gain on a failed save.

2. If you spend 2 additional power points, the duration extends to 1 hour/level.

3. If you spend 4 additional power points, the duration extends to 1 day/level.

SYMPATHETIC DRAIN

Discipline: Psychometabolism; **Level:** Psion/wilder 2, vitalist 2

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. plus 5 ft. per 2 levels)

Target: You and 1 other creature

Duration: Instantaneous

Saving Throw: Will partial

Power Resistance: Yes

Power Points: 3

You establish a channel between you and a victim, through which you both bleed life force. When you manifest this power, sacrifice any number of hp up to 1/2 your full maximum total (you may not sacrifice temporary hp). Your

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victim loses an equal amount of hp and must succeed at a Will save or be sickened for 1 round.

Augment: For every 2 additional power points you spend when manifesting this power, the duration of the sickened effect increases by 1 round and its save DC increases by 1.

Surge Augmentation: If you invoke your wild surge when you manifest this power your opponent loses 2 hp for each 1 hp you sacrifice.

TACTILE TELEKINESIS

Discipline: psychokinesis; **Level:** gifted blade 4, psychic warrior 4

Display: Auditory, Material

Manifesting Time: 1 standard action

Range: Personal

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

Saving Throw: None; **Power Resistance:** No

Power Points: 7

While you manifest this power, you gain a +8 circumstance bonus to your Strength score to determine what your lifting and dragging capacity is or when you are making Strength checks to break objects, and you gain the rock throwing special ability while this is in effect. Additionally, you may add a +2 circumstance bonus to your attack and damage rolls.

Augment: For every additional 2 power points spent, the Strength bonus to determine your lifting and dragging capacity increases by an additional +1. For every additional 4 power points spent, the circumstance bonus to your attack and damage rolls increase by an additional +1.

TEMPORARY BLINDNESS

Discipline: Psychometabolism; **Level:** cryptic 1, dread 1, psion/wilder 1

Display: Visual, Mental

Manifesting Time: 1 standard action

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

Target: One target

Duration: 1 round/level

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

Power Points: 1

You temporarily disconnect the body's sight from whatever processes the images in them, causing them to suffer temporary blindness. The target must make a Fortitude save or become blinded. The target can make a new save at the end of each round to remove the blindness.

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

1. If you spend 2 additional power points, the duration extends to 1 minute per level. The target gets to make a new save every minute instead of every round.

2. If you spend 4 additional power points, the duration extends to 1 day per level. The target gets to make a new save every day instead of every round.

3. If you spend 4 additional power points, the target does not gain any additional saves if they fail the first.

4. If you spend 4 additional power points, you can target one target per manifester level.

5. If you spend 6 additional power points, the duration becomes Permanent instead of 1 round/lvl.

In addition, for every 2 power points you spend to augment this power, increase the DC by +1.

TRANSFER ANIMUS

Discipline: Psychometabolism (mind-affecting); **Level:** Gifted blade 1, psion/wilder 1, psychic warrior 1, tactician 1

Display: Material, Visual

Manifesting Time: 1 swift action

Range: Touch

Duration: 1 minute

Saving Throw: Will (harmless); **Power Resistance:** No

Power Points: 1

Upon manifesting this power, you are able to transfer your animus to an individual with a touch. To use this power, you must possess an animus pool. The target of this power need not have an animus pool or a method of using it; if they do not, they may not use this animus for any reason, simply becoming harmlessly charged by it. You may transfer two points of animus to a target creature, and this energy lasts for one minute before dissipating harmlessly.

Augment: If you spend an additional 2 power points, you may alter the range of this power to close range (25 feet + 5 feet per two manifester levels) and the manifester must make a successful ranged touch attack on an unwilling target.

If you spend an additional 1 power point, you may transfer an additional two points of animus to the target.

RETARGET POWER

Discipline: Psychokinesis; **Level:** Cryptic 5, psion 8, vitalist 8

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level) and touch

Target: One creature touched and one creature; see text

Duration: Immediate

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

Power Points: Cryptic 9, psion 15, vitalist 15

A bridge of coruscating multi-hued light builds between two creatures, photonic evidence of magical redirection. *Retarget power* can be used to move an ongoing magical spell or psionic power from one creature to another. Prior to its use, you must have identified the specific single spell or power you intend to move either through the use of Spellcraft, or by having been the original caster or manifester of the spell or power. Simply being told, even by the original caster is insufficient for this purpose though any experience equivalent to first-hand knowledge (such as by means of mind-reading) is.

