

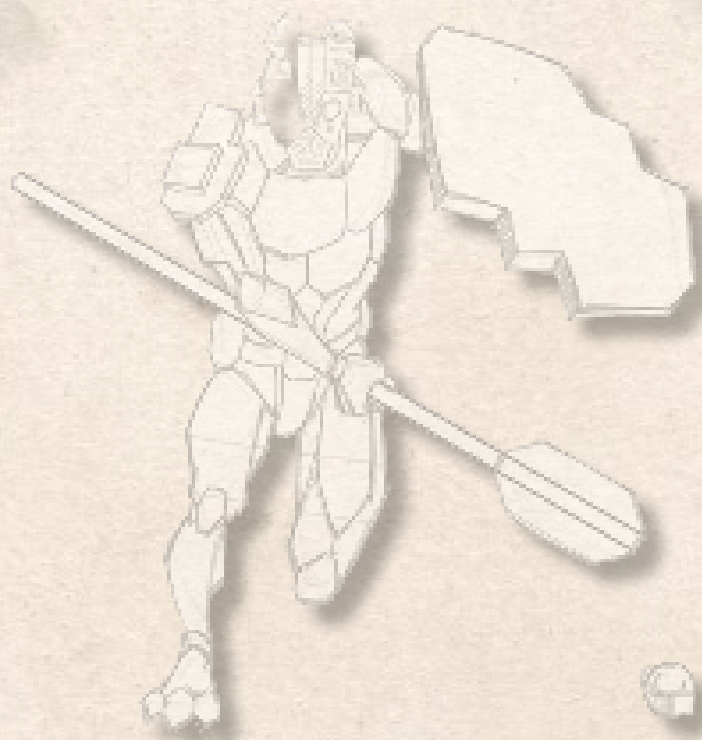


COBALT SAGES CREATIONS PRESENTS:



SPECIES ARCHIVE THE KULVIX

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Species Archive: The Kulvix

What is the Cobalt Athenaeum?

In our company lore, the Cobalt Athenaeum is an extra-dimensional space and entity that absorbs written material from across existence. It has a will of its own and welcomes some while spurning others. Over eons, many have roamed the stacks and perused the volumes within the athenaeum. The Cobalt Sages are just but the two current caretakers among many through time. The content in this book is designed to have come from the Cobalt Athenaeum, thus the reference to it. From our company lore, this document was put together by Sage Mimir.

SAGE'S PREFACE

When we first came to the Cobalt Athenaeum we were more than just two. Several explorers and arcanographers were with us and all worked to bring us here. It was with the aid of three of our allies that we conducted forays into the worlds documented in the athenaeum. The same magic that brought us here allowed us to travel across time and space to make direct observations and take accurate notes. However... not all expeditions were successful. Our numbers slowly dwindled as threats or hazards unanticipated took our former compatriots. In the end, our last wayfinder sacrificed herself to send us back to the athenaeum. The following document comes from one of our in-person forays.

ABOUT THE KULVIX

In my travels across worlds and times, I have seen life in all its beauty and terrible forms. On one world I found myself enthralled for a time with these beings of crystal. Seemingly altered bismuth animated by the fragmented thoughts of beings long passed. I expected to find simple minds unblemished with complexity, not these sophisticated entities. All segments of their society and even their very being are focalized on the interplay of thought and sense of self. The surety of the kulvix outlook has been nothing but a boon to myself since I came to understand it. I hope by compiling my notes and the notes of the other sages that joined me will aid future sages as they scrutinize new worlds.

Mimir, Cobalt Athenaeum Sage

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Table of Contents

Chapter 1: The Kulvix..... 1

History	1
Physical Description & Biology ...	2
Ecology & Society	3
Writing & Languages	6
Alignment and Religion	6
Adventures	6

Kulvix in your game7

Kulvix Racial Traits.8

Feats16

Animation Reallocation	16
Astral Construct Deployment ...	16
Autohypnotic Spell Memorization.	16
Cognizance Attunement.....	16
Cognizance Efficiency	16
Cognizance Reserves	17
Concentrated Harmcrys Masses ..	17
Drag by the Foot.....	17
Harmcrys Bonding.....	17
Improved Drag by the Foot	18
Infused Harmcrys Matrix	18
Mineral Lacing	18
Crystal Strike	19
Crystal Veil	19
Explosive Reposition	19
Crystal Style	19
Toughened Skin	19

Character Traits20

Chapter 2: Species Class Options.. 22

Harmcrys Alchemist22

Syncretic Pupil23

Harmcrys Juggernaut23

Kulvix Exemplar25

Chapter 3: Psionic/Mundane Items. 33

Mundane Items.33

Weapons and Shield.....	33
Adventuring Gear	33
Special Substances and Items ...	34

Psionic Items.34

Gemstone Augments	34
Mystic Quartz Deflector	35
Obsidian Ablator	35
Opal seer	36
Radiant Sunstone	36

Rhyolite Diffuser

Agate Heart

Cavansite Modulator

Jade Infuser

Jasper Reinforcer

Calligrapher's Stone

Malachite Impeder.....

Moonstone Spar

Zoisite Prism

Universal Items

 Rapid Growth Crystals

 Superdense Stone

Chapter 4: New Powers 41

Baleful Decoy

Common Idea

Crystal Bulwark

Crystal Fist

Crystal Tunneling.....

Crystalize Blood

Doom Gem

Ethereal Chain

Evolutionary Protection.....

Fast Evolution.....

Feet-Catcher

Forgotten Knowledge.....

Harmonize, Lesser

Harmonize

Harmonize, Greater

Healing Stasis.....

Helping Column

Illusory Vein

Imbue Momentum

Imbue Superdensity.....

Inked Protection.....

Intentional Amnesia.....

Maximum Perception.....

Continental Strength

Mutual Localization

Ocular Crystallization

Ray of Pain

Relative Absence.....

Reveal Answer

Self Control.....

Spectral Charge

Survivor's Deadly Revenge

Tactical Connection

Telepathic Senses

Unique Message

Underwater Air

Vocal Crystal.....

Open Game License..... 51



INTRODUCTION

We are excited to admit you to the Species Archive for the kulvix, produced by Cobalt Sages Creations! These pages have several new enhancements to the Pathfinder Roleplaying Game, including:

The Kulvix, a varied species of psionically charged crystal constructs! Truly a psicrystal in the past, the kulvix have now become towering beings of altered bismuth known as harmcrys. Each of the twelve veins expresses various facets of the kulvix psyche and psionic powers. In their underground home, the kulvix developed a complex culture that has only come into contact with the world at large.

The feats and traits within explore the complexities of the kulvix body and society. We find the kulvix treat their bodies as a tool to shape for the task at hand.

Several class options for the Alchemist, Monk, Unchained Monk, and Aegis make a debut. Kulvix alchemists use infusion modified bombs and formulate methods to blend alchemy and psionics. The monks of the kulvix study themselves and their psicrystal past discovering new endowments from this understanding. The

kulvix aegis uses its extraordinary powers to customize their bodies like armor. We also introduce a new exemplar class for the kulvix detailing the paragons of the kulvix, those that embody their psyche more than any other.

You will also find new items designed for and utilized by the kulvix. For the combat-oriented, we introduce the kulvix weapons and shields unique to their kind to crush those who want to undermine the kulvix. You can explore a multitude of options with gemstones imbued with psionics to resonate with the weapons, shields, and bodies of the kulvix.

Finally, there are new powers fashioned by kulvix psions after generations of research. Every kulvix is gifted psionically in some form and their powers express their psyche.



CHAPTER 1: THE KULVIX

Intention. If it is to be, it is up to you. It is by your thoughts the world is shaped into gleaming beauty or left to crumble to sand. Focus. The climber does not place its hands wildly. Your thoughts must be like the hands of climbers, deliberate and without uncertainty. Perspective. Expand your thoughts beyond your form. The rain may seem haphazard to the ant but to the world it is part of the symmetry. Once you have mastered your consciousness then can power flow from you. Then, maybe, I can teach you the psionic arts.

Sith, Master of Pebbles.

Kulvix are crystalline creatures sometimes called “bismuth men.” Isolationist to a fault, they are organized into a complex system of tribe-like druse and castes that the kulvix generally refer to as “veins”. These may rapidly lose an outsider, but the “vein” system is highly practical and works for the kulvix, allowing for a simple legal structure - and a dedication to the clarity of thought.

HISTORY

The kulvix do not know where they came from: they only have myth and legend. This legend claims the kulvix people evolved from psionically receptive crystal deep within Theia responding to emotions of other sapient beings. The first three kulvix found their way to the surface in a true desert devoid of life. The lifeless desert above offer nothing to the three and they returned underground. The three are called Zun (Courage), Vot (Mindfulness), and Arob (Hard Work).

Their actual written history starts with the Kul’Vix – the Great Awakening – from which they took their name. It speaks of twelve beings that were the first of the various types of kulvix. The kulvix lived for some time in the refuge in which they awakened, though exactly how long is difficult to determine because, as beings who did not age and lived underground away from the natural patterns of day and night, the early generations of kulvix thought only in linear terms where one event occurred after another with no concept of how long an event lasted or how much time passed between that event and the next. They learned to “reproduce” by psionically awakening other crystals – and grew in numbers. They lived underground, safe and at peace in a deep homeland further still from the surface than the current place the kulvix call home. During this ambiguous length of time, these twelve beings worked in perfect harmony to develop their language and methods of writing, a complex system of logic and philosophy, and a deep awareness of themselves and their surroundings. They found that the crystalline ruin into which they awakened was only slightly less sentient than they themselves were and that they could use it to communicate and to eventually reproduce.



It did not last, but again, what actually happened is of some contention. Some say an earthquake destroyed their refuge. Others say that they awakened a monstrous creature, or that they warred amongst themselves. Likely the truth is some combination of the three, but the refuge was assumed destroyed and the kulvix, carrying with them raw crystals of their once refuge, fled closer to the surface.

There, they slowly rebuilt their civilization. They discovered the ability within themselves to convert the elements, turning minerals and metals of any type into the same crystal from which they are made. This ability allowed them to craft powerful tools and convert their new home to a suitable environment in which



they could settle, leading to a long age of comfort and peace in which the kulvix multiplied again and began forming the tribe-like druse and societal structures in which they live today. The system of druses is designed to flex with personality differences rather than break against them, earthquake-proof as it were. This is also when the twelve (now eleven) veins began to develop based on the personality types.

A small number of the heroic and adventurous personality type, the Tan'Kitariv or "heroes", began to explore the surface. They found dry canyons and constructed new dwellings in there, connected to their underground home. They also found other intelligent species – and although the kulvix did not trust them, some contact was inevitable – and that contact grew into trade, although outsiders were never permitted underground. Trade also led to them picking up ideas from outside - and while they are still isolationist, their minds are beginning to expand and grow. With generally peaceful intent, they send slow feelers out into the real world, always careful to avoid conflict with others.

Eleven, Twelve, and Thirteen Personality Types

The official histories of the kulvix will always say there were twelve original veins, or personality types, with one lost to time leaving eleven remaining. However, there is another personality type that is not known to the majority of kulvix. The "liar" personality type is a secret one and works diligently to ensure this remains the case. While this is unknown to the kulvix at large, it is important to state as players have the option to be of this personality type.

PHYSICAL DESCRIPTION & BIOLOGY

Kulvix are sometimes called "bismuth men" - and with a good reason for they resemble crystallized bismuth. Kulvix generally resemble bipedal humanoids made out of angular crystal, ranging from four to eight feet in height. Kulvix, due to their elemental nature, are far denser than they appear, though their weight is consistent no matter their height or shape. They tend to be lithe in build and are grey in color with a brighter inner layer of a color that varies by vein (see sidebar). Each kulvix is a member of a vein, which is visible in their inner color layer. The veins have no impact on physiology, only on psychology and occasionally professional aptitude. Their crystalline structure lends toward flat, smooth trigonal or hexagonal crystals in a stair-step pattern. Their heads are purely decorative lacking a face and are not required to for a kulvix to exist.

Their brains and sensory facilities are centered in their chests. Each kulvix has six to ten sensory cores, often called "eyes" due to their spherical shape and glassy appearance, that capture movement, light, and vibration, allowing the individual to see. In the kulvix, the senses of smell and touch are controlled primarily by inherent psionic awareness, though touch is also tied to their

sense of hearing which is based on an acute sensitivity to vibration in their sensory cores. These cores can be positioned anywhere on the body. They can also be merged or divided to form more or fewer cores with size increasing as they are merged and decreasing as they are split. In any case, no matter where their cores are located, a kulvix can only focus their vision on one perspective at a time. To look behind them, a kulvix must focus on that perspective, much like a human would turn their head.

Kulvix do not eat, drink, breathe, or sleep. Their energy comes from the psionic nature of the crystal although they tend to be slower in motion and response than other races, appearing sluggish at times. They also do not age and die the same as other species do. Their memories fade over time, but very slowly - however, this fading happens faster to kulvix who leave their homeland and thus proximity to other crystals - and can eventually lead to senescence and the "death" of the mind, leaving a core which can then be reawakened into a new kulvix. Generally, kulvix outside their homeland survive only for about a hundred years, whilst those who remain live far longer.

New kulvix are created in a ritual called the Atta'Vix. A suitably sensitive raw crystal or core is taken, and three carefully chosen individuals are sequestered with it in a sacred chamber - for anything from ten to seventy-five years. At the end of the process, the crystal awakens and becomes a brand new kulvix. The vein is determined by the dominant psychology of the individuals who awaken the new kulvix (meaning that if a vein is low in members, then more of their individuals are likely to assist in Atta'Vix until they bring it back up). The elder three kulvix emerge and return to their professions while the newly awakened is taken in by the chieftain to assess its psychology and competencies before being assigned a profession to which it will be apprenticed. Much of the guidance and training a human would receive from their family, the kulvix receives from the senior members of their chosen profession. Sometimes existing kulvix will undergo the Atta'Vix ritual either voluntarily or as punishment for a crime to be reborn a new person. New kulvix awaken with a featureless crystal mass atop their square shoulders and most shape this mass into an ornamental and/or utilitarian helmet of sorts. New kulvix lack anything resembling gender though older kulvix might have formed their bodies to mirror such gendered forms.

Kulvix individuals have the ability to modify their appearance over time to suit their needs and purposes. Although they can change shape, they cannot add or subtract mass - rather they expand or contract, changing density. Sensory cores are often moved around as the kulvix reshapes its body. Kulvix are not always consistent from one meeting to the next as they will change their forms based on need or whims. Those who deal with flesh-based beings often mimic facial features of the species they commonly interact with. More than any other body part, they change the shape of their heads and faces to fit the fashion and needs of the moment. Notably, kulvix who work a lot with outsiders may adopt forms and features that would be indicative of gender in other races for the comfort of those around them and accept the related pronouns.



The absence of reproductive organs makes these features relevant only as self-expression.

Kulvix Veins

Kulvix have two distinct external layers of color. The outermost layer is translucent grey, similar in appearance to smoked glass, with a subtle multi-chromatic sheen. The inner layer is vibrant and luminous and can be energized to shine through the surface in lines and angular patterns according to the shape of the body. The exact shade of this inner layer depends on the psychology of the individual and categorizes them into “*psyche veins*”.

THERE ARE THIRTEEN PSYCHE VEINS:

- Artiste (Tan’Nukarob) - Grey (only, no interior color)
- Bully (Tan’Kazariv) - Orange
- Focused (Tan’Marnarta) - Green
- Friendly (Tan’Nukaryat) - Silver (only, rather than grey)
- Liar (Tan’Dularnuk) - Variable (see Psychology)
- Meticulous (Tan’Arobarvon) - Pink
- Nimble (Tan’Dalarkit) - Yellow
- Poised (Tan’Dalarvok) - Blue
- Resolved (Tan’Kuzdalarvok) - Red
- Sage (Tan’Dalarta) - Black (only, rather than grey)
- Sneaky (Tan’Kitarvan) - Clear
- Sympathetic (Tan’Dularvan) - Purple
- Hero (Tan’Kitariv) - Gold

ECOLOGY & SOCIETY

The home of the kulvix, Kul’Kuzag (The Great Cavern), is a massive network of caverns located under a vast desert and are home to dozens of individual druses, the first of which migrated here when the smaller cavern in which the species originated was destroyed in some cataclysmic event, the details of which are long since lost to time. When first settled, The Great Cavern (Kul’Kuzag) was approximately 12 miles in diameter, large in its own right but a fraction of its current size, and fully enclosed. Centuries of seismic activity and intentional exploration/expansion by the kulvix have linked the original structure with other natural formations and features, steadily expanding the size of the complex in all three dimensions. A notable event occurred as the kulvix were in the midst of exploring a large, newly revealed chamber far to the east of the cavern’s heart. The roof of this chamber collapsed, revealing a long, thin rift above, the exploration of which eventually led to the discovery of a network of ancient lava tubes that would lead to the formation of Kaz’Arag.

The Untamed Settlement (Kaz’Arag) is the second kulvix settlement is situated in a series of sandstone canyons in an arid highland. In a time lost to memory, a handful of splinter druses, mostly of the hero vein, left the caverns in which most kulvix dwell and wandered for some time before settling on this location as their home. While no one knows exactly why this took place and what purpose the Untamed Settlement (Kaz’Arag) originally served, its location just off a primary trade route and elevated position above the surrounding desert has made it a useful outpost and trading/meeting point for the kulvix. the Untamed Settlement (Kaz’Arag) has become both a forward outpost, providing the word of strangers approaching along the main trade route, and a trade





hub for all kulvix, even those dwelling in the great cavern. The druses populating this area frequently exchange messages with those in The Great Cavern (Kul’Kuzag) and, when traders arrive, they serve as negotiators and intermediaries bartering for foreign goods which they then pass on to their kin at little or no profit. Additionally, in the unlikely event that the main cavern is threatened by a significant enough enemy that they require support, the many soldiers dwelling in Untamed Settlement (Kaz’Arag) do not hesitate in marching to assist.

Kulvix society is based on a complicated interplay of veins and druses that can readily become confusing to others. In any given druse, one psyche vein tends to be dominant and occupy more leadership roles, but geography and the need for given professions and skills within a druse also plays a large role. As a solitary species focused on clarity of thought and unity of being, each kulvix is wholly dedicated to their psychological predisposition with little room for questioning. Kulvix believe it wise to choose their thoughts and not let them flow freely. Kulvix believe thoughts send a powerful vibration in their being and through them, the world. By striving for purity of thought, they seek to strengthen this message to the world around them and change it for the better. This is why druses are organized primarily by psychology so that like-minded individuals can encourage learning, growth, and perfection in each other. Because some psyche veins excel specifically in certain professions, the crossover does exist within druses, but those druse members who fall outside of the dominant psyche are often considered a nuisance within the druse. This does not always hold true, especially when dealing with friendly (Tan’Nukaryat) and sympathetic (Tan’Dalarta) psyches, but it is common. Kulvix feel a strong tie to each other and to the druse with little reason to act in self-interest.

Kulvix druses within The Great Cavern (Kul’Kuzag) are ruled independently by a chieftain and a council of elders, the latter of which are comprised of the leaders in each profession. Generally, the leaders are older kulvix with experience, although sometimes younger individuals can achieve something to earn a leadership position. In the smaller druses, most of which exist in the smaller caverns at the fringe of The Great Cavern (Kul’Kuzag), this simple structure is sufficient. In larger druses, the elders each lead a trade guild with its own internal structure responsible for the management of the given trade. There is little political overlap between druses, though the trade guilds within separate druses do occasionally interact to trade resources and expertise. In all cases, chieftains and elders are reliant almost exclusively on popular approval to maintain their positions. This is rarely an issue due to the methodical and consistent nature of most kulvix, but occasionally a leader must be replaced. When this occurs, a new leader is appointed by consensus and the old leader is dishonored, resulting in their demotion to Gatherer or, most often, they voluntarily submit to Atta’Vix to be reawakened as a fresh new being.

The one known kulvix settlement above ground, the Untamed Settlement (Kaz’Arag), is a bit looser and less formal in its

leadership structure than the main druses in Kul’Kuzag. The same structure of chieftains and elders exist, where the elders are more commonly comprised of skilled warriors, but kulvix druses in this outpost are more widely mixed across veins than those in The Great Cavern. Druses are formed around specific goals rather than communities of psyches.

The legal structure of the kulvix is simple and informal. The basic premise of kulvix law can be summed up by saying that the rights of the individual cannot infringe upon the rights of another. Anything that harms another kulvix is generally considered unacceptable with physical harm falling among the worst of offenses. The druse chieftains and elders enforce order and the decision reached by the chieftain of the druse to which the offender belongs is always final. Punishment is usually minor, where shame and loss of honor and societal position are sufficient to discourage most crime, but occasionally a kulvix may be sentenced to undergo Atta’Vix again and reawaken as a new being. Conflicts between druses are never allowed to become open warfare. Instead, a Sympathetic (Tan’Dalarta) Advisor will do their best to resolve the situation through mediation and negotiation. If that fails, each druse will nominate twelve representatives to challenge the other druse in the Kal’Varik - the ritual of submission. The ritual is a high formalized event with the chosen of both druses using specially crafted “weapons” that can weaken a kulvix’s psyche, resulting in unconsciousness after multiple strikes, but not physically harm them. The ritual continues until members of only one druse remain standing, and that druse is allowed to dictate terms.

Along with vein and druse, kulvix use their profession to define their place in the world. Each young kulvix is assigned to a profession several years after awakening based off of the druse chieftain’s assessment of their abilities, aptitudes, and desires. Common professions within a druse are gatherers, herders, crafters, harmonizers, and scholars. Gatherers and herders are generally seen as less desirable as a kulvix working these jobs will have trouble focusing on their thoughts. Herders cultivate and maintain the herds of insects native to the environment, then harvest chitin and silks to provide to the crafters for use. Harmonizers and scholars are well respected among kulvix. Harmonizers are the idea of thoughts affecting the world made real, they spend a portion of their time using their learned harmonize power to convert natural caverns, caves, and canyons to harmcrys and the rest of their time carving and expanding new areas for habitation. Professions are not set in stone – sometimes the chieftain is wrong in their assessment and a mismatch is discovered early in training. Sometimes the long-lived kulvix choose to change professions out of boredom, a newly discovered interest or more rarely join a more specialized profession. Of the specialized professions, soldiers, managers, trainers, spies, advisors, the mindwalkers, and the adventures are most significant. Mindwalkers are never given their profession after creation and rarely seek to become a mindwalker. Rather, they are declared a mindwalker when they display the behaviors and accolades of one. Mindwalkers are a near perfect expression of the fundamentals of a psyche. They serve as guides and a gold



standard to others of their vein. They exist outside of the normal tribal structure and will often live in a locale they believe will help them reach perfect purity of thought or expression of their psyche. Similarly, adventurers exist outside of normal tribal structure as the antithesis to the mindwalkers. Adventurers believe that the pure thought is fleeting and can only be formed for a moment and that instant requires a vast store of experiences to be brought into being. Adventurers spent years trying to create the perfect moment to form that thought.

Kulvix industry is not driven by base needs to eat and drink. Rather, the kulvix are able to focus more on building and thought. Their industry is sluggish but efficient. Large scale production is rarely needed for the slower and more cerebral lifestyle of the kulvix. Tools, clothes, and other items produced by kulvix focus on mixing aesthetic design and durability. While the kulvix often employ ornamental designs in their tools and living environments, they put little value in the creation of art with no practical use (save the artistes). Ornamentation trends toward square, cubic, and angular designs, often with complex levels and recesses that form persistent designs typical to their druse. Druses will often undertake magnificent public works that might take centuries to complete. While professions such as scholar and mindwalker are not directly tied to industry, and therefore report directly to their chieftains and are not usually managed by other professions, they

do play an integral role in kulvix industrial development as their efforts fuel new ideas that improve existing processes and methods. Kulvix do not wear clothing for protection, but often wear a utility belt or kilt to carry equipment. This clothing is functional in nature, and rarely worn if not needed for a task. Silks and chitins are used to construct the most common clothes though any material that can be sustainably harvested from the local insect population will be used. When dealing from druse to druse, and in the rare instances the kulvix trade with other races and cultures, they use a pure barter system as kulvix lack an accepted currency. Because the kulvix are disconnected from, and ignorant of, other cultures, they often struggle with the valuation of their goods, a fact that some unscrupulous merchants sometimes exploit. However, they tend to be at a disadvantage in trade and, quietly, some outsiders (especially humans) make jokes about kulvix and “easy mark”.

If a kulvix visits foreign soil, it is almost always a member of the hero (Tan’Kitariv) vein. When the hero vein is seeking favor from those it is visiting, it is exceptionally well-mannered. When it is demanding something from them, it is resolute and insistent. Kulvix almost never set out to attack foreigners, so no matter what the intent, they will attempt to accomplish their purposes without conflict. More and more frequently, the kulvix come under attack by brigands, roving bands of wildmen, or wild denizens of the regions they inhabit. Sometimes those who have presented themselves as



simple visitors betray the trust of the kulvix and attempt to do them harm. In these cases, the kulvix defend themselves with a focus on preserving the lives and safety of their species above all else. They prefer to thwart attacks through the use of tools, traps, and machines and will go out of their way to avoid putting members of their race in danger. When they do fight, kulvix avoid direct conflict - as a species which seldom dies unless they choose to, they have a particular value on individual life - and will try to deal with the outsiders by using traps, machines, and ranged attacks.

WRITING & LANGUAGES

All kulvix writing is found in the form of translucent grey crystals with spiraling layers of inscription that change as the crystal is turned in the light. These crystals are easily grown in the right conditions and quite durable. The kulvix language is intricate and difficult for other cultures to learn.

Rather than letters and words, the kulvix write in compound glyphs, each of which contains a complete thought. These glyphs are etched into translucent grey crystals in a spiral pattern wherein only a few glyphs are visible until the crystal is turned in the light to reveal the next series. In the more sophisticated crystals of this type, the visible glyphs change based on the dominant spectrum of light in the area.

In this manner, anywhere from one to twelve hundred pages of writing can be found in a single crystal the size of a bread loaf. The most complex of kulvix literary productions requires the ability to alternate the color of the light shining on the crystal. Some artistes have gone as far as to document a tale perfectly tuned to a custom light display pattern creating a most spectacular performance. Written works of the kulvix are highly prized outside of kulvix lands both for their beauty and the functional nature of the grey crystals.

Kulvix have two languages unique to their regions. The sing-song sound of Kulvix is actually quite soothing to listen to. Most humanoid can learn to speak and understand Kulvix, though those with less well trained vocal muscles will struggle a bit. More complex is Kulvix Glint the light-based language used by the kulvix. Kulvix Glint is used

to quickly convey simple concepts such as; you, warning, stop, show, move, and the like. Since Kulvix Glint is hue and intensity based, anyone seeking to understand it must be able to see in color. Kulvix are unable to “speak” Kulvix Glint without an external light source, as they change their bodies’ structure to affect the light passing through them. For most humanoids speaking Kulvix Glint is impossible without the aid of a light source and some way to color the light, such as filters or powders that change the colors of flames. Even with these tools, non-kulvix attempting to speak Kulvix Glint can easily express the wrong message.

ALIGNMENT AND RELIGION

Kulvix tend to be true neutral, sometimes leaning more chaotic as they have very little in the way of rules in their society. Truly evil kulvix tend to be dealt with by their own people as the kulvix consider harm to another kulvix to be a significant crime and, in extreme cases, one worthy of a kind of death sentence – the destruction of the personality and the re-awakening of the crystal core as a new person.

Kulvix are not generally religious people, rather, kulvix religious leanings focuses on Kul’Vokar, but that is seen as an ideal to be reached, not a higher being outside of oneself. Thus, they seek “godhood” through clarity of thought – a striving for perfection that, in their mind, needs no external assistance. One can either achieve it or continue working towards it. They are in constant pursuit of the concept of perfect focus and flawless unity of body and mind. Kulvix religious practice is meditative and spiritual rather than religious. This might be because kulvix do not die as other beings do, but rather fade out with age until only their core is left for awakening – a form of proven reincarnation into a new being that makes it harder to believe in souls. Some kulvix adventurers may adopt the ritual trappings of other religions, but this is always as an experiment to see if they can get closer to Kul’Vokar.

ADVENTURES

While every adventurer seeks the open road for their own reasons, the kulvix are swayed by a few specific callings. The first is the desire for community. While they will likely grow up in a community of other kulvix when they discover the existence of other species (or lose their presence if they did grow up around them) a kulvix youth may be enticed to seek out other species to befriend and bring into their counsel. However, the lack of solitude and peaceful contemplation while adventuring frequently make a kulvix homesick. Kulvix adventurers will regularly linger at a place that reminds them of home and often carries reminders of their homeland.

The second primary motivation is seeking out evidence of the unknown beings that created them. The more they can learn about the beings that brought them into existence, the more likely they will be able to serve the purpose they were created for. Alternately,





some kulvix adventure for the same core reason, but instead of desiring the bring their purpose to fruition, they desire to further dissuade the discovery of the progenitor, allowing them to retain their individuality that much longer.

The third strong motivation kulvix feel is the desire to help others. The surest way to bring one's thoughts to the world is with action. Many of the kulvix people have been seen aiding communities in danger or having suffered a natural disaster. Appreciated for their efforts or not, helping others brings a sense of contentment to a kulvix. This could also contribute to why they seek to travel out and be with other species.

KULVIX IN YOUR GAME

This will need to be a large section detailing how they can be fit into a world.

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PLAYING A KULVIX OF THE HERO VEIN YOU LIKELY...

- See yourself as a great explorer for your people.
- Jump into danger if it means protecting others or you perceive it as the right thing.
- Reach out to other species comfortably where most of your kind do not.
- Find yourself being the beacon of moderation when others may be drawn to extremes.

OTHER RACES PROBABLY...

- Discover that your seemingly innocent adherence to morality become quickly annoying.
- Are often shocked by your lack of comprehension of the market value of things.
- Frequently disbelieve your emotional openness as truthful.
- Recognize your naivete for what it is and act accordingly.





KULVIX RACIAL TRAITS

Standard Racial Traits

Ability Score Racial Traits: Kulvix are hardy and have access to deep memories, but are not as quick in motion nor exceptionally able to relate with other races. They gain +2 Constitution, +2 Intelligence, -2 Dexterity, and -2 Charisma.

Size: Kulvix are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Kulvix are humanoids with the lifespark construct and kulvix subtypes.

Base Speed: Kulvix have a base speed of 30 feet.

Languages: Kulvix begin play speaking Common, Kulvix, and Kulvix Glint (other races learning this language, must still roll a Linguistics check DC 20 to confirm understanding, otherwise, there is a 50% chance their translation is incorrect). Kulvix with high Intelligence scores can choose to learn Undercommon, Goblin, Dwarven, Ignan, Gnome and Terran.

Biological Racial Traits

Mineralized Body: The body of a kulvix provides them a +2 armor bonus. This crystalline metal is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This crystalline metal occupies the same space on the body as a suit of armor or a robe, and thus a kulvix cannot wear armor or magic robes. Kulvix can be enchanted just as armor can be. The character must be present for the entire time it takes to enchant it. The mineralized body also provides a kulvix with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows a kulvix to ignore the arcane spell failure chance for light armor lets it ignore this penalty as well.

Additionally, this body counts as both metal and crystal for the purpose of spells, abilities, and powers like crystal light and heat metal.

Light Fortification: When a critical hit or sneak attack is scored on a kulvix, there is a 25% chance that the critical hit or sneak attack is negated and the damage is instead rolled normally.

Emit (Ex): Kulvix have access to an ability similar to the crystal light talent. This ability differs from the talent in the following ways:

To activate the power they only have to have their psionic focus or at least one power point in their reserve

Unlike normal talents, using this ability again does not end the duration of previous uses

This is psi-like ability

The only color this power can display is gold

If a kulvix is targeted with this ability they are granted +1 luck bonus to their next saving throw. Making a save ends the light

effect. This effect does not stack with the bonus from the Lucky racial trait.

Naturally Psionic: Kulvix gain the Wild Talent feat as a bonus feat at 1st level. If a kulvix takes levels in a psionic class, it becomes the Psionic Talent feat.

Personality Type: All kulvix originate from a psicrystal that has somehow been separated from the individual who created it and still have a remnant from that past life. The default personality type for a player is the hero vein. The alternate racial traits section below details the other personality types.

Social and Trained Racial Traits

Lucky: Hero kulvix have a +1 racial bonus to all saving throws.

Alternate Racial Traits

The below racial traits replace the Lucky racial trait provided to the Hero, as well as the Emit racial trait respectively. This list is a shortlist meant to easily see the changes. See the list starting on page 9 for the detailed changes to the Emit racial trait. Unlike normal alternate racial traits, these cannot be mixed and matched. Picking a vein results in both the Lucky and Emit racial traits changing per the shortlist below.

- **Artiste:** +2 bonus to Craft checks, *Modify*
- **Bully:** +2 bonus to Intimidate checks, *Unearthly Terror*
- **Focused:** +2 bonus to Spellcraft checks, *Recall Aloud*
- **Friendly:** +2 bonus to Diplomacy checks, *Empathy, Friendly*
- **Liar:** Blend (Ex): As a standard action a liar can change its color to match that of any of the veins it has seen before
- **Meticulous:** +2 bonus to - Appraise (Int), Escape Artist (Dex), and Sense Motive (Wis), *Missive*
- **Nimble:** +2 bonus to Acrobatics checks, *Circumstance Field*
- **Poised:** +1 bonus to Reflex saves, *Circumstance Shield, Minor*
- **Resolved:** +1 bonus to Fortitude saves, *Vim*
- **Sage:** +2 bonus to Concentration checks, *Call to Memory, Minor*
- **Sneaky:** +2 bonus to Stealth checks, *Skate, Minor*
- **Sympathetic:** +2 bonus to Sense Motive checks, *Empathy, Sympathetic*



Lifespark Construct

The life spark construct subtype is a subtype from this book and is detailed below. A life spark construct is a group of creatures that are essentially a three-quarter construct. They have additional construct limitations and benefits, but lose out on some of the non-construct traits. They are created through a form of psionic evolution that allows them to be better suited to their genesis environment than a fully living or constructed version.

- Unlike constructs, a kulvix has a Constitution score.
- Unlike constructs, a kulvix does not have low-light vision or darkvision.
- Unlike constructs, a kulvix is not immune to mind-affecting spells, powers, and abilities.
- Unlike constructs, a kulvix is subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.

As life spark constructs, kulvix can be affected by spells that target living creatures as well as by those that target constructs. Damage dealt to a kulvix can be healed by a *cure light wounds* spell or a *repair light damage* spell, for example, and a kulvix is vulnerable to *disable construct* and *harm*. However, spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage provide only one quarter their normal effect to a kulvix. Abilities and powers sourced from psionics function normally for kulvix.

Kulvix heal hit points and attribute damage naturally, but at 1/2 the rate. They can also be repaired with the use of the *harmonize* power, with effects that repair constructs, and with the Craft skill in combination with certain high-value crystals, metals, and alchemical reagents (made simple with a repair kit). Repairs made with the Craft skill take 8 hours and a kulvix repair kit. The amount of hit point damage repaired per check is the result of the Craft check -20. Repairing a point of attribute damage requires 8 hours and a Craft check, DC 25. Repairing both hit point damage and one point of ability damage can be done during the same 8 hour period, but still requires two different checks. The only appropriate Craft skill is alchemy. A conscious kulvix can repair itself. The Heal skill does not affect kulvix.

The unusual physical construction of kulvix makes them vulnerable to certain spells and effects that normally don't affect living creatures. A kulvix takes damage from *heat metal* and *chill metal* as if it were wearing metal armor. Likewise, a kulvix is affected by *repel metal or stone* as if it were wearing metal armor. Similarly, a kulvix can be targeted by effects and powers that target objects if the target is metal or crystal. The bismuth in the body of a kulvix makes them vulnerable to fire based spells and abilities in a unique way. In addition to the effects of the spell or ability, the creature takes 2d6 points of damage from the spell (Reflex half; save DC 14 + caster's ability modifier) and causes it to become multichromatic, disrupting any vein specific abilities and effects for 5 rounds. A kulvix also takes the same damage and multichromatic suppression from a rust monster's touch (Reflex DC 17 half).

When reduced to zero hit points, a kulvix responds in a different manner than living creatures. When reduced to zero hit points, it is disabled, just like creatures that are living. It can take a single move or standard action each round, but strenuous activity risks no further injury. When the kulvix hit points reach the value of its Constitution score it is rendered inert. It is helpless and unconscious and cannot perform any actions. It does not, however, lose additional hit points unless more damage is dealt to it as if it were stable.

Like most constructs, kulvix can't be raised and resurrected. As a life spark construct, the concept that is the "soul" is housed in a source crystal. However, they can be targeted with a reincarnation spell or power that allows them to be reborn as an infant kulvix of their same personality type with their source crystal as a focus component. Unlike their psicrystal origins, kulvix source crystals cannot function as a psicrystal nor do they have any of the normal benefits a psicrystal has (like self-propulsion).

A kulvix does not need to sleep, breathe, and cannot eat or drink and thus cannot benefit from the effects of consumable spells and magic items such as heroes' feast and potions.





Hero Vein

Tan'Kitariv - The most likely to venture from their homeland, the Tan'Kitariv kulvix are the rule benders and glory seekers of their race. Though most dwell in one of the two home regions of the kulvix, members of the hero vein can occasionally be found traveling or even living with foreign cultures. They are also the most likely to adopt foreign philosophies and religions.



HERO VEIN

ARTISTE VEIN

Tan'Nukarob: Eternal seekers of beauty and elegance in design, the Artiste are especially focused on aesthetics. Their homes and tools are often beautiful, often containing intricate patterns and design elements that express complex mathematical and logical concepts.

Modify (Ps): Artistes have access to an ability similar to the *ectoplasmic trinket* talent. This ability differs from the talent in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, unlike normal talents, using this ability again does not end the duration of previous uses, this is psi-like ability. The power can be overlaid onto an existing object to allow for assisting of modifying or creating other items and provides a +2 enhancement bonus to Craft checks.



ARTISTE VEIN

BULLY VEIN

Tan'Kazariv: The bully vein is the only psyche that was not represented in the great awakening. They have developed more recently and, thus, are the least common. While the kulvix would prefer to remain isolated and unmolested by outside forces, they are all too often threatened by creatures and other races. The bullies focus on tactics and warfare, a theme that pervades their every thought. Their tools double as weapons, the designs in their objects and living spaces reflect concepts of battle and bully members of non-combat professions still spend a portion of their day in tactical or combat training.

Unearthly Terror (Ps): A Bully has access to an ability similar to the *unearthly terror* talent. This ability differs from the talent in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, unlike normal talents, using this ability again does not end the duration of previous uses, this is psi-like ability.



BULLY VEIN



FOCUSED VEIN

Tan'Marnarta: These kulvix believe that Kul'Vokar, or perfect focus and unity, exists within the inherent psionic attunement of their race. For that reason, they are obsessed with introspection and exploration of psionics. They believe that physical existence is crude and that truth lies in the mind and spirit and thus seek to accomplish as much as possible using mental power rather than physical effort.

Recall Aloud (Ps): Focused have access to an ability similar to the *create sounds* talent. This ability differs from the talent in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, unlike normal talents, using this ability again does not end the duration of previous uses, this is psi-like ability, and this power can mimic an exact conversation with the use of a DC 15 (+5 per round of conversation) Autohypnosis check made after manifesting the power.

FRIENDLY VEIN

Tan'Nukaryat: The friendly vein kulvix believe that perfect unity is achieved through negotiation and communication. They are the diplomats, the peacemakers, and the mediators of their race and, for that reason, representatives of this vein are widely spread throughout almost every kulvix druse. Groups of hero vein kulvix often employ small groups of the friendly vein to trade and reason with members of other races.

Empathy, Friendly (Ps): A Friendly has access to an ability similar to the *empathy* talent. This ability differs from the talent in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, unlike normal talents, using this ability again does not end the duration of previous uses, this is psi-like ability, and the power does not give a bonus to Bluff, Intimidate, or Sense Motive but the bonus to Diplomacy is increased to +3.

LIAR VEIN

Tan'Dularnuk: The liar vein kulvix are chameleons within their own race and druses. These individuals have no inherent psyche and are able to shift from one to the next, including changing their color, at will. They are never satisfied in one psyche or druse, however, and are always planning how they will reshape and change their identity to infiltrate psyche groups and druses they have not yet experienced. They spend much of their time developing skills and abilities that allow them to adopt and maintain multiple identities and are so proficient at anonymity that few kulvix even know the liar vein kulvix exist.

Blend (Ex): As a standard action, the liar can alter its appearance as though using a *disguise self* spell to change the color of its body, this does not affect its possessions. This minor

physical alterations of features is not an illusory effect. The liar can use this at will and lasts until it chooses to change again or is killed in which case it reverts to its natural form. The liar gains a +10 circumstance bonus on Bluff checks to convince others they are of the vein they are displaying themselves as, and a +4 bonus on its saving throw against any power or spell used to read its mind manifested or cast by another kulvix.



FOCUSED VEIN



FRIENDLY VEIN



METICULOUS VEIN

Tan'Arobarvon: Attention to detail is the absolute definition of the meticulous kulvix. They are the planners, plotters, and engineers within their race. While the meticulous usually find other psyche veins tedious and sloppy and thus rarely integrate with mixed groups, for the good of their race as a whole, they often contract their skills to other groups and druses in exchange for goods and service they themselves do not create. The meticulous have created a secret network of service and escape tunnels that connect all but the most remote druses, though information on these tunnels is tightly guarded even within their own ranks.

Missive (Ps): A meticulous has access to an ability similar to the *missive* talent. This ability differs from the talent in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, this is psi-like ability, and this power has an additional Augment. For each power point spent on this power, an additional target can receive the message.

NIMBLE VEIN

Tan'Dalarkit: Almost the opposite of the meticulous, the nimble kulvix focus on efficiency, always seeking to eliminate duplication of effort and establish reusable practices whether or not those practices provide the ideal result. Willing to trade perfection for expediency, they're often found in elder and supervisory roles within professions. Highly sought after, the nimble vein kulvix are the most likely to integrate deeply with druses of other veins and can be found scattered throughout kulvix society in all manner of professions. Some nimble vein kulvix even hold two professions, a practice nearly unheard of within the race, but made possible through efficient work habits.

Circumstance Field (Ps): A nimble has access to an ability similar to the *circumstance shield* power. This ability differs from the power in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, this is psi-like ability, and this power functions exactly like *circumstance shield*, except that it only provides a bonus to initiatives. Additionally, the augment cost increase is for every 4 points, rather than every 5 points.



METICULOUS VEIN



NIMBLE VEIN

POISED VEIN

Tan'Dalarvok: The poised kulvix focus on internal clarity and precision, honing their thoughts and actions to a fine point. For this reason, they excel in almost all professions. Poised kulvix will often spend years mastering a specific part of a profession. Elder poised spend the majority of their time teaching others how to bring precision and finesse to their every thought and action.

Circumstance Shield, Minor (Ps): A Poised has access to an ability similar to the *circumstance shield* power. This ability differs from the power in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, this is a psi-like ability, and this power functions exactly like *circumstance shield*, except that it only provides a bonus to reflex saves. The power provides a +1 bonus to reflex saves in lieu of the initiative bonus. When activated for the reflex bonus, instead the kulvix gains an additional bonus to reflex saves equal to the augment value. Thus, activating the second part of the ability without power points spent to augment it, has no effect but to end the power. Additionally, the augment cost increase is for every 4 points, rather than every 5 points.



POISED VEIN



RESOLVED VEIN

Tan'Kuzdalarvok: Steadfast and dedicated to a fault, the resolved kulvix are willing to dedicate any amount of time or effort toward the completion of a task. For this reason, they often reject input from both the meticulous and nimble in favor of performing work in the way they have always performed it. The resolved are dedicated to the continuance of their race and thus are known for dedicating a large number of their populace to Atta'Vix rituals (see Physical Description & Biology) to awaken as many new kulvix as possible. Some resolved are known to integrate with druses of other veins and undertake monumental tasks as long as they are permitted to approach the work in their own ritualistic way.

Vim (Ps): A Resolved has access to an ability similar to the *vim* talent. This ability differs from the talent in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, this is a psi-like ability, and this power has an Augment. For each 4 power points spent on this power, the temporary hit points provided by this power are increased by 1. Additionally, if 2 or more power points is spent on this power, temporary hit points generated from this power stack with other sources of temporary hit points. However, if this option of augmentation is selected, the kulvix may not use this power again until their temporary hit point pool has been fully depleted.



RESOLVED VEIN

SAGE VEIN

Tan'Kitarvan: The sage vein kulvix are dedicated to knowledge, information, and history. They are often found integrated as "Scholars" within all manner of druses. The few kulvix who pursue arcane studies usually come from the sage vein and some sneaky vein kulvix have been known to join bands of Tan'Kitariv Adventurers to document information previously unknown to the kulvix.

Call to Memory, Minor (Ps): A Sage has access to an ability similar to the *call to mind* power. This ability differs from the power in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, this is a psi-like ability, and this power does not grant any bonus to Knowledge checks, but still allows the reroll on a failed Knowledge check. The power still has the stated augment, except the additional power point expenditure is 3 power points per +1 competence bonus to Knowledge checks.



SAGE VEIN



SNEAKY VEIN

Tan'Dularvan: Keepers of secrets and lovers of ciphers, the sneaky vein kulvix are obsessed with puzzles and logic problems. They are known for hiding messages in the designs of their living spaces and tools, masking the true purpose of items and information, and working with "Scholar" professions to encrypt information in the least expected places. Members of the sneaky vein also love possessing information unavailable to others, so they often develop skills allowing them to move unseen and unheard, observing others without detection.

Skate, Minor (Ps): The Sneaky has access to an ability similar to the *skate* power. This ability differs from the power in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, This is a psi-like ability, this power cannot target anyone but the manifester, and the speed increase is reduced to 5. The skating up an incline reduces the manifester's total speed by 15 (to 20 for a standard kulvix under the effects of this power). Skating down an incline increases the manifester's speed by an additional 5 feet. The manifester gains a +1 circumstance bonus to Stealth checks (sound-based). The augment for this power, in lieu of the standard effect, increases the Stealth bonus by +1 but costs 2 points per increase.



SNEAKY VEIN

SYMPATHETIC VEIN

Tan'Dalarta: Somewhat similar to the friendly vein, the sympathetic vein kulvix are empathically attuned to their surroundings and can thus understand the motivations and inspirations of almost any kulvix psyche. Members of this vein often work with druse chieftains when a conflict requires resolution. The sympathetic have a profession called "Advisors" whose job it is to work with all veins and professions to achieve unity and understanding and thus increase productivity.

Empathy, Sympathetic (Ps): A Sympathetic has access to an ability similar to the *empathy* talent. This ability differs from the talent in the following ways: to activate the power they only have to have their psionic focus or at least one power point in their reserve, this is a psi-like ability, unlike normal talents, using this ability again does not end the duration of previous uses, and the power does not give a bonus to Bluff, Diplomacy, or Intimidate, but the bonus to Sense Motive is increased to +3.



SYMPATHETIC VEIN



ALTERNATE FAVORED CLASS BONUSES

Aegis: +¼ to customization points.

Arcanist: Reduce arcane spell failure chance for casting arcanist spells for the kulvix's mineralized body by +1%. This applies to the kulvix even if it has a body feat.

Barbarian: +¼ Constitution while in a rage.

Bard: +1 bardic music rounds per day.

Brawler: Reduce the hardness of any object made from crystal, stone, or metal by 1 whenever the object is struck by the brawler's unarmed strike (minimum 0).

Cryptic: Add +¼ to the damage reduction gained from altered defense.

Dread: Add +½ to Intimidate checks.

Fighter: +1/5 to Armor Training effective level. Does not apply to Advanced Armor Training

Gunslinger: Add +¼ to the gunslinger's bonus to AC when using the Gunslinger's Dodge deed.

Hunter: Increase the natural armor bonus of the hunter's animal companion by +1/4. If the hunter replaces its animal companion, the new companion gains this natural armor increase.

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

Monk: Add +1/3 to the monk's AC bonus class ability.

Oracle: Treat the kulvix' level as +½ higher for the purpose of determining the effects of the oracle's curse ability.

Psion: Add +½ to your effective manifester level for the purposes of determining the abilities of your psicrystal.

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

Rogue: Add a +½ bonus on Stealth checks and Perception checks made in dim light or darkness.

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

Slayer: Increase the studied target bonus on Perception and Survival checks by ¼. When the slayer gains the stalker class feature, the slayer also gains this increase to the studied target bonus on Stealth checks.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Vigilante: The Vigilante gains +½ to its Disguise checks.

Vitalist: Add +1/2 to the maximum number of creatures allowed in the vitalist's collective.

Wilder: Add +1 to the wilder's Elude Attack bonus.

Wizard: Select one item creation feat known by the wizard. Whenever crafting an item using that feat, the amount of progress made in an 8: hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

TABLE 1: RANDOM STARTING AGE

ADULTHOOD	INTUITIVE	SELF-TAUGHT	TRAINED
60 years	+1d10	+2d8	+4d6

TABLE 2: AGING EFFECTS

MIDDLE AGE	OLD	VENERABLE	MAXIMUM AGE
150 years	300 years	600 years	Unknown

TABLE 3: RANDOM HEIGHT & WEIGHT

BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
6 ft. 6 in.	180 lbs.	3d10	X4 lbs.





FEATS

The following feats are available to a kulvix character who meets the prerequisites.

Animation Reallocation (Psionic, Racial)

As your body is damaged, you may reallocate the mental energies required to power your body into powers.

Prerequisite: Kulvix, Manifester level 7.

Benefit: When you take serious damage, you may expend your psionic focus to gain temporary power points. If an attack would reduce your current hit point total from above half of your maximum hit points to below, you gain temporary power points equal to your character level that last until the end of your next turn. These power points are treated as being in your power point pool.

You only gain temporary power points from a single source of damage. If you take damage again from another source prior to using your temporary power points, you gain no additional points unless you would gain more than you would from the prior source of damage. This ability may be used 3 times per day.

Astral Construct Deployment (Psionic, Racial)

You are able to extrude your astral construct from your body, sacrificing some of your matter but making the construct stronger.

Prerequisite: Kulvix, Advanced Constructs, Boost Construct.

Benefit: As a free action when manifesting an astral construct you may elect to sacrifice 3 hit points to give it the Improved Damage Reduction special ability from the Astral Construct Menu B.

Astral constructs manifested as a result of this feat must be manifested adjacent to you.

This special ability is in addition to the special abilities you are normally able to assign to an astral construct.

Autohypnotic Spell Memorization (General)

When transcribing a new spell into your spellbook, to take the time to memorize it.

Prerequisite: 5 ranks in Autohypnosis, ability to prepare spells from a spellbook.

Benefit: When transcribing a spell into your spellbook, you may make an autohypnosis check. You must make as many checks as the spell has levels during the process. The

DC for these checks is 20 + the spell level + (2 *) the number of spells you have memorized. If you fail any checks, you fail the attempt and that spell can never be memorized in this way, even if you attempt to transcribe it into the same or another spellbook.

Cognizance Attunement (Psionic, Racial)

You have attuned your body to be able to store psionic power separate from your mind.

Prerequisite: Kulvix.

Benefit: Your body can now be treated as a cognizance crystal. You can store up to 1 power point plus 1 power point per two character levels.

Special: If you have the Craft Cognizance Crystal feat, you are able to store up to 2 powers points plus 1 power point per character level in the pool associated with your Cognizance Attunement feat.

Cognizance Efficiency (Psionic, Racial)

When using the power stored in your body, you retain much of it when attempting to be conservative.





Prerequisite: Kulvix, Cognizance Attunement, Echoing Power.

Benefit: When manifesting a power that is wholly fueled with power points sourced from your Cognizance Attunement feat and using the Echoing Power feat, the increase in power point cost for Echoing Power is reduced by 1 to a minimum of zero.

Special: If you have the Echoing Power Metapsionic feat and the Craft Cognizance Crystal feat, the increase in power point cost for Echoing Power is reduced by 2 to a minimum of zero.

Cognizance Reserves (Metapsionic, Racial)

You have discovered the secret of manifesting powers but regenerating the points expended.

Prerequisite: Kulvix, Cognizance Attunement, Echoing Power.

Benefit: When using the Echoing Power metamagic feat and sourcing the power points solely from your pool associated with the

Cognizance Attunement feat, you regain the points spent on this power one round after you manifest the power, or the duration ends, whichever comes last. The points spent on the power you manifest must all come from your pool sourced from the Cognizance Attunement feat. Using this feat increases the power point cost of the power by an additional 2 more than Echoing Power (total of 6). The power's total cost cannot exceed your manifester level. This feat cannot be used with a power whose duration is Instantaneous.

Concentrated Harmcry's Masses (Body)

You have willed your body to grow thicker, dense sections of harmcry's to the point of adding protection at the cost of agility.

Prerequisite: Kulvix.

Benefit: Your armor bonus is increased to +8 and damage reduction 2/adamantine. This damage reduction is suppressed on a round in which you receive fire damage. However, your base land speed is reduced to 20 feet, and you are considered to be wearing heavy armor. You have a +1 maximum Dexterity bonus to AC, a -5 penalty on all skill checks that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 35%.

Normal: Without this feat, your kulvix character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Kulvix druids who take this feat cannot cast druid spells or use any of the druid's supernatural or spell-like class features. Kulvix characters with this feat do not gain the benefit of any class feature prohibited to a character wearing heavy armor.

Drag by the Foot (Combat)

At the end of a drag, you can trip your opponent.

Prerequisite: Improved Drag, Improved Trip.

Benefit: If you successfully move your opponent at least 10 feet as a result of the drag combat maneuver, you may make a free trip attempt against them.

Harmcry's Bonding (Combat, Racial)

You may grow your body around an item.

Prerequisite: Kulvix.

Benefit: To gain the benefits of this feat, you must spend 24 hours in uninterrupted concentration growing your hand around a weapon, shield, or another similar item that is made of harmcry's, affixing it in place. While the item is bonded, you cannot be disarmed, but you also cannot use that hand





for other tasks without unbonding. Unbonding is a process that requires 12 hours and must also be uninterrupted. If interrupted while bonding the material weakens and breaks apart, dealing 1 point of damage to you. If interrupted while unbonding, nothing occurs; the process is interrupted and the crystalline matrix of your hand is restored.

A kulvix can unbind in one full round at the cost of 2 Constitution damage, and the hand cannot be used for any fine task for 24 hours. This process of unbonding gives the item the broken condition.

Improved Drag by the Foot (Combat)

The further you drag an opponent, the easier your trip is.

Prerequisite: Drag by the Foot.

Benefit: You gain a +1 to your trip attempt from the Drag by the Foot feat for every 5 feet you move your opponent via the drag combat maneuver.

Infused Harmcrys Matrix (Body)

You have reorganized the harmcrys in your body to have a better lattice matrix, increasing your defensive capabilities at a slight cost to agility.

Prerequisite: Kulvix.

Benefit: Your armor bonus is increased to +5, and you are considered to be wearing light armor. You now have a +5 maximum Dexterity bonus to AC, a -2 penalty on all skill checks that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 15%.

Normal: Without this feat, your kulvix character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Kulvix druids who take this feat cannot cast druid spells or use any of the druid's supernatural or spell-like class features. Kulvix characters with this feat do not gain the benefit of any class feature prohibited to a character wearing heavy armor.

Mineral Lacing (Racial)

You spend time infusing your crystalline matrix with certain minerals, allowing any bonded weapon to be treated as being made of that material.

Prerequisite: Kulvix, Weapon Bonding.

Benefit: When selecting this feat, choose a material from the following list: adamantine, cold iron, steel, etc. Any bonded harmcrys weapon you wield or unarmed strike you make is treating as being made of this material for the purposes of overcoming damage reduction.

Special: You may take this feat multiple times. Each time you must select a different material.

Special: The infusion has a side effect, if you have damage reduction bypassed by a material you have selected, the damage reduction is reduced by 2 to a minimum of 0.





Crystal Strike (Psionic, Combat)

You know how to project your mind into your enemy, temporarily overloading it with information.

Prerequisite: Wis 15, Kulvix, Improved Unarmed Strike, Solid Crystal Style, Psionic Fist

Benefit: While using Solid Crystal Style and Psionic Fist, you can shatter the enemy's defenses. The target of your Psionic Fist must make a Will saving throw or be dazed for 1 round. The DC of this save is 10 + 1/2 your character level + your Wis modifier

Crystal Veil (Combat)

You can hide behind a veil of confusion, striking when your opponent is least prepared.

Prerequisite: Wis 15, Kulvix, Improved Unarmed Strike, Solid Crystal Style, Shatter Crystal Strike

Benefit: While using Crystal Veil Style, you treat dazed creatures as flat-footed.

Explosive Reposition (Combat)

With one final burst of strength at the end of a reposition, you send your opponent stumbling a little bit more.

Prerequisite: Int 13, Str 13, Combat Expertise, Power Attack, Improved Reposition, base attack bonus +3 or monk level 1st.

Benefit: When you successfully reposition an opponent, you have the option to send them moving 10 additional feet. This extra movement does not need to be adjacent to you. This movement doesn't provoke attacks of opportunity unless you have the Greater Reposition feat.

Crystal Style (Psionic, Combat, Style)

You steel your mind, borrowing mental fortitude from your psicrystal heritage.

Prerequisite: Wis 15, Kulvix, Improved Unarmed Strike

Benefit: While using this style, you gain immunity to mind-affecting effects, powers, and abilities as long as you maintain psionic focus.

Toughened Skin

You have a hardier body than you would otherwise have due to multiclassing.

Prerequisite: Harm-crys Skin class feature.

Benefit: Treat your acclimator class level as 3 higher for the purposes of determining your increase





to armor bonus granted by the harmcrys skin class feature.

Special: This cannot increase your effective level higher than your hit dice.

CHARACTER TRAITS

The following traits are designed originally for kulvix. However, all save the “Race” traits may technically be taken by anyone who would normally be able to take them.

REGION TRAITS

Characters that grew up deep within the bowels of the planet may take the following region traits.

Deep Delver: You have become deeply intimate with the deep regions. **Benefit:** You gain a +2 trait bonus to Knowledge (dungeoneering), Knowledge (geography), and Knowledge (nature) checks related to the actual terrain underground (caverns, spelunking, terrain, plants, seasons and cycles, etc). You may make these checks untrained.

Step Finder: Through knowing the best paths through an underground passage, you can better determine where a creature has gone. **Benefit:** You gain a +2 trait bonus on Survival checks to follow the tracks of a corporeal terrestrial creature underground. Additionally, you ignore the DC increase for the first 24 hours since the track was made.

Stone Grazer: Through growing up underground with stone all around you, you have developed the ability to quickly grab the perfect stone for a sling. **Benefit:** When in an underground environment, ordinary stones function as bullets for the purposes of the damage they deal and attack roll penalties when using a sling. Additionally, when in an underground environment, you may grab up to 5 ordinary stones from your square as a free action that provokes an attack of opportunity.

KULVIX RACE TRAITS

Only kulvix may select one of these traits.

Crystal Singer: The crystalline structure of your body is so finely honed that music you produce lasts slightly longer as it echoes through you. **Benefit:** When using the Perform (Percussion) skill to generate a countersong bardic performance with your body as the instrument, the performance lasts one additional round without any action or additional rounds of bardic performance expended on your part, allowing for an additional save the next round.

Thick Limbed: With thicker appendages, you find yourself far

more stable than others. **Benefit:** You gain a +1 trait bonus to CMD against drag and reposition combat maneuvers.

Distributed Orbs: Your visual processing orbs are well distributed around your body; you react quicker than others when surprised. **Benefit:** You maintain up to +2 of your Dexterity bonus to AC on a surprise round if the enemy can be seen.

COMBAT TRAITS

Harmcrys Wielder: You are exceptionally skilled at using weapons made of harmcrys for special purposes. **Benefit:** When using a weapon made of harmcrys to initiate a combat maneuver, you gain a +1 trait bonus to your CMB.

Sword and Miniboard: You are so efficient at using a buckler in combat it provides additional protection. **Benefit:** When using a buckler, you gain an additional +1 shield bonus to your AC on a round that you make an attack. The bonus only applies against the target of an attack.

EQUIPMENT TRAITS

Only kulvix may select one of these traits.

Gem Finder: You have an innate sense for crystal. **Benefit:** If you miss the presence of an item made of some type of crystal, you are allowed a second Perception check to notice its presence.

Pocket Sifter: You know the contents of your Pocket Kilt so intimately, it takes nearly no time to get what you need. **Benefit:** You may draw an item no larger than a fist from your pocket kilt as an immediate action if you have a free hand.

FAITH TRAITS

Only kulvix may select one of these traits.

Harmony Seeker: Through your focus of becoming in sync with your ideals, you gain clarity others may not have. **Benefit:** You gain a +2 trait bonus to Will saves versus mind-affecting spells, powers, and abilities.

Integration Specialist: You’ve perfected syncing with a weapon or shield as you seek to sync with all things. **Benefit:** When selecting this trait you must select a specific weapon or shield. You gain a +2 trait bonus to your CMD to resist the disarm combat maneuver with this item. If the item is destroyed or lost, you must spend 24 hours collectively training with the replacement item to gain the benefits of this trait. The item must be of the same type (i.e. if you selected a short sword, the selected item to replace it must be a short sword). If you have the weapon bonded as per



the Harmcrys Bonding feat, you instead gain a +2 trait bonus to your attack roll on the following combat maneuvers made with the integrated and bonded weapon: disarm, drag, reposition.

SOCIAL TRAITS

Only kulvix may select one of these traits.

Known for Truth: You have been known to tell the truth regardless of the circumstance. This grants you additional leverage in an interaction. **Benefit:** You gain a +2 trait bonus to Diplomacy checks as long as you are known for your truth. If you are ever caught telling a lie, you lose this bonus if word gets out.

Confusing Negotiator: You value different things than others and making trade negotiations are easier for you when pursuing your unique goals. **Benefit:** You gain a +1 trait bonus to all checks related to negotiating a trade for something you desire not related to money. In the exchange, no actual coinage can be on the table.

Convincing Secrecy: You have a special knack for convincing others to keep a secret. **Benefits:** On Diplomacy checks and Bluff checks to convince someone to keep a secret, you gain a +2 trait bonus to your roll.

PSIONIC TRAITS

Only kulvix may select one of these traits.

Glow Walker: You are finely attuned to manifesting the crystal light power that you are able to while moving. **Benefit:** When you move at least 10 feet, you are able to manifest the crystal light power as a part of that movement (if you have the power). The only target you are able to select is yourself.

Expensive Efficiency: While paying more than you need on a power (i.e. augmenting, metapsionic feats, etc) you can focus more on the power. **Benefit:** When you spend the maximum amount of points possible on a power, you gain a +2 trait bonus on Concentration checks related to that power until the end of the next round.

Power Developer: You are accomplished in developing new powers, and use them to great effect. **Benefit:** You gain a +1 trait bonus on your manifester level for powers that you create.

FAMILY TRAITS

For the purposes of the family traits, druses are considered “families” in the kulvix culture. Thus, some kulvix of different veins may be of the same “family” if they are in the same druse. Not all druses are reflected in these traits. Only kulvix may select one of these traits.

Welcome the Outsiders: Your druse is the one that specializes

in research of outside species for the purposes of interacting with them when they visit your environs. The druse focuses on explaining many of the differences that may seem alien to those not familiar with your society. Your druse is familiar with the cultural ways of other species and how to appear peaceful, especially in a group. **Benefits:** When interacting with visitors of other species, you gain a +1 trait bonus to Diplomacy checks for every 5 members of your druse who are in your party who have this trait. This bonus caps at +5 if you have a welcoming party of 25 members of your druse with you.

Rally for Kal’varik (Unified Decision): When it comes time for kal’varik your druse is exceptionally good at rallying for the competition. Your druse bolsters each other and provides additional information on the rival druse to make sure the participants are fully prepared. **Benefits:** When competing in kal’varik you have additional confidence about the outcome due to your increased knowledge of the combat participants. You gain a +1 trait bonus to Will saves if you have at least 10 members of your druse with this trait in the crowd observing the kal’varik. If you have 20 members with this trait observing, you gain a +1 trait bonus to Reflex saves as well. If you have 30 members with this trait observing, you gain a +1 trait bonus to Fortitude saves as well. If you have 50 or more members of your druse observing, you gain a +1 trait bonus to manifester level checks you make during kal’varik as well.

Coordinate Work Parties: Your druse is exceptionally skilled at working together in a working party. While any one of the druse can coordinate the work at any time, each member of the druse with this trait responds nearly in unison and function as a well-oiled machine together. **Benefits:** When working together on a task, members of your druse who have this trait gain a +2 trait bonus to skill checks to complete the task if the current director of the working party has this trait.

Accepted Subject Matter Expert: Your druse knows the work of fellow members and can pick up where the other has left off with ease on a specific task. **Benefits:** Members of your druse are specialists in a specific skill, gaining a +2 trait bonus on the skill check required for that task. When selecting this trait a skill check must be selected that is common to your druse. You gain this bonus only when working with a group of three or more of your druse.

Reparation Integration: The druse has developed a special process for creating powers that integrates a minute amount of healing into each power that can target another member of the druse. **Benefits:** Powers your druse has created heal one hit point per power level when they target a kulvix. This only occurs when a member of your druse spends an immediate action to instill some psionic energy into the power to generate the repairing effect.



CHAPTER 2: SPECIES CLASS OPTIONS

HARMCRY'S ALCHEMIST

(ALCHEMIST ARCHETYPE)

A kulvix who studies alchemy has to find new paths, as they aren't able to benefit from mutagens or extracts. By diverting focus, kulvix alchemists find new ways to innovate.

Arcane Study: The harmcrys alchemist gains access to an expanded extract list. At 1st level, and every 2 levels thereafter, the harmcrys alchemist chooses 1 spell from the wizard spell list whose level is no greater than their highest extract known. The harmcrys alchemist adds that spell to their extract list and to their formula book. This replaces mutagen.

Imbue Bomb (Su): At 2nd level, the harmcrys alchemist learns how to imbue one of their bombs with the effects of an extract. When the bomb is thrown, the extract's area is centered where the bomb lands, regardless of the original target of the formulae. They imbue the bomb using the bomb's standard mixture time, and the bomb must be used on the same turn it's created or the extract is wasted as well as the bomb. When used in this manner, the bomb does not deal damage as it would normally, instead it deals 1 point of damage to all within the range. This modifies bomb.

Infusion Specialist: At 1st level, the harmcrys alchemist gains the Infusion discovery.

Chemically Altered: At 14th level, the long exposure to gases from the alchemist's brews has bonded with the crystalline body of the harmcrys alchemist altering its make. If the primary effect of an ability would make the harmcrys alchemist nauseated, they are instead sickened. If the primary effect of an ability would make the harmcrys alchemist sickened, they are instead not affected.

NEW DISCOVERIES:

Minor Psionic Study: The harmcrys alchemist seeks inspiration beyond the established practices, instead searching for new alchemical recipes inspired by their inborn psionic nature. The harmcrys alchemist may choose two 0th level powers from the psion power list and adds these powers to their extract list. If these powers affect only one creature, they may only use these powers as extracts. Powers used as extracts in this manner are always treated as having the maximum amount of power points allocated to the power based on the alchemist's caster level. If the power has multiple augments, the harmcrys alchemist makes any allocation decisions at the time of using the extract power.

Major Psionic Study: By continuing to experiment, the harmcrys

alchemist further broadens their horizons. They pick one 1st level power and adds it to their extract list, and may use them as an extract. The harmcrys alchemist must have Minor Psionic Study before choosing this discovery. Powers used as extracts in this manner are always treated as having the maximum amount of power points allocated to the power based on the alchemist's caster level. If the power has multiple augments, the harmcrys alchemist makes any allocation decisions at the time of using the extract power.

Awaken Harmcrys (Ex): The harmcrys alchemist imbues a fragment of their own body with a portion of their power, granting it the first inklings of sentience. They gain Psicrystal Affinity as a bonus feat without needing to meet its requirements. The personality of a psicrystal gained in their way must match the personality type of the harmcrys alchemist. The harmcrys alchemist's levels count as levels in a psionic class for the purposes of determining their psicrystal's statistics and abilities.

Contingent Connection (Su): By performing a ritual that takes 1,500 gp worth of laboratory supplies and requires 8 hours of meditation while in contact with their psicrystal, the harmcrys alchemist is able to strengthen the connection between themselves and their psicrystal. If the harmcrys alchemist is slain, their soul immediately transfers to their psicrystal (provided that the soul is free and willing to return), which grows to match the size and shape of the original harmcrys alchemist. Their original remains, should they still exist, become inert and cannot thereafter be restored to life.

The harmcrys alchemist must then wait 24 hours to regain their psicrystal as normal and must perform the ritual to create the contingent connection. A harmcrys alchemist must be at least 16th level and must possess the Awaken Harmcrys and Simulacrum discoveries before selecting this discovery.

Sidebar Life Spark Constructs and Alchemy

Every Life Spark construct, regardless of class, is incapable of eating. This means they are incapable of benefiting from alchemical items, including mutagens or extracts. To mitigate this, the harmcrys alchemist gains infusions for free, and expanded uses for their extracts, however, they do not gain the ability to consume alchemical items. See page Page number of life spark description for more details.



SYNCRETIC PUPIL

(MONK AND UNCHAINED MONK ARCHETYPE)

The kulvix who pursue asceticism see the path as a study of the self.

Class Skills: The syncretic pupil adds autohypnosis to their list of class skills.

Psionic Study: The syncretic pupil gains Wild Talent and Psionic Fist as bonus feats. They also add Psionic feats to their list of bonus feats. This replaces bonus feat gained at 1st level.

Battle Focus (Ex): When making an attack using flurry of blows, the syncretic pupil may expend their psionic focus to make an extra attack at their highest attack bonus.

Ectoplasmic Arms (Su): At 2nd level, the incredible focus of the syncretic pupil grants them the power to manifest ectoplasm as part of their attacks, extending the reach of their unarmed strikes by five feet. This ability replaces stunning fist.

Battle Focus (Su): At 5th level as a swift action, the syncretic pupil may expend 2 ki points to regain psionic focus. This replaces high jump. Unchained monks gain this at 4th level and do not gain their ki power they would normally gain at 4th level.

Weightless Body (Su): At 6th level, the syncretic pupil relearns the power of flight inherited from their psicrystal past. They gain a 30-foot fly speed with average maneuverability. At 6th level and every other level thereafter, this fly speed increases by 5 feet. This replaces abundant step and slow fall. Unchained monks do not gain their ki power they would normally gain at 6th level.

Harmcry's Soul (Ex): At 13th level, the syncretic pupil heals hit points equal to their Wisdom modifier plus the effective spell level of the effect when an effect fails to defeat their Spell Resistance. This modifies Diamond Soul. Unchained monks that elect to take the diamond soul ki power instead gain this modified version of it upon reaching 13th level.

Sidebar: No Psionic/Magic Transparency

If your campaign does not already includes psionic/magic transparency, use the following mechanic instead of the rules written for Harmcry's Soul.

HARMCRY'S SOUL (Ex): At 13th level, the syncretic pupil gains Power Resistance equal to their Spell Resistance. This modifies diamond soul.

HARMCRY'S JUGGERNAUT

(AEGIS ARCHETYPE)

While many psionic creatures gain control over crystals, the kulvix have a natural affinity that turns the harmcry's juggernauts into a force to be reckoned with.

Harmcry's Plating: The harmcry's juggernaut does not form a suit of ectoplasm. Instead, they will into being a thin sheet of harmcry's over their own mineral body as a move action. At first level, their harmcry's plating grants a +1 bonus to their armor bonus. At 5th level and every 5 levels thereafter (10th, 15th, and 20th), the armor bonus increases by 1. A harmcry's juggernaut can modify their form in a fashion similar to the aegis's customization, but their options are more limited. They can choose customizations from the customization list below, as well as new customizations exclusive to the harmcry's juggernaut.

The harmcry's juggernaut gains Ranged Attack and Crystallized Weapon customizations as free customizations. At 2nd level, the harmcry's juggernaut gains darkvision as a free customization. At 10th level, the harmcry's juggernaut gains Improved Damage Reduction as a free customization. This ability replaces Astral Suit

Shatter Suit (Su): At 2nd level, the harmcry's juggernaut can choose to shatter their outer layer of armor in a spray of crystal shards. As a move action, the harmcry's juggernaut may dismiss their harmcry's plating, dealing piercing damage equal to 1d6 plus 1d6 for every two levels to everything within 30 feet. Creatures may make a reflex saving throw to reduce the damage by half. The DC of this saving throw is 10 + 1/2 harmcry's juggernaut's level + the harmcry's juggernaut's intelligence modifier. This ability replaces craftsman.

Harmcry's Juggernaut Customizations

The new customizations presented below may only be selected by the harmcry's juggernaut archetype. In addition to the new options below, the harmcry's juggernaut can also select any of the customizations from this list.

Empowered Blast, Hardened Strikes, Harness Power Stone, Harness Shard, Improved Armor, Power Stone Repository, Pull, Push, Retaliate, Spiked Carapace, Stalwart, Augmented Weapon, Energy Blast, Fortification, Hardy, Improved Harness Power Stone, Improved Damage, Increased Size, Power Resistance, Powerful Build, Ram, Improved Retaliate, Unlock Psionics, Diehard, Greater Harness Power Stone, Improved Energy Blast, Reach, Improved Stalwart, and Improved Increased Size.

1-Point Customizations

Awaken Armor: The juggernaut invests a portion of their psionic power into their armor, granting it limited awareness. The harmcry's juggernaut gains Alertness as a bonus feat.



2-Point Customizations

Brittle Spikes: The harmcrys juggernaut may manifest deliberately brittle crystal spikes when using the spiked carapace customization. When they damage a creature with their armor spikes, they temporarily lose the benefits of spiked carapace to inflict bleed damage equal to their intelligence modifier as the crystals break off and lodge into an enemy. The armor spikes regrow in 5 rounds or the harmcrys juggernaut may expend psionic focus to regrow them as a swift action. The harmcrys juggernaut must have the spiked carapace customization to select this customization.

Psychic Spikes: By distilling psychic energy into the harmcrys of their armor, the harmcrys juggernaut infuses their spikes with power. When they deal damage using armor spikes with their brittle spikes customization, the harmcrys juggernaut deals additional psychic damage equal to their intelligence modifier. The harmcrys juggernaut must have the brittle spikes customization to select this customization.

Crystal Seeds: By imbuing extra psychic energy into their crystal projectiles, the harmcrys juggernaut's remaining fragments can quickly grow to leave a dangerous area on the field. When using the ranged attack customization, a field of spiked crystals grows on the ground around the target. The target's square and the surrounding squares out to 10 feet are filled with crystal spikes that function as caltrops with a +1 attack bonus. This effect lasts for 1 round.

3-Point Customizations

Awaken Armor, Improved: The psionic investment grants increased awareness to the harmcrys juggernaut's armor, granting them an insight bonus to their reflex saving throws equal to half of their intelligence modifier. The harmcrys juggernaut must have the awaken armor customization to select this customization.

Awaken Armor, Greater: By continuing to invest in their armor, the harmcrys juggernaut awakens it fully. The harmcrys juggernaut gains the Psicrystal Affinity feat as a bonus feat, except the psicrystal granted by this feat is attached to their armor. As a standard action, the harmcrys juggernaut may have their psicrystal detach itself from their armor and move about as if it were an independent creature. The psicrystal may reattach itself as a standard action. The psicrystal has all the ability of a regular psicrystal and psicrystal abilities based on the harmcrys juggernaut's level. The psicrystal acts as the harmcrys juggernaut's psicrystal whether attached or separated (providing a skill bonus, improved evasion, and so on). When attached to the

harmcrys juggernaut's armor, the psicrystal has fast healing 5. This psicrystal's personality must match the harmcrys juggernaut's vein. When the armor is not manifested, or if the harmcrys juggernaut changes their customizations and no longer has the Greater Awaken Armor customization, the psicrystal disappears and the harmcrys juggernaut loses the Psicrystal Affinity feat. The harmcrys juggernaut must have the Improved Awaken Armor customization to select this customization.

4-Point Customizations

Spike Storm: In place of an attack, the harmcrys juggernaut can infuse their spikes with psionic energy and cause them to launch out, piercing anyone within a 50 ft. range. All within range may succeed a Reflex saving throw (DC 10 + ½ harmcrys juggernaut's level + the harmcrys juggernaut's intelligence modifier) or take damage as if they had been attacked by the brittle spikes customization. Succeeding on their Reflex save reduces the damage by half. Similarly to the brittle spikes customization, the loosed armor spikes regrow in 5 rounds or the harmcrys juggernaut may expend psionic focus to regrow them as a swift action. When using this ability, the harmcrys juggernaut can spend power points to add 1d6 of psychic damage to the effect. They cannot spend more points than the customization costs. The harmcrys juggernaut must have the brittle spikes customization and be at least 11th level to select this customization.

Diamagnetic Shock: The harmcrys juggernaut forms a specialized lattice in the harmcrys of their armor. When the harmcrys juggernaut is hit by a power or ability with the electricity descriptor, they may choose to make a Fortitude save in place of the save normally used for the power or ability. If they succeed on their Fortitude save they may release a diamagnetic shock. This creates waves of invisible energy that rolls forth from the juggernaut. All metal objects within 40 feet are pushed away from the juggernaut to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 300 pounds are not affected. Anything else, including animated objects and creatures in metal armor, are propelled to the limit of the range. Fixed objects 3 inches in diameter or smaller bend or break and the pieces move with the wave of energy. Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. A creature carrying a metal object that would be propelled can (if able) release it as an immediate action to avoid being propelled. The harmcrys juggernaut must be at least 11th level to select this customization.





KULVIX EXEMPLAR

The kulvix is a highly varied people. While no two are likely to look alike, neither will any two likely develop the same skills and abilities. Most kulvix seek to improve their natural abilities after having been trained in their chosen profession, thus normally taking their first class level of exemplar at level two.

ADVENTURES

Kulvix exemplars adventure for the same reasons that a regular kulvix may. However, most are strongly motivated to dig deeper into their history and discover the identity of their creators. Not knowing this troubles a kulvix exemplar deeply and they will go to extreme efforts to obtain any potential information that could lead them toward that ultimate goal.

CHARACTERISTICS

Kulvix exemplars tend to be more suspicious than the kin of their species. Whether this comes from the frequent interaction with strangers and learning that lies and deceit is quite common in the world at large, or from the introspections that show them that the mind can be a treacherous place to travel in solitude, the kulvix exemplars are far from naive. They still have an extremely strong tie toward community, and in that they strive strongly to spend time with other kulvix despite their frequent urge for seclusion. In truth, kulvix exemplars have an ingrained sense of servitude to their fellow kulvix due to their understanding of the larger picture of the place of the kulvix people in the world. They seek to ensure that their people are not taken advantage of when they simply want to be of assistance.

ALIGNMENT

Nearly to a “man”, kulvix are neutral. They are uncommonly of a lawful or chaotic alignment, and to the point of only existing in legends come the rarest evil kulvix. The kulvix who travels the exemplar path must be of one neutral alignment to be in touch with their kind well enough to become an exemplar and continue to travel the path. They may make changes as they grow, but they



can only gain exemplar levels while they have at least one neutral alignment.

RELIGION

As one would expect, the culture of the kulvix are not influenced by a type of religion. With the direct worship of a divinity alien to them, more often than not religion does not come into consideration for the life of an exemplar. The concept of eschewing religion would not even rise to the kulvix exemplar in most cases as they’ve already made that their norm. The most pious of kulvix exemplars may say a prayer once or twice a year, but most do not take religion into their mind.

TABLE 4: THE KULVIX EXEMPLAR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	POWERS KNOWN
1st	+0	+2	+2	+2	Modification (1st level)	+1 level of manifesting class
2nd	+1	+3	+3	+3	Self Improvement	—
3rd	+2	+3	+3	+3	Modification (1st level or 3rd level)	+1 level of manifesting class



BACKGROUND

Kulvix exemplars frequently are identified at awakening. Kulvix exemplars are groomed for the day of their awakening with easy access to elders and masters. Kulvix exemplars will frequently become leaders of their people and guides for the young. Despite the frequent travel of a kulvix exemplar, the kulvix people will return the leadership role nearly without fail to the returning exemplar.

OTHER SPECIES

Great value comes from the other species of the world in showing the kulvix exemplar the true way of how others are. This does not mean that their usefulness turns into friendliness. Most kulvix exemplars, while they extremely desire to aid others, are heavily suspicious of other species and their often secretive motivations. Knowing how untrustworthy the other species are compared to their fellow kulvix frequently keeps strong relationships from forming with other species.

OTHER CLASSES

Kulvix exemplars do not hold any special care for other classes to a large degree. While they appreciate the presence of several different classes, a pair of exemplars that each takes a different path will complement each other such that they hardly feel the lack of the other classes. If forced to make a claim to preference, most exemplars would lean toward being a monk for their piety and introspection rather than their fighting capabilities.

ALIGNMENT: Any neutral

HIT DIE: d10.

Requirements

To qualify to become a kulvix exemplar, a character must be of the kulvix species.

Class Skills

The exemplar's class skills are Autohypnosis (Wis), Craft (Int), Knowledge (all) (Int), Perception (Wis), Profession (Wis), and additional skill depending on their vein selection at character creation.

SKILL RANKS PER LEVEL: 4 + Int modifier.

Class Features

All of the following are class features of the kulvix exemplar class.

Weapon and Armor Proficiency

Kulvix exemplars are proficient with simple weaponry and one martial weapon of their choice, chosen at first level. Exemplars are

not proficient with any armor but are proficient light shields.

Powers Known

At each level indicated, a kulvix exemplar gains additional power points per day and access to new powers as if it had also gained a level in one manifesting class it belongs to. It does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that it adds the level of kulvix exemplar to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before it became a kulvix exemplar, it must decide to which class it adds the new level of kulvix exemplar for the purpose of determining power points per day, powers known, and manifester level.

If the character did not belong to a manifesting class before taking this exemplar class, it does not gain manifesting levels. If the character gains a manifesting class after second level in this exemplar class, the increase applies to the first manifesting class they take.

Vein Class Skills: Depending on their vein selection, kulvix exemplars have specific options available to them. They have a selection of skills available to them and different class abilities as detailed below:

- **Artiste:** Appraise (Int), Perform (Cha), Ride (Dex), and Sense Motive (Wis)
- **Bully:** Bluff (Cha), Climb (Str), Intimidate (Cha), and Swim (Str)
- **Focused:** Concentration (Con), Spellcraft (Int), and Use Magic Device (Cha)
- **Friendly:** Diplomacy (Cha), Linguistics (Int), and Sense Motive (Wis),
- **Hero:** Climb (Str), Escape Artist (Dex), Linguistics (Int), and Ride (Dex)
- **Liar:** Bluff (Cha), Disguise (Cha), and Sense Motive (Wis)
- **Meticulous:** Appraise (Int), Escape Artist (Dex), and Sense Motive (Wis)
- **Nimble:** Acrobatics (Dex), Escape Artist (Dex), and Sense Motive (Wis)
- **Poised:** Disable Device (Dex), Handle Animal (Cha), and Linguistics (Int),
- **Resolved:** Climb (Str), Ride (Dex), and Swim (Str)
- **Sage:** Appraise (Int), Spellcraft (Int), and Use Magic Device (Cha)
- **Sneaky:** Bluff (Cha), Escape Artist (Dex), and Stealth (Dex)
- **Sympathetic:** Bluff (Cha), Diplomacy (Cha), and Sense



Motive (Wis)

Modifications: The kulvix exemplar begins its journey to self-improvement by developing their bodies in an exceptionally unique way. Listed below are general modifications that all kulvix can take followed by vein specific modifications.

General Modifications

Sensitive Orbs: The exemplar's visual processing orbs process additional waves and the exemplar gains darkvision out to a range of 60 feet.

Quick Growth: The exemplar grows over damaged sections and pieces at an enhanced rate. Increase the hit points healed from





psionic sources, natural healing, and Craft checks to heal hit points by 1 for every exemplar class level the character has.

Self Amputation: The exemplar has the ability to develop a natural weapon. By forming the growth of its crystalline structure in a specific way, it can break off a section of its hand and arm to have a natural attack similar in most ways to a claw attack. The natural attack is equal to a short sword in damage and critical range/multiplier, however, the damage type it deals is selected when the arm is “snapped off” and cannot be changed until the arm grows back and is snapped off again. This structure is unique in that it grows back much quicker, requiring only one month to regain full use of the hand and arm. Until then, the hand is treated as missing for all purposes of using the appendage except as a weapon. The kulvix still maintains the hand and wrist magic item slot in the event they are wearing paired magic items as long as one arm is not snapped off, it wears one of the paired items, and the other is on their person and not in an extra-dimensional space.

Slight Form: The exemplar’s body has been permanently modified to grow smaller than others of its race. The exemplar is treated as one size smaller for any situation that would be advantageous for the exemplar. The benefits of this modification stack with the effects of abilities, powers, and spells that change the subject’s size. The exemplar must be at least third level to select this modification. An exemplar may not have both the slight form and massive form modifications.

Massive Form: The exemplar’s body has been permanently modified to grow larger than others of its race. The exemplar is treated as one size larger for any situation that would be advantageous for the exemplar. The benefits of this modification stack with the effects of abilities, powers, and spells that change the subject’s size. The exemplar must be at least third level to select this modification. An exemplar may not have both the massive form and slight form modifications.

Refracting Network: The exemplar has manipulated the insides of its body to be able to accept light, then focus it into a single beam. The alignment of the network is always nearly perfect until the moment the exemplar activates this ability as a standard action once per day, perfecting the alignment and focussing the light into a beam. Once used, the network is damaged and requires 24 hours before it can be aligned again. This ability only functions if the square the kulvix is in, and the closest adjacent squares, are in enough light to be considered daylight. This ability effects in a line 30 feet long always starting in the exemplar’s square and creates an effect similar to the daylight spell around the line as if the spell were cast in each square of the line. This light dissipates at the end of the kulvix’s round.

Each creature in the line is dazzled and takes 1d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. Any creature that suffers penalties in bright light suffer these penalties. A successful Reflex save negates the dazzled effect and reduces the damage by half.

An undead creature caught within the line takes double damage, or standard damage if a Reflex save is successful. In addition, the beam deals triple damage to any undead creature specifically harmed by bright light if it fails its save.

The damage is increased by 1d6 for every 3HD the exemplar has. The ultraviolet light generated by the beam deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

This modification can be taken again at third level. If so taken, the ability is improved in that it may be used once every 1d4 rounds.

Shatter Self: Last-ditch efforts are not unique among the fleshed world. By growing the self in a similar manner to those who can snap off their limbs for a weapon, the exemplar can self shatter and remove parts that are being damaged highly, evading part of the attack. If an exemplar would take massive damage from any attack that comes from an object or creature’s natural attacks striking them, a ray attack, or similar tangible source of damage, it may instead take 2 points of damage to all physical stats to reduce the damage by half. After using this ability the exemplar is dazed for one round.

Before using this ability again the exemplar must be affected by the harmonize power, a power that heals hit points, a spell that heals hit points done to constructs or use the Craft (alchemy) skill to heal hit points or ability points. The exemplar must be at least third level to select this modification.

Artiste Modifications

Microscoping Orbs: The exemplar’s visual processing orbs can determine the current hit points of an item, whether it is magical or not, and any fine details about it with one full-round of study. They can also perform an Appraisal check as a part of studying this item.

Precise Digits: The exemplar grows additional, extremely articulate digits on each hand, providing a +5 bonus to Craft checks and allowing the exemplar to ignore 10% of ASF.

Bully Modifications

Dangerous Form: The exemplar has reinforced many sections of its body, growing spikes, and plates and coverings where vital areas exist. The exemplar’s mineral body now has armor spikes that the exemplar is proficient with.

Imposing Form: The exemplar has expanded its form to be daunting both in form and size. While the change may not make it excessively larger, it does make the exemplar more threatening. The exemplar adds its Strength modifier to its Intimidate checks and can make Intimidate as a swift action if it is the first time is attempting to Intimidate a given opponent in a given combat. The exemplar must be at least third level to select this modification.

Focussed Modifications

Crystal Receptacles: The exemplar has grown shallow cavities in their form that have a direct optical link to their source crystal. This allows for cognizance crystals and other cognizance sources to function in an enhanced mode. Removing an inserted item requires one full round. Cognizance Crystal- Inserting a cognizance crystal counts as having it on your person for 10 minutes, but costs one



power point from your pool and is paid as a part of the move action to insert it. Up to 5 cognizance crystals can be inserted into the exemplar.

Additionally, if the exemplar has had a cognizance crystal (or similar cognizance effect) on or in their person for at least 36 hours, the source is treated as having 1 additional point while it remains.

Improved Crystal Receptacles: The receptacles have been modified to accept other crystalline items, freeing the hands of the exemplar, but putting them at certain risks.

Power Stone: Inserting a power stone provides a free attempt to address it and the exemplar is treated as holding it for the purposes of activating the power stone. Additionally, the surge from brainburn lasts an additional two rounds and the power stone must be flung an additional 50 feet. A power stone counts as two cognizance crystals for the purposes of how many can be inserted into the exemplar. A power stone can be inserted as a full round action.

Dorje: The dorje is treated as always being held and the exemplar must point their arm as if they were pointing the dorje to use it. The dorje can be used even if the exemplar is holding something in its hand as the receptacle is the holding "hand". When the exemplar fails a save against a power of the same discipline as their inserted dorje, the dorje loses a charge and the exemplar is dazed for a number of rounds equal to the level of the power the dorje contains. A dorje counts as three cognizance crystals for the purposes of how many can be inserted into the exemplar. Inserting a dorje requires 10 rounds. The exemplar must be at least third level and have the Crystal Receptacles modification to select this modification.

Friendly Modifications

Always Amiable: By growing the face section into a myriad of shapes, the exemplar can reflect the color of the individual it is facing back at the owner, providing a racially focussed bonus to Diplomacy checks. The exemplar gains +5 to Diplomacy checks when interacting with another kulvix not of the exemplar's vein. Additionally, the color shifts are pleasant to most of other races, providing a +2 bonus to Diplomacy checks with any other race (regardless of individual interaction or multiple people).

Forced Calm: By forming the crystalline structure in what would be the chest cavity into a resonating chamber, the exemplar can create a tone that lulls those within range into a more pleasant mental state. Three times per day, the exemplar can vibrate their resonating chamber, creating an effect that mimics the telepathic projection power with a range of 10 feet +5 feet per character level, affects all creatures in the area, and lasts 1 minute. The DC for this effect is 15 + Charisma modifier. The exemplar must be at least third level to select this modification.

Hero Modifications

Not Even My Final Form: The exemplar is the iconic

representation of the race as a whole. It is simply better. The exemplar gains the following benefits that are calculated after a body feat if the exemplar has one:

- Armor check penalty from its mineralized body is reduced by 3 (minimum 0)
- Arcane Spell Failure from its mineralized body is reduced by 15% (minimum 0)
- Armor bonus to Armor Class is increased by 2
- Maximum Dexterity bonus to Armor Class is increased by +2

Final Form: Further development of their body into the perfect form results in a nearly unstoppable exemplar ready for combat at any time and in any place. The exemplar gains the following benefits:

- 3 energy resistance to all energy types except fire that stacks with other resistances
- Medium Fortification (50%)
- Lesser Stalwart (the exemplar must choose either Fortitude or Will when gaining this modification) or Evasion. If another source provides them Evasion they instead gain Improved Evasion. The benefits from Lesser Stalwart apply even when the hero is disabled or otherwise impaired.

The exemplar must be at least third level to select this modification, and must have the Not Even My Final Form modification.

Stalwart and Lesser Stalwart

If an exemplar ever gains the stalwart feature while they have the lesser stalwart feature, they gain the effects of stalwart as normal. Whichever save was selected for lesser stalwart is now further improved. Similar to how improved uncanny dodge allows the user to suffer only half effects on a failed Reflex save, or no effects on a succeeded Reflex save, the save you selected for lesser stalwart now provides these improved benefits. The second save, the one not selected for lesser stalwart, functions as normal for the stalwart feature.

Liar Modifications

False Form: When changed into a different kulvix vein color, there is no need to roll a disguise check. The exemplar is never confused for another vein other than the vein it chooses to appear as. Additionally, other kulvix must make a DC (15 + Character level + Charisma modifier) Will save to believe it is anything other than the vein it appears as even if shown, proven, or convinced otherwise.

True False Form: The exemplar can alter its appearance as though using a disguise self spell, this does not affect its possessions. This minor physical alteration of features is not an illusory effect. The exemplar can use this at will as a full-round action and the effect lasts until it to change again or is killed in which case it reverts to its natural form. The exemplar gains a +10



circumstance bonus to disguise checks while using this ability.

Additionally, as long as it is in a form other than its natural form, any attempt to read its mind, know its alignment or otherwise detect its thoughts made by a 3rd level effect or lower produce a misleading result of the exemplar's choice. While the exemplar is not aware of who generated the effect or what spell, power, spell-like, psi-like or supernatural ability they used, it is aware of the data sought and can provide the desired misinformation. The exemplar must be at least third level to select this modification and must have the False Form modification.

Meticulous Modifications

Communication Flecks: The exemplar can willingly shed flecks on a willing creature. As a standard action that requires a direct touch, the exemplar leaves small crystalline fleck growths on the target for a number of rounds equal to the exemplar's class level multiplied by its Intelligence modifier. The flecks can be brushed off as a move action. While the flecks are easy to see, they can be hidden or possibly placed secretly. The flecks allow the exemplar to communicate with the target within a range of 200 feet. The flecks have no effect initially until charged with psionic power. By spending power points on the flecks as a move action, the bearer or the exemplar can generate one of three effects. The cost to activate any of the following effects is 5 power points for each effect and lasts for the duration of the flecks.

- See or hear through bearer
- Communicate to bearer, must be spoken out loud
- Deliver message to exemplar (automatically open auditory link to exemplar for 1 round)

This ability can be used once per day per level of exemplar class level the exemplar has. The exemplar can use the ability additional times per day at the cost of 5 hit points per use.

Directing Flecks: As a standard action the exemplar can snap its fingers while aimed at a target individual, object, or location within 15 feet to fire flecks at the target. The flecks shine bright pink and embed in nearly any material. The fleck provides several benefits depending on what it is embedded in. This ability can be used once per day per level of exemplar class level the exemplar has. The exemplar can use the ability additional times per day at the cost of 5 hit points per use.

- **Creature** +1 to any attack roll against the target, and is easily shaken off in one round.
- **Object** Allows any object marked to be treated as being 30 feet closer to a kulvix for the purposes of being targeted by powers, spells, effects, and so forth.
- **Location** The fleck shines exceptionally bright over the course of 5 rounds, reaching peak brightness (shedding light as the daylight spell but in a pink hue) and lasting for 5 more rounds. The fleck is able to be discerned from up to a mile away as a very distinct pinpoint of light, this pinpoint doesn't change as the observer gets closer. A fleck in a location dims when removed.

The exemplar must be at least third level to select this modification.

Nimble Modifications:

Efficient Movement: By forming specific grooves in specific locations on the legs, the perfectly aerodynamic torso shape, and minute movements to mitigate drag, the exemplar increases their speed significantly. The exemplar gains +10 to their base move speed. They also gain a +2 bonus to Reflex saves.

Preternatural Movement: The exemplar sheds weight, sheds pieces of their body in a perfect form to fit the current situation and their desired path of travel. Once per day as an immediate action the exemplar can take 2 points of Strength or Constitution damage to gain Uncanny Dodge, +10 to its base land speed, +2 bonus to its Reflex saves, and move 10 feet instead of 5 on its 5-foot steps. This ability lasts for five rounds, but the exemplar can keep it active by shedding some of its body (taking damage again to extend the duration by five rounds). The bonuses from this modification stack with those from Efficient Movement modification. If the exemplar has Uncanny Dodge from another source, they instead gain Improved Uncanny Dodge when using this ability. The exemplar must be at least third level to select this modification.

Poised Modifications:

Improvised Reaction: The exemplar has modified its joints to react with nearly instant response time in reaction to an outside circumstance. Used to teaching others, the exemplar can aid others very quickly when another may have to prepare to help. Once per day as an immediate action, the exemplar can use the Aid Another action to help and adjacent ally. This quick reaction is not gentle on the body of the kulvix. This ability can be used an additional number of times per day, but deals 1 point of damage to a physical ability score of the exemplar's choice for each use after the first.

Prepared Reaction: The exemplar can move and assist another with amazing speed. The movements are calculated to be able to assist more than one ally during the movement. Once per day for each exemplar level the kulvix has, it can ready an action to move in a straight line. Once the circumstance that triggers the movement occurs, the kulvix moves to the end of the designated line. While traveling, the exemplar is able to use the Aid Another action to help any ally that is adjacent to the line of movement. The exemplar must be at least third level to select this modification.

Resolved Modifications:

Stubborn Resolution: The exemplar has made the decision that forward progression toward its goal is dutifully required. Any hindrance that would impede them or retard their progress is nearly anathema. Thus the exemplar has modified its body to stand firm. The exemplar gains a +2 bonus to their CMD to resist being moved from their square for every exemplar class level they have. Additionally, they gain the same bonus on saves versus spells, powers, abilities, and effects that would forcibly move them from their square.



Specifically Designed: As the resolved kulvix have their specific manner of conducting things, some take this to an extreme and form their bodies to allow great skill in their method at the cost of other inefficiencies. When selecting this modification, the exemplar selects one physical attribute to increase by 4 points. The other physical attributes are reduced by 2. The exemplar gains additional benefits based on which ability was improved.

- **Strength** The exemplar can run headlong

into an obstacle confident in circumventing it. Once per day as a free action, the exemplar can gain a +20 bonus to a Strength check that is made as a part of a charge. Alternately, it can choose to initiate a Bull Rush combat maneuver as if it had the Improved Bull Rush feat, the Greater Bull Rush feat, and they do not need to follow their target after hitting them to push them further. It may stop its charge upon hitting the target, the target is still moved back an additional 5 feet for every 5 points the check exceeds their CMD. For the next five rounds, the exemplar cannot take immediate actions and subsequent Bull Rush





combat maneuvers gain a +3 bonus to the roll. If the exemplar already has the Improved Bull Rush or Greater Bull Rush feats they gain an additional +2 to the check for each feat they have for the initial combat maneuver check and subsequent checks for the following 5 rounds.

- **Dexterity** The exemplar can dodge what would have been a successful combat maneuver as an immediate action once per day to automatically cause it to miss. For the next 5 rounds, the exemplar cannot take immediate actions and subsequent combat maneuver checks suffer a -3 penalty against the exemplar.
- **Constitution** The exemplar can brace itself against a source of damage as an immediate action once per day to reduce the damage received by its character level. For the next 5 rounds, the exemplar cannot take immediate actions and subsequent damage received from the same source is reduced by their character level to a maximum reduction of 5 points.

The exemplar must be at least third level to select this modification.

Sage Modifications:

Augmented Source Crystal Growth: Few kulvix are as reckless as the sage with their modifications, electing to enhance their ability to recite and gather knowledge by adding a specialized matrix directly onto their source crystal. When making a Knowledge check, the exemplar can treat the Knowledge check as 5 points higher, or make a Knowledge check untrained. This ability can be used three times per day freely. Additional uses deal 1 point of damage to the exemplar's mental ability scores.

Project Memory: The exemplar knows the value in sharing information and has developed a unique way of doing so. By combining a usage of the crystal light power and proper movements, the exemplar can replay a memory for others to view. This ability functions as the major image spell (but is still a psionic ability) with several differences. This ability has no components and has a range of short. The contents of the displayed scene must be of an actual memory and cannot be altered by the exemplar. The memory is of what the exemplar observed, whether true events or otherwise. This ability can be used three times per day freely. Additional uses deal 1 point of damage to the exemplar's Constitution score. The exemplar must be at least third level to select this modification.

Sneaky Modifications:

Elusive Clarity: By forming the crystalline structure of its body into finer facets, the exemplar can attempt to become stealthy in situations normally others could not. The exemplar can make a Stealth check when they have soft cover.

Shifting Clarity: The exemplar's naturally clear body can shift slightly to refract images from one side to the other with surprising exactness. As a standard action, the exemplar can become invisible, but only to one target at a time by focussing their refraction in a

specific direction. This ability lasts one round for each exemplar class level the exemplar has + their Constitution modifier and can shift the target of this ability as a move action. The exemplar can maintain its invisible state while standing still and not consume a round of use with a Constitution check (DC 15+ 1 for every round it has been invisible). Failure immediately ends the invisibility. This ability can be used three times per day freely. Additional uses deal 1 point of damage to the exemplar's Constitution score. This ability is not a magical or psionic effect. The exemplar must be at least third level to select this modification.

Sympathetic Modifications:

Mind Meld: The exemplar develops an exceptionally sensitive channel from their hand leading to their source crystal. As a standard action, the exemplar can develop a linking charge which is held until discharged or 5 rounds pass. If the exemplar touches a target, they relive a memory as if the exemplar was the target. Aside from the obvious uses of knowing what others do, the nature of the memory grants the exemplar and the target a bonus or penalty (chosen by the target depending on the memory the target selects). The bonus or penalty lasts for a number of rounds equal to the exemplar's class level. The target is allowed a Will save (DC 10+ Int modifier + exemplar class level) to resist the effect, in which the target and the exemplar are dazed for one round. This ability can be used freely once per day per exemplar class level. Additional uses deal 1 point of damage to the exemplar's mental ability scores.

- **Dangerous Memory** +2 to Reflex saves
- **Peaceful Memory** -2 to Reflex saves
- **Confusing Memory** -2 to Will saves
- **Clear Memory** +2 to Will saves
- **Mundane Memory** -2 to Fortitude saves
- **Wonderous Memory** +2 to Fortitude saves

Shed Memory: As a full-round action, the exemplar can segregate a portion of knowledge, an emotion, or an insightful memory into a crystalline growth which can be snapped off and given to another kulvix to review for a short time before the memory fades. At the time of selecting the memory, the exemplar selects a mental ability score and takes 1 point of damage to that ability score. For the next 36 hours, the memory can be reviewed to provide the bearer a +2 bonus on skill checks that match the ability score chosen by the exemplar. The crystalline growths have a hardness of 5 and 1 hit point.

Self Improvement: At second level the kulvix exemplar may select any body feat, exchange one body feat for another, or select any racial feat. This is an exception to the rule that a body feat must be taken at 1st character level. You must still meet any prerequisites for a feat you select and you may still only have one body feat.



CHAPTER 3: PSIONIC AND MUNDANE ITEMS

Kulvix have a predilection for items that contain items. They may not have developed great technological marvel of engineering, but what they do not have in variety or grandeur they definitely make up for in efficiency. Every kulvix mastercraft is exceptionally designed to accomplish its given task.

New Materials: Objects can be formed of nearly any similar suitable material. The kulvix however, tend to craft an object and change the material it is made of after the fact. The new material detailed below functions differently for mundane items than it does for weapons and armor.

MUNDANE ITEMS

WEAPONS AND SHIELD

Kulvix Drag Hooks: This two-foot long thin rod of metal ending in a sharp hook is normally dual wielded. When used to make a reposition, bull rush, drag or trip combat maneuver on a round in which the wielder attempted an attack roll with each drag hook, the wielder gains a +4 bonus CMB to those combat maneuvers.

Kulvix Fleck Shield: This exotic buckler that is made to shed crystal when attacked. When the bearer of a fleck shield is dealt damage from an attack that the AC bonus of the shield applies to, shards fly off to deal 1 point of piercing damage to adjacent creatures. Fleck shields with an enhancement bonus include this bonus as additional damage when the bearer is damaged. If a fleck shield is ever sundered it expels an alchemical substance that grants a crystalline (like a kulvix) bearer 15 temporary hit points.

Kulvix Latch Lash: This exotic whip laced with crystal shards deals 1 point of damage on successful trip attempts or repositions. It also allows you to be considered threatening any area they can make an attack with the whip for the purposes of using the reposition combat maneuver but can only move the target toward you from its original position. In all ways other than those identified, a latch lash functions as a whip.

ADVENTURING GEAR

Starsand Suit: This bulbous suit made of the various gut skins of animals is woven with a series of internal pockets designed to hold starsand. It holds roughly two standard

containers worth of starsand and can be refilled with the same amount. When activated in normal way starsand is activated, the suit, rather than dealing any type of damage, protects the wearer from elemental damage that activated the starsand. The suit provides energy resistance 10 against the element that activated it for 5 rounds and then energy resistance 2 against the same element for 5 more rounds. The starsand suit cannot be worn with armor and cannot be hidden without magical means.





Pocket Kilt: A waist-worn garment usually made of woven plant fibers that extend down to the knees and has many small pockets. A pocket kilt carries as much as a backpack but can only hold objects the size of a human fist or smaller.

SPECIAL SUBSTANCES AND ITEMS

Harmcrys: The crystal formed of a kulvix using its harmonizing power is exceptionally dense and hard. Harmcrys looks like bismuth and shares the weakness to heat, harmcrys is charged with psionic energy in its creation however and lacks the brittle nature of traditional bismuth. It can be used to replace metal, stone, crystal, or any other aspect of an object that has a hard and solid nature. Because harmcrys armor is considered to be made out of metal, druids cannot wear it. Replacing the material in the original parts of an object (or the entire original material of the object) does not innately make it of better quality. The original quality (for example, whether masterwork or not) is not affected by being harmonized into harmcrys. Items primarily made of harmcrys have 40 hit points per inch of thickness and a hardness of 20 but have a weakness to fire. Harmcrys objects do not halve the damage taken from fire damage. Harmcrys items can't have fire effects on them. Attempting to add a fire effect to a harmcrys item causes the power, spell, enchantment, or ability to fail, wasting any materials or uses if the ability has limited uses per day and deals 2 points of damage to the item.

Deep Crystal: If an item that is made of deep crystal is subjected to a harmonize power, the use of the power is moderately successful. The resulting item is treated as being both deep crystal and harmcrys. It has 35 hit points per inch of thickness, a hardness of 15, and reduces and fire damage it receives by one-quarter instead of receiving full damage.

Starsand: This material that permeates the ground around a meteorite is exceptionally rare due to the infrequency of sizeable star metals that don't burn up on entry, in combination with the extreme weather that blows away most patches of starsand shortly after their creation. An object must be fully immersed in starsand to gain its benefits. A standard container of starsand has enough material to coat 1 two-handed weapon, two medium weapons, three small weapons, or 10 pieces of ammunition. When exposed to a type of energy damage, the material will be charged with that element and deal an additional +1 point of damage of the exposed element for 10 rounds. Being exposed to an energy type requires the weapon covered in starsand to be unsheathed and the energy has passed within ten feet of the wielder. Charging the starsand does not require an action and happens whether the wielder wants it to or not if the conditions are met. After the duration ends, the sand becomes inert and begins to fall off of the object. Starsand can be removed manually with a full-round action that provokes and deals the 1 point of elemental damage to the individual attempting to clean it off if they use their hands.

Slow Growth Oil: This oil is applied to the outer surface of a

crystalline creature and reduces penalties to Stealth by 2, Arcane Spell Failure chance by 10%, and armor check penalties by 2 for creatures for which have them by virtue of their natural body. However, when applied to kulvix it reduces their natural healing by 4 hit points per day (to a minimum of 2).

Kulvix long term use effect: The length of time required to regrow lost body parts or change body configuration is increased by 25%.

Quick Growth Oil: This oil is applied to the outer surface of a crystalline creature and increases penalties to Stealth by 4, Arcane Spell Failure chance by 20%, and armor check penalties by 4 for creatures for which have them by virtue of their natural body. However, when applied to kulvix it increases their natural healing by 6 hit points per day.

Kulvix long term use effects: The length of time required to regrow lost body parts or change body configuration is decreased by 25%.

Kulvix Mastercraft Items: Objects created by kulvix are normally made as mastercraft items. They take very special care to work an item to its best quality in the shortest amount of time. They take the same time to craft as a mundane version of the object but cost double to make mastercraft. These objects are always covered in precious minerals and gems. Their value is normally exceptionally high outside of kulvix communities due to the precious materials used in their creation and how much non-kulvix value these materials. Objects that are kulvix mastercraft can be made masterwork following the standard rules to do so.

PSIONIC ITEMS

In the following section you will find new psionic items called gemstone augments and universal items. The gemstone augments come in three forms; armor, body, and weapon. Each gemstone has three levels of power and provide various effects.

GEMSTONE AUGMENTS

These small attachments come in many shapes, sizes, and with various effects. Gemstone augments are imbued with psionic energy to attach to certain objects and enhance them in some manner. Augments can only be attached to a single type of shield (or any object that provides a bonus to AC), weapon, or in some cases types of creatures. Objects can normally only have one gemstone augment attached to it. Applicable creatures can have one unless they have the ability to gain psionic focus; these creatures can have up to three but only one can be active at a time chosen when they gain their psionic focus (and can be changed any time they gain psionic focus or can be changed as a swift action by expending their psionic focus). Gemstone augments can be swapped as a move action that does not provoke, although retrieving them from



a stored location still has its own hazards.

Gemstone augments are ranked in three tiers: least, lesser, and greater. The tier of the gemstone augment identifies a general power scale and also identifies the minimum enhancement bonus or character level required to gain the benefits of the augment.

Least gemstone augments function when attached to objects of masterwork quality or creatures with at least three Hit Dice.

Lesser gemstone augments function when attached to objects that have an effective magical enhancement bonus of at least +1 or creatures with at least five Hit Dice.

Greater gemstone augments function when attached to objects that have an effective magical enhancement bonus of at least +3 or characters with at least eight Hit Dice. The enhancement bonus of the object must actually be of the required number. Thus a +1 *unholy keen dagger* would not allow a greater gemstone augment to function as the enhancement bonus is +1. This restriction also applies to the Hit Dice of creatures attempting to use gemstone body augments.

GEMSTONE ARMOR AUGMENTS

MYSTIC QUARTZ DEFLECTOR		PRICE VARIES
Least		2,000 GP
Lesser		4,000 GP
Greater		24,000 GP
SLOT —(armor)	ML 7th	WEIGHT —
AURA faint psychokinesis		

A mystic quartz deflector gemstone augment redirects a portion of a beam of energy. Mystic quartz deflectors trigger their effects when the bearer is in the area of a line effect of an ability with a line shape that shares an energy descriptor with their active energy type. If the bearer doesn't or can't have an active energy type selected the default energy this effect applies to is fire.

When the bearer is in the area of a line effect that shares an energy descriptor with their active energy type, the damage is reduced to the bearer and the line effect ends in their square and the effect changes to a cone from the bearer pointing in the direction of the source of the line effect that triggered the mystic quartz deflector. This effect can only occur once every 1d6 rounds.

- Least Energy damage reduced to bearer by 3, cone range is 5 feet
- Lesser Energy damage reduced to bearer by 5, cone range is 10 feet
- Greater Energy damage reduced to bearer by 7, cone range is 15 feet

CONSTRUCTION REQUIREMENTS	COST VARIES
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Least	1,000 GP
Lesser	2,000 GP
Greater	12,000 GP

Craft Wondrous Item, *energy cone*.

OBSIDIAN ABLATOR		PRICE VARIES
Least		1,000 GP
Lesser		2,000 GP
Greater		12,000 GP
SLOT —(armor)	ML 5th	WEIGHT —
AURA faint metacreativity		

The edges of this translucent black pentagon are knife sharp, knapped into rough but dangerous blades.

Sharp crystal growths form around obsidian ablaters when they're attached to armor, granting them armor spikes of appropriate size if the armor does not already have them. These glass blades cut into any who come close, and occasionally grow rapidly to strike back at attackers.

When the bearer takes damage from a melee attack, they may make a retaliatory attack, an attack of opportunity against their attacker with the obsidian ablator's armor spikes (ignoring the normal need to be in a grapple to use armor spikes). Doing so does not count against the bearer's attacks of opportunity per round. They may do this a number of times based on the tier of the obsidian ablator.

- **Least** The bearer may make one retaliatory attack every five rounds.
- **Lesser** The bearer may make a retaliatory attack every two rounds.
- **Greater** The bearer may make a retaliatory attack every round, and their armor spikes are treated as a magic weapon.

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	500 GP
Lesser	1,000 GP
Greater	6,000 GP

Craft Wondrous Item, *crystal shard*.





OPAL SEER		PRICE VARIES
Least		600 GP
Lesser		3,600 GP
Greater		10,800 GP
SLOT —(armor)	ML 4th	WEIGHT —
AURA faint clairsentience		

Countless colors shine in this oval stone, each shimmering with indistinct visions of the future.

An opal seer shines with countless possibilities, and allows its bearer a glimpse into the paths that could change their future. By drawing on its pool of power a bearer can steer their course true. An opal seer has a point pool based on their tier that refreshes each day. These points may be spent to increase the result of any d20 roll the bearer makes an amount equal to the points spent, and may be used after the d20 is rolled but before learning of success or failure. Each tier of opal seer has a maximum limit on how many points may be spent on a given roll.

- **Least** The opal seer's pool is 4 points, and up to 2 may be spent on a given roll.
- **Lesser** The opal seer's pool is 12 points, and up to 3 may be spent on a given roll.
- **Greater** The opal seer's pool is 24 points, and up to 4 may be spent on a given roll.

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	300GP
Lesser	1,800 GP
Greater	5,400 GP

Craft Wondrous Item, *precognition*

RADIANT SUNSTONE		PRICE VARIES
Least		200 GP
Lesser		5,600 GP
Greater		10,000 GP
SLOT —(armor)	ML 1st	WEIGHT —
AURA faint psychokinesis		

This orange stone contains gleaming metal flecks that catch the light, causing it to flash and shine.

A radiant sunstone has an inner light that its bearer can summon at will. As a move action, the bearer can adjust the level of light the radiant sunstone emits, changing both its radius and its light level to any amount up to the maximum for the radiant sunstone's tier, or cause it to emit no light at all.

As an immediate action, the wearer can cause the radiant

sunstone to flare, drastically increasing its light for an instant. The Perception DC to notice the flare is -10 . The bearer can use this ability once every 5 rounds.

- **Least** Sheds up to normal light up to a maximum of a 20-ft radius, and increases the light level by one step up to a maximum of normal in double the radius.
- **Lesser** Sheds up to normal light up to a maximum of a 40-ft radius, and increases the light level by one step up to a maximum of normal in double the radius. The bearer can use the flare to grant themselves a 20% miss chance as if they had concealment for one round (this does not grant other benefits of concealment). This can be done in response to an attack.
- **Greater** Sheds up to bright light up to a maximum of a 60-ft radius, and increases the light level by one step up to a maximum of bright in double the radius. The bearer can use the flare to grant themselves a 50% miss chance as if they had total concealment for one round (this does not grant other benefits of total concealment). This can be done in response to an attack.

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	100 GP
Lesser	2,800 GP
Greater	5,000 GP

Craft Wondrous Item, *crystal light*

RHYOLITE DIFFUSER		PRICE VARIES
Least		250 GP
Lesser		1,000 GP
Greater		2,000 GP
SLOT —(armor)	ML 7th	WEIGHT —
AURA faint psychometabolism		

A rhyolite diffuser gemstone augment absorbs intense sources of energy and disperses them into a deflective shield. Rhyolite diffusers trigger their effects when the bearer is either targeted with a ray that shares an energy descriptor with their active energy type. If the bearer doesn't or can't have an active energy type selected the default energy this effect applies to is fire.

When the bearer is targeted by a ray that shares an energy descriptor with their active energy type, the damage is reduced and a semi-solid shield of energy expands to their left and right adjacent squares (facing can be changed as part of any action or once per round as a free action) granting any in their own and those adjacent squares a bonus to AC against ranged attacks. This effect can only occur once every 1d6 rounds. The bonus to AC against ranged attacks lasts as long as the gemstone is unable to be used after it activates.



- **Least** Energy damage reduced to bearer by 3, +1 bonus to AC against ranged attacks
- **Lesser** Energy damage reduced to bearer by 5, +2 bonus to AC against ranged attacks
- **Greater** Energy damage reduced to bearer by 10, +4 bonus to AC against ranged attacks

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	200 GP
Lesser	600 GP
Greater	1,600 GP

Craft Wondrous Item, specified *energy adaptation*

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	125 GP
Lesser	500 GP
Greater	1,000 GP

Craft Wondrous Item, *energy adaptation*

GEMSTONE BODY AUGMENTS

AGATE HEART		PRICE VARIES
Least		400 GP
Lesser		1,200 GP
Greater		3,200 GP
SLOT —(armor)	ML 3rd	WEIGHT —
AURA faint psychometabolism		

This egg-shaped stone is made of multicolored bands formed into a single, smooth whole. It has a reassuring weight to it.

An agate heart lends its resilience to its bearer, allowing to weather the elements. Its effects are constantly active, providing constant protection from environmental effects. The bearer gains a competence bonus on all saves and ability checks to resist natural environmental effects (such as hot or cold environments, weather effects, and others). This does not apply against effects generated by magic or supernatural abilities.

- **Least** +2 competence bonus on relevant saves and ability checks.
- **Lesser** +3 competence bonus on relevant saves and ability checks, and the bearer does not need to make Fortitude saves against hot or cold environments within -50 to 140 degrees Fahrenheit (-45 and 60 degrees Celsius).
- **Greater** +4 competence bonus on relevant saves and ability checks, reduces weather based penalties to Perception checks and ranged attacks by 4, the bearer does not need to make Fortitude saves against hot or cold environments within -50 to 140 degrees Fahrenheit (-45 and 60 degrees Celsius), and they treat wind effects as one category weaker.





CAVANSITE MODULATOR		PRICE VARIES
Least		1,500 GP
Lesser		3,000 GP
Greater		5,000 GP
SLOT —(body)	ML 1st	WEIGHT —
AURA faint psychokinesis		

A cavansite modulator gemstone augment allows a crystalline creature to change small aspects of their physical nature. When a creature with a cavansite modulator makes a natural attack or unarmed strike on a target with damage reduction against bludgeoning, piercing, or slashing damage, the gemstone reforms the body of the bearer to deal that damage type. Greater tiers of the gemstone add additional damage types to the type of damage dealt and grants bonus damage against targets that the cavansite modulator reacts to. The bonus damage applies to the creature that triggered this effect regardless of whether the DR is suppressed or not.

- **Least** 1 additional damage type
- **Lesser** 2 additional damage types, +2 damage
- **Greater** Suppresses applicable DR for 1 round, +3 damage

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	750 GP
Lesser	1,500 GP
Greater	2,500 GP

Craft Wondrous Item, *absorb weapon*

JADE INFUSER		PRICE VARIES
Least		1,500 GP
Lesser		6,000 GP
Greater		13,500 GP
SLOT —(body)	ML 5th	WEIGHT —
AURA faint psychometabolism		

The green hue of this disc is dull at the edges, but vibrant at its center. An engraved spiral emphasizes the change in color.

A jade infuser is a repository of vital energy that its bearer may draw on to protect and sustain themselves. A jade infuser only functions for a bearer after they have spent 8 hours of sleep or an equivalent period of rest with it. After this period, the jade infuser grants the bearer a pool of temporary hit points based on their hit dice, and replenishes whenever the bearer sleeps or rests.

The bearer of a jade infuser may unequip it and swap it out for other crystals and still access its pool if they equip it again, but it only functions for one bearer at a time; anyone else who equips it does not gain access to its pool of temporary hit points,

and if another person spends 8 hours resting with it to gain its benefits, the previous bearer cannot access its benefits any longer.

- **Least** Temporary hit points equal to HD
- **Lesser** Temporary hit points equal to 2*HD
- **Greater** Temporary hit points equal to 3*HD

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	750 GP
Lesser	3,000 GP
Greater	6,750 GP

Craft Wondrous Item, *vigor*

JASPER REINFORCER		PRICE VARIES
Least		1,000 GP
Lesser		4,000 GP
Greater		9,000 GP
SLOT —(body)	ML 4th	WEIGHT —
AURA faint psychometabolism		

Though irregular in shape, this brick-red stone is slick and smooth to the touch and has a comforting warmth.

A jasper reinforcer strengthens the bearer, toughening their frame and augmenting their movements. The gemstone's baseline effects are constantly active, passively enhancing the bearer without requiring any action or triggers. A jasper reinforcer multiplies the bearer's carrying capacity and grants them a competence bonus to all Strength checks and Strength-based skill checks.

As a free action, the bearer can draw heavily on the gemstone's power, increasing the jasper reinforcer's benefits for 1d6 rounds. For this duration, the bearer increases their carrying capacity multiplier by one (from double to triple, or triple to quadruple, and so on) and doubles the competence bonus to Strength checks and Strength-based checks. However, they then lose all benefits from the jasper reinforcer for a number of minutes equal to the rounds of increased power.

- **Least** Double carrying capacity, +2 to Strength checks and Strength-based skill checks.
- **Lesser** Triple carrying capacity, +3 to Strength checks and Strength-based skill checks.
- **Greater** Quadruple carrying capacity, +4 to Strength checks and Strength-based skill checks.

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	500 GP
Lesser	2,000 GP
Greater	4,500 GP



Craft Wondrous Item, *animal affinity*

GEMSTONE WEAPON AUGMENTS

CALLIGRAPHER'S STONE		PRICE VARIES
Least		500 GP
Lesser		1,000 GP
Greater		3,000 GP
SLOT —(weapon)	ML 3rd	WEIGHT —
AURA faint clairsentience		

A calligrapher's stone gemstone augment invokes a time warping effect when the bearer deals damage with the weapon the gemstone is attached to. The target of the attack begins to periodically experience ribbons (similar in shape to the designs on a calligrapher's stone) of visions of their current location from hundreds of millions of years previous resulting in serious distraction. The effect lasts for 5 rounds. Multiple instances of damage do not stack the effect but does reset the duration. In some cases, the target under the effect must be threatened for the effect to function. If they are no longer threatened, the effect is suppressed but the duration continues to expire.

- **Least** -2 penalty to Concentration checks when threatened
- **Lesser** -2 penalty to Concentration checks, penalty increases to -4 when threatened
- **Greater** -4 penalty to Concentration checks

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	250 GP
Lesser	500 GP
Greater	1,500 GP

Craft Wondrous Item, *sensitivity to psychic impressions*



MALACHITE IMPEDER		PRICE VARIES
Least		800 GP
Lesser		1,600 GP
Greater		4,800 GP
SLOT —(armor)	ML 3rd	WEIGHT —
AURA faint metacreativity		

Bubble-like bumps cover this spherical, verdigris-colored stone. Malachite impeder's exude crystalline ectoplasm, a substance that clings to anyone struck by the weapon they're attached to and grows into heavy crystals that burden them. Whenever a target takes damage from a weapon with an attached malachite impeder, their movement speed is reduced by 5 feet for one minute. A DC 15 Heal check as a standard action or at least 1 point of magical healing removes this movement speed penalty. Multiple hits on the same creature stack up to a maximum determined by the malachite impeder's tier, and can never reduce movement speed below 5 feet.

- **Least** Movement penalty maximum of 5 feet.
- **Lesser** Movement penalty maximum of 10 feet.
- **Greater** Movement penalty maximum of 15 feet.

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	400 GP
Lesser	800 GP
Greater	2,400 GP

Craft Wondrous Item, *entangling ectoplasm*

MOONSTONE SPAR		PRICE VARIES
Least		4,000 GP
Lesser		8,000 GP
Greater		16,000 GP
SLOT —(weapon)	ML 7th	WEIGHT —
AURA moderate metacreativity		

This soft blue-gray sphere emits a silvery luminescence and holds a pointed ray of light in its center.

Moonstone spar gemstones gleam with spikes of crystalline magic that lash out from any weapon they're set into. Weapons with an attached moonstone spar deal bonus piercing damage. In addition, the wielder of the weapon can make a special attack that causes the moonstone spar's spikes to erupt and strike multiple enemies. Before making an attack the wielder may declare they are using this ability, and choose a number of secondary targets up to the gemstone's maximum. Secondary targets must be adjacent to the target they are attacking, but do not need to be in the wielder's range. Compare the wielder's attack roll against



the primary target and against the AC of each secondary target with a -4 penalty. If the attack roll beats or exceeds the AC of a secondary target, the secondary target takes half the damage dealt to the primary target. The wielder may use this ability once every 5 rounds.

- **Least** 1d6 piercing damage, maximum of one secondary target.
- **Lesser** 2d6 piercing damage, maximum of two secondary targets.
- **Greater** 3d6 piercing damage, maximum of three secondary targets.

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	2,000 GP
Lesser	4,000 GP
Greater	8,000 GP

Craft Wondrous Item, *crystal shard*

ZOISITE PRISM		PRICE VARIES
Least		500 GP
Lesser		1,000 GP
Greater		3,000 GP
SLOT —(weapon)	ML 2nd	WEIGHT —
AURA faint psychokinesis		

This diamond stone changes colors when light hits it from different angles, each facet showing a different hue.

A zoisite prism is charged with elemental energies, and conveys that charge into the weapons its attached to. The entire weapon is transformed into a creation of energy, which changes damage dealt by the weapon into energy damage. This change applies to all bonus damage that would normally share the weapon's damage type (such as from a Strength bonus), but not bonus damage from other sources (such as special abilities or spells that would add other types of energy damage).

- **Least** The weapon deals damage of the wielder's active energy type (defaulting to fire if they do not have one).
- **Lesser** The weapon deals the wielder's choice of cold, electric, fire, or sonic damage, which may be chosen or changed as a swift action.
- **Greater** The weapon deals damage considered to be of two energy types simultaneously: the wielder's active energy type, and another of the wielder's choice of cold, electric, fire, or sonic damage, which may be chosen or changed as a swift action. Treat the damage as the most effective of these energy types against any given target (such as when determining how it is affected by energy immunity or resistance).

CONSTRUCTION REQUIREMENTS	COST VARIES
Least	250 GP
Lesser	500 GP
Greater	1,500 GP

Craft Wondrous Item, *energy ray*

UNIVERSAL ITEMS

RAPID GROWTH CRYSTALS		PRICE 1,000 GP
SLOT —	ML 5th	WEIGHT 1 lbs.
AURA faint metacreativity		

This crystal causes a pillar of crystal to spring into being (10-foot-diameter, 40-foot height). This occurs over several seconds as the crystal grows to provide those not helpless enough time to move to an adjacent square. If the crystal is activated in a space that cannot house it (i.e. being activated in a space too small for it) it will make one Strength check to break through or push the hindrance as if it had a Strength score of 30. If it is unable to circumvent the obstacle it will attempt to grow in other available directions until a total of 32 5-foot squares have been filled. If it is unable to grow any further it will cease its growth.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *shrink*

SUPERDENSE STONE		PRICE 1,000 GP
SLOT —	ML 5th	WEIGHT (see text)
AURA faint psychokinesis		

This small stone is pierced by a small black crystal that reflects no light. When activated as a standard action by expending psionic focus and holding only the crystal jutting from the stone, the stone begins to function as if the power imbue superdensity was manifested on the stone. The effect lasts until the stone and crystal are destroyed or the stone is deactivated in the same manner it was activated.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *imbue superdensity*



CHAPTER 4: NEW POWERS

Kulvix were created from psions delving into a new form of personal expression. Accordingly, kulvix have a deep connection with psionics and the use of it. They all naturally have the ability to manifest powers (if they have learned them) and have spent centuries learning more about the energy that brought them into existence. Nearly all kulvix spend some portion of their life exploring the utility of psionics, or perhaps attempting to create new ways to manipulate the mental energy. It is quite common for a kulvix of any vein or profession to create a new power and display it to the people for all to benefit. Below you will find a small portion of the powers that have been created by the kulvix since their awakening.

BALEFUL DECOY

Discipline psychoporation [see text]; Level Psion/wilder 6

Display Auditive

Manifesting Time 1 standard action

Range Medium (100 ft. + 10 ft./level) ; see text

Target You; see text

Duration Up to 1 round/level (see text)

Saving Throw Reflex half or Fortitude half; see text; **Power Resistance** yes

Power Points 11

You teleport yourself to a position within range and in your line of sight. You leave on your position an illusory copy of yourself. The auditive display of baleful decoy is the only clue that could indicate that this power has been used. (Unless someone spots you when you appear in your new location.)

Your copy can move, speak and think as you would, but has no physical presence and cannot attack, use spells, powers or abilities. As soon as it is attacked, it explodes and deals 9d6 damage of your active energy type (at the moment of casting) to every creature in a 20 ft. radius around it.

- **Cold** An explosion of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold doom gem is a Fortitude save instead of a Reflex save.
- **Electricity** Manifesting a decoy of this energy type provides a +2 DC bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.
- **Fire** An explosion of this energy type deals +1 point of damage per die.
- **Sonic** An explosion of this energy type deals -1 point of damage per die but 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:

- For every additional power point you spend, this power's

damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

- If you spend 4 additional power points when manifesting this power, you can decide to switch back to your copy's position as a standard action at any moment before the power ends. Doing so destroys the copy and provokes an explosion at the location you left. This also raises this power's DC by 2.

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.

COMMON IDEA

Discipline telepathy; **Level** Psion/wilder 3, tactician 3

Display Mental

Manifesting Time 1 standard action

Range 30 ft., see text

Target Target willing creatures in a 30 ft. radius

Duration 1 hour/level (D)

Saving Throw Will (harmless); **Power Resistance** yes (harmless)

Power Points 5

You forge a telepathic bond with your target or targets. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance as long as the targets are on the same plane.

Augment For every additional 1 power point you spend, you can extend the range in which the targets can initially be selected by 50 ft.

CRYSTAL BULWARK

Discipline metacreativity (creation); **Level** Psion/wilder 1, tactician 1

Display Auditory and material

Manifesting Time 1 standard action

Range 10 ft.

Effect 1 crystal shield 25 ft. wide

Duration 1 round/ level

Power Points 1

You draw crystal from your form and extrude it into a massive mobile shield wall to your left and right two adjacent squares, including your own. While bearing the bulwark you can only move a maximum of two squares per round. The bulwark provides full cover for you and those behind it.

Augment You can augment this power in one or more of the



following ways:

- For every additional 4 power points you spend, the bulwark grows a new row 5 feet vertically, and 5 feet to the left and right.
- By spending at least 5 power points on this power, you gain the ability to dismiss it as an immediate action to create a semi-dome shaped barrier of crystal extending in a cone shape backward as if the line of squares the bulwark is in is the end of the cone. This use of the power results in the dome crumbling to dust at the end of the round in which it was activated in this manner.

CRYSTAL FIST

Discipline metacreativity (creation); **Level** Psion/wilder 1, tactician 1

Display Auditory and material

Manifesting Time 1 standard action

Range 10 ft.

Effect one 10-foot line of difficult and damaging terrain

Duration 1 round/ level

Saving Throw Reflex half; **Power Resistance** no

Power Points 1

You slam your fist into the ground causing crystals to grow up in a line in front of you creating difficult terrain in the line. Creatures within the line take 1d6 points of piercing damage as the crystals jut forth.

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

- For every additional power point you spend, the damage is increased by 1d6.
- For every additional 3 power points you spend on this power, the range is increased by 5-feet.
- By spending at least 13 power points on this power, the duration of the difficult terrain become permanent.

CRYSTAL TUNNELING

Discipline metacreativity (creation); **Level** Psion/wilder 3, tactician 3

Display Auditory and material

Manifesting Time 2 full-round actions, see text

Range Medium (100 ft. + 10 ft./level), see text

Effect 1 harmcrys tunnel

Target See Text

Duration Instantaneous

Power Points 3

You cause the harmcrys in the two squares to begin rapidly growing toward each other in a tubular shape. If there are two 5ft squares composed of harmcrys in range, the two deposits of harmcrys begin growing toward each other forming a 5ft diameter tunnel. On the first round, you prime the square you are adjacent to be



ready to grow and instantly know the locations of all suitable harmcrys within medium range (100 ft. + 10 ft/level). On a subsequent round, you designate a harmcrys location. Each of these two designation rounds is treated as if the spell only had a one round casting time for the purposes of Concentration checks and similar damage in combat. Damage in rounds in between the two actions do not inhibit the manifesting. Power points are deducted from your power point pool on the first part of the activation. If a location is not designated within 10 rounds the power points are still lost, but the power has no effect. For the tunnel to form it must be solidly supported on all sides by existing stone, dirