

PSIONICS AUGMENTED



◆ WILDERS ◆

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PSIONICS AUGMENTED

WILDERS

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FROM THE AUTHOR

At some point I'm going to stop opening these introductions with some variant on "Welcome to" but since I just went completely meta, this supplement will not be that point. Welcome to *Psionics Augmented: Wilder*, part of our *Psionics Augmented* line that introduces exciting new archetypes, powers, and other options to expand on our psionic content.

If we're all being honest here, I was surprised to be offered the shot at wilder's supplement. I picked up an interest in psionic design working on *Psionic Bestiary*, but this was a whole new idea for me. I was - and am! - very excited to have the chance to work on these unusual manifesters. Wilder has a lot of classes which they *look like*, but aren't quite: they're full manifesters like psions, "spontaneous casters" like sorcerers, and somewhat tougher casters like clerics, but wilder's surge-based mechanics set them apart from any of the others and were a really enjoyable challenge to work with. If you haven't had the chance to play a wilder before, I hope the new options will inspire you to give them a try. If you have, I hope they help expand your game. And even if you're not going to play a wilder, plenty of the new content is available even to other psionic characters!

Happy adventures,
Jade Ripley
Author

INTRODUCTION

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 manifester 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.

ARCHETYPES

Presented here are new archetype and prestige class options to help customize your wilder, embrace new themes, or enhance classic ones.

ARCHETYPES

Presented below are two new archetypes for the wilder class. A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature. For example, a wilder could not be both a surging muse and a void heart since they both replace the surge blast.

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 ft., plus an additional 5 ft. 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 ft. 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

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. 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 ft. plus 5 ft. 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.

This ability replaces wild surge and psychic enervation.

Psychic Enervation: Voidhearts do not suffer from psychic enervation.

Void soul (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.

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Umbral Roar (Su): The voidheart may expend her psionic focus as a standard action and select a creature within medium (100 ft. plus 10 ft. per class level) range. That creature must succeed at a Fortitude save (DC 10 + ½ 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 + ½ 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.



PRESTIGE CLASSES

While designed with wilders in mind, the following prestige classes are appropriate for most characters with the wild surge ability.

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.

Alignment: Any

Hit Die: d8

Role: Any; cross-discipline masters tend to resemble their previous classes, but with added utility.

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 at Each Level: 4 + Int modifier

CLASS FEATURES

All 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 manifest 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 manifest 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



TABLE: THE CROSS DISCIPLINE MASTER

| Level | Base Attack Bonus | Fort Save | Reflex Save | Will Save | Special | Powers Known |
|-------|-------------------|-----------|-------------|-----------|--|----------------------------|
| 1 | +0 | +0 | +0 | +1 | Cross-discipline learning | - |
| 2 | +1 | +0 | +0 | +1 | Cross-discipline learning | +1 level of existing class |
| 3 | +2 | +1 | +1 | +2 | Adaptive surge, cross-discipline learning | +1 level of existing class |
| 4 | +3 | +1 | +1 | +2 | Cross-discipline learning | +1 level of existing class |
| 5 | +3 | +1 | +1 | +3 | Cross-discipline efficiency, cross-discipline learning | +1 level of existing class |
| 6 | +4 | +2 | +2 | +3 | Cross-discipline mastery, cross-discipline learning | +1 level of existing class |

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 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.

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.

Alignment: Any

Hit Die: d8

Role: Any; surge adepts tend to resemble their previous classes in terms of role fulfillment.

REQUIREMENTS

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

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

Feats: Mental Equilibrium, 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 at Each 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 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,



TABLE: SURGE ADEPT

| Level | Base Attack Bonus | Fort Save | Reflex Save | Will Save | Special | Powers Known |
|-------|-------------------|-----------|-------------|-----------|----------------|----------------------------|
| 1 | +0 | +0 | +0 | +1 | Surge disciple | - |
| 2 | +1 | +0 | +0 | +1 | Bonus feat | +1 level of existing class |
| 3 | +2 | +1 | +1 | +2 | Share surge | +1 level of existing class |
| 4 | +3 | +1 | +1 | +2 | Bonus feat | +1 level of existing class |
| 5 | +3 | +1 | +1 | +3 | Master surge | +1 level of existing class |

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

Some wilders try to avoid or mitigate the negative effects of their wild surges. Volcanic minds embrace them; these volatile psionics 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

Role: Any; however, volcanic minds tend to excel in control (through debuffing) and/or damage delivery, depending on their previous class(es).

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, cannot possess the Mental Equilibrium feat.

CLASS SKILLS

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

Skill Ranks at Each Level: 4 + Int modifier

CLASS FEATURES

All 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 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.

TABLE: VOLCANIC MIND

| Level | Base Attack Bonus | Fort Save | Reflex Save | Will Save | Special | Powers Known |
|-------|-------------------|-----------|-------------|-----------|----------------------------|----------------------------|
| 1 | +0 | +0 | +0 | +1 | Pressurized mind, eruption | - |
| 2 | +1 | +0 | +0 | +1 | Cleave mastery | +1 level of existing class |
| 3 | +2 | +1 | +1 | +2 | Aftershocks | +1 level of existing class |
| 4 | +3 | +1 | +1 | +2 | Improved vent agony | +1 level of existing class |
| 5 | +3 | +1 | +1 | +3 | Cataclysmic eruption | +1 level of existing class |

Improved Vent Agony (Su): At 4th level, the volcanic mind's ability to inflict her enervation on others improves; her Vent Agony feat targets all hostile creatures within 30 ft. of her instead of a single creature.

Cataclysmic Eruption (Su): At 5th level, the eruptions of the volcanic mind are awe-inspiring to behold; creatures affected by her eruption ability are staggered in addition to the other penalties of eruption.



FEATS

The following feats are appropriate for wilder characters, and may be useful to other characters as well.

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

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 ½ 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, Mental Equilibrium*

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.

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 ft. 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.

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 ft. of you. If you do, the source of the power or spell must succeed at a Will save (DC 10 + ½ 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.

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 dealt to you by you (such as from one of your feats or powers) is not reduced in this fashion.

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.

Mental Equilibrium [Psionic]

You are skilled in coping with psychic enervation.

Prerequisites: Wild surge class feature.

Benefit: You are immune to the effect inflicted by psychic enervation (your own or others) except for hit point and/or power point loss. You still suffer any other effects of the psychic enervation.

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 ft. plus 10 ft. 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.

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.

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.

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 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.

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 + ½ 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 ft. That creature must succeed at a Will save (DC 10 + ½ 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.

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.

NEW POWERS

The new powers presented in this chapter are designed with wilders in mind, with effects that get better with augmentation and tap into the surging emotions within.

Surge Augmentations: The powers described in this chapter have additional or increased effects if a wild surge is invoked when they are manifested. These effects will be described under “Surge Augmentation”, beneath the “Augment” section of the power’s description.

NEW POWERS

Biokinetic Endurance - You resist physical ability damage.

Euterpe’s Prophetic Song - Allies gain prophetic insight as long as you sing.

Fracture Pattern - You alter a creature’s pattern to create a vulnerability.

Kyria’s Crystalline Aura - You surround yourself with an adaptive shell of whirling crystals.

Melpomene’s Psionic Howl - You damage enemies with a lingering scream.

Mental Contagion - You spread mental afflictions from one creature to others.

Sympathetic Drain - You and target creature lose health to the void.

POWER DESCRIPTIONS

The powers presented below are presented in alphabetical order.

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:

1. 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.

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.

1. If you spend 4 additional power points, the insight bonus also applies to skill checks.
2. If you spend 8 additional power points, the insight bonus also applies to weapon damage rolls in addition to the above options.
3. If you spend 12 additional power points, the insight bonus also applies to AC in addition to the above options.
4. 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’.

FRACTURE PATTERN

Discipline: Psychometabolism

Level: Cryptic 3, psion/wilder 3, tactician 3, vitalist 3

Display: Mental

PSIONICS AUGMENTED

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.

1. 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.

2. 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).

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:

1. 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).

2. For every 2 additional power points you spend, the area of the offensive mode increases by 5 ft.

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).

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

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:

1. 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.

2. 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.

1. For every 4 additional power points you spend, the number of additional creatures increases by 2, to a maximum of 6.

2. 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.

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 ½ your full maximum total (you may not sacrifice temporary hp). Your 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.

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