You must touch the creature that is currently under the effects of the ongoing spell or power. That creature is entitled to a Will saving throw to resist your transfer though they may choose to voluntarily fail their save as usual. If this condition is satisfied, the target creature

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you select may also make a saving throw to resist accepting the transfer. If either creature succeeds at its saving throw, *retarget power* has no effect and the spell or power remains active on its original target. Spell resistance applies to both the source and target creatures.

This power cannot be used to transfer a power that cannot apply to the target creature. For instance, *hold person* cannot be moved to an outsider (because *hold person* can only target humanoids). *Retarget power* is, however, usable in cases of immunity, for instance allowing you to move mind-affecting spells or powers onto undead.

Augment: For every additional two power points you spend, the DC of this power is increased by 1.

Mythic Retarget Power

You may hold open the psionic conduit between the source creature and the target creature for one round per mythic tier you possess. This may be useful to allow you to get closer to a target creature that is outside of the power's range. Manifesting any other power or casting any other spell (or use of psi-like or spell-like abilities) ends this power immediately.

Augmented (6th): By expending three uses of mythic power, you may manifest one power or cast one spell without ending this power.

SELECTIVE HEARING

Discipline: Psychometabolism; **Level:** Cryptic 2, psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature, see text

Duration: 1 min./level

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

Power Points: 3

With a sudden disturbing throb, your foes ears become exceptionally tuned, their drums refusing to vibrate in response to carefully chosen stimuli. When you manifest this power on a creature that can hear normally, you specify one other creature that it will become unable to hear any longer. Once in place, *selective hearing* prevents its target from being able to hear the voice of the source creature you have chosen. The source creature does not need to be within range of this power when you manifest it, however you must have heard the source creature's voice in the past.

The target creature can still hear other sounds created by the source creature, allowing for simple communication through such means as banging two items together.

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

1. For every additional three power points you spend, you can choose a second target creature or a second source creature. For instance, this could allow you to have one creature that cannot hear two others, or to have two creatures that cannot hear a single common

other. You can augment in both ways at once by spending appropriate power points.

2. By spending an additional six power points, all sounds created by the source creature are inaudible to your target.

For every two additional power points spent on either augment, the DC of this power increases by 1.

Mythic Selective Hearing

You can allow your target to hear the source creature as if not under the effects of this power. When so allowing, you can tap into the hearing of your target as long as they are on the same plane as you are, and hear the voice of the source creature you specified. You only hear that voice, not that of your source target or any other sounds.

The duration of mythic selective hearing becomes 1 hour/level and its saving throw becomes a Will save.

SPRAY

Discipline: Metacreativity (Creation); **Level:** Marksman 3

Display: Material

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: Immediate

Power Points: Marksman 5

The arrow you have just fired arcs towards its target then abruptly reality is rewritten and multiple arrows spawn in its place. If you manifest *spray* just after taking a shot with a ranged weapon (but not thrown weapon), just before striking its target, your projectile splits into as many as three identical projectiles, able to strike different targets. You may designate two targets adjacent to your original target, and the two twin projectiles will be directed at them. You make a single attack roll and modify that roll for each target as appropriate for cover, concealment and similar effects.

Each duplicate projectile created by *spray* is identical to the original, so any effects or abilities being delivered by that projectile are similarly duplicated.

In the case of a critical threat on the single attack roll, you must roll separate confirmation rolls per target. In the case of a critical fumble (if playing with fumble optional rules), only roll one confirmation.

Augment: For every four additional power points you spend, you may add one more duplicate projectile.

Mythic Spray

For every mythic tier you possess, you may ignore one 5-ft. square for purposes of target adjacency. Thus, at 1st tier, and 9th level, you could direct your three projectiles at two targets adjacent to one another, and a third target that is 5 feet away from either of the first two. At 2nd tier, that third target could have been 10 feet from the first two, or each of the three targets could have been 5 feet from one another.

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SUPPRESS INSTINCT

Discipline: Telepathy; **Level:** Cryptic 2, psion/wilder 2, vitalist 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: One touched animal

Duration: 1 min./level

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

Power Points: 3

Your thoughts gently caress the primitive mind of an animal, reworking its most base urges to enable it to act more calmly than natural. Once under the effect of this power, the subject animal becomes temporarily immune to fear effects. In addition, the animal can now potentially be convinced to perform acts that it would otherwise be unwilling to do, such as run through a sheet of fire or walk along a sharp cliff. This may allow an animal to take advantage of abilities that would normally alarm it, such as if it were subject to a *fly* spell (though directing it in flight may require Handle Animal checks).

This does not make an animal suicidal, but merely keeps its natural fears from preventing it from acting. You also do not gain any special influence over the animal and must direct it as you would to take any actions it would not normally find distasteful.

Augment: For every two additional power points you spend, you may manifest this power on one additional animal. You do not need to touch each animal at the same time to activate this power but must touch all target animals within the duration of the power.

Mythic Suppress Instinct

This power can now apply to magical beasts and its duration is changed to 1 hour/level.

SUSPEND PSIONICS

Discipline: Psychokinesis; **Level:** Cryptic 2, psion/wilder 2, tactician 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Concentration up to 1 min./level

Power Points: 3

The visible auras of magic surrounding you dampen noticeably, signifying some reduction in effect. When you manifest this power, you select one ongoing power in that is currently manifested upon you. While you concentrate, the selected power is suppressed, its benefits cease and its remaining duration stops decreasing. Once you cease concentrating, the power immediately springs back into effect and resumes its normal duration.

You can only specify powers that you have manifested upon yourself and powers you have voluntarily failed

your saving throws against; *suspend psionics* cannot be used upon powers that were placed upon you by enemies.

Mythic Suspend Psionics

You may suspend a number of powers on your person equal to your mythic tier.

TELEKINETIC BOLA

Discipline: Psychokinesis; **Level:** Kineticist 2, psychic warrior 2

Display: Auditory

Manifesting Time: 1 standard action

Range: 5 feet

Target: Up to three objects weighing no more than 5 pounds each

Duration: 1 min./level (D)

Saving Throw: None; **Power Resistance:** No

Power Points: 3

A small number of items become animated, hurling about your person in a dizzying orbit, ready to act at your behest. When you manifest this power, you must choose one of two modes in which you intend it to be used. Once chosen, this choice cannot be altered until the power ends.

In either case, you cause a set of objects to spin rapidly around you, primed to either defend you, or aid in your offense. These objects move quickly enough that they do not impair your vision, nor do they provide you cover or concealment. The objects so animated remain within your square at all times and if they are removed by any means, they cease being under the control of the power.

Defensive: In this mode, the objects you animate are prepared to intercept physical attacks against you. Once per animated object per round, you can direct an object to try to block such an attack as a free action that can be taken outside of your turn. The animated item moves to intercede, providing you a +1 shield bonus against that attack. Unlike most cases, this bonus stacks with any shield bonus you have from another source.

Offensive: In this mode, the objects you animate can be used to make offensive attacks. Once per animated object per round, you can direct an object to attack a creature that is attacking you as a free action. This is resolved after the attack that you are reacting to. You make an attack roll using your base attack bonus and adding your manifesting ability bonus. If you hit, the animated object deals 1d3 points of damage. You cannot react with more than one object per attack made against you.

Augment: For every four additional power points you spend, the shield bonus granted increases by +1 or the damage dealt increases by 1d3.

Mythic Telekinetic Bola

Your shield bonus is now constant, applying to all attacks during the power's duration. Similarly, in offensive mode the *mythic telekinetic bola* automatically counter-attacks after every melee attack made against you, and the damage dice increase to 1d6.

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UPLIFT

Discipline: Psychometabolism; **Level:** Cryptic 2
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One animal
Duration: 1 day/level (D)
Saving Throw: Will negates; **Power Resistance:** Yes
Power Points: 3

A sphere of psychic static emanates from you, hinting at a furious transmission of mental identity. By manifesting this power, you attempt to raise the Intelligence of the target animal by gifting some of your own. When you use *uplift*, your Intelligence score is reduced as if by ability score damage by an amount you select. This reduction cannot be healed, repaired, or negated in any way until *uplift* ends, at which point your Intelligence score returns to its normal level (applying any actual damage or drain you might have). You cannot reduce your Intelligence score below 1 using this power.

At the same time that your intellect is reduced, the mental capacity of the target creature is increased by the same amount. The cogitation thus granted is your own and some of your knowledge is gifted along with it. A target subject to *uplift* learns Common or one other language you know (though they may not have the physical ability to speak it).

This power does not place the target animal under your control or influence it in any way, but it may provide the creature sufficient intelligence that it can be bargained with, or convinced to provide assistance by reasoned use of Diplomacy. Perversely, as the mental capacity of the target animal increases, yours reduces, potentially rendering you unable to effectively reason with it.

The target creature type for *uplift* cannot be altered by any other spell, power, feat, class feature or other ability.

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

1. For every additional power point you spend, you may transfer all of your ranks in one skill you possess to the target creature. Using this augment temporarily removes your access to those ranks until the power ends.
2. For every two additional power points you spend, the DC of this power increases by one.

Mythic Uplift

By expending a use of mythic power, the amount of Intelligence gained by the target creature is increased 100%. You may expend a number of uses of mythic power up to your tier in this way, each time adding another 100% of your Intelligence reduction to the target creature. Thus, if you decide to reduce your Intelligence by 3 and expend one use of mythic power, the target creature gains 6 Intelligence instead of the normal 3. Similarly, if you instead expended four uses of mythic power, the target creature would gain 15 Intelligence (the normal 3 plus four more times that). Mythic power expended for this purpose cannot be recovered through

rest or use of *ambrosia* or similar items, and remains unavailable until *mythic uplift* ends.

VACUUM BALL

Discipline: Psychoportation; **Level:** Cryptic 3, dread 3, psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One creature
Duration: Concentration up to 1 round/level
Saving Throw: Reflex negates; see text; **Power Resistance:** Yes
Power Points: Cryptic 5, dread 5, psion/wilder 7

A skin of force abruptly surrounds your foe, then the environment within changes to mimic the hostile space between worlds. When you target a creature with this power, you transport the atmosphere and environment that surrounds them to space, leaving behind an area of vacuum. An affected creature immediately takes 3d6 points of damage from sudden decompression. Additionally, the area within a *vacuum ball* does not support the transmission of sound, so is treated as if under the effects of *silence*. Finally, a creature within a *vacuum ball* begins suffocating if they need to breathe.

A creature cannot escape from a *vacuum ball* by means of movement; the hostile area follows them as they move. This does not prevent escape by means of psychoportive travel such as *fold space*. If a creature does manage to escape the confines of a *vacuum ball*, the power immediately ends.

The membrane surrounding a *vacuum ball* is semi-permeable, allowing the surrounded creature to act normally in most ways. They are still able to make melee and ranged attacks (though items and abilities relying on air such as firearms may not function). Fire does not function within a *vacuum ball*, so carried torches will be immediately extinguished, but this does not interfere with powers with a duration of instantaneous from harming a creature within if they deal fire damage. A *flaming weapon* is suppressed while its wielder is within a *vacuum ball*.

Mythic Vacuum Ball

A creature within the confines of a *mythic vacuum ball* takes an additional 3d6 points of damage each round that you maintain concentration. After five rounds of being contained with a *mythic vacuum ball*, such a creature's blood vessels begin to rupture. Such a creature must make a Fortitude save (DC same as the power's) or become temporarily blind. This blindness ends two rounds after this power ends.

WARDROBE MALFUNCTION

Discipline: Psychokinesis; **Level:** Kineticist 2, tactician 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One worn suit of armor or clothing

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Duration: Concentration, up to 1 round/level

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

Power Points: 3

With furrowed brow, you remotely loosen straps, open buckles, and otherwise disassemble an enemy's armor. When you manifest this power, if your target fails their saving throw, you may start removing portions of their armor, reducing the armor bonus to AC that it grants by 2. Each round that you concentrate on this power, the target must make an additional saving throw to resist its effects. Failure results in further reductions in armor bonus, to a minimum of zero.

As a standard action on their turn, your target may refasten their armor, restoring their armor bonus by up to 2, to a maximum of the normal armor bonus granted by their armor. Disassembly caused by *wardrobe malfunction* remains after the power ends, and a creature wearing such armor must spend actions to reassemble it.

This power does not harm a suit of armor, even one that appears to be one integral piece, such as in the case of hide armor. Such armor merely becomes improperly seated on its wearer, and can be donned normally once this power's influence is ended.

This power does not affect armor bonuses granted from sources other than armor, such as that granted by *inertial armor* or *bracers of armor*.

Wardrobe malfunction can be similarly used upon common clothing. In this case, each round you may designate a single article of clothing your target is wearing. If the target fails its saving throw that round, the item slips off of them.

Mythic Wardrobe Malfunction

Once this power has reduced a suit of armor's armor bonus to 0, the manifester may start reducing the shield bonus (if any) their target possesses. Additionally, this power may be used to reduce a creature's natural armor bonus by pulling and prying portions of protective plating out of place, but only once the target's armor and shield bonuses to AC are reduced to 0.

WINDTUNNEL

Discipline: Psychokinesis; **Level:** Marksman 2

Display: Audible and visual

Manifesting Time: 1 standard action

Range: Personal

Effect: A short tunnel of fast-moving air that you can point

Duration: 1 round/level

Saving Throw: None; **Power Resistance:** No

Power Points: 3

The air before you swirls into a roiling tornado. This power provides you a tunnel through which you can fire ranged attacks that use ammunition. The tunnel causes your shots to accelerate, which increases their range increments by 10 ft.

Augment: For every additional two power points you spend, the range increments of your shots is extended an additional 10 ft.

Mythic Windtunnel

You add your Wisdom modifier to the damage dealt by each attack you make through your *mythic windtunnel*.

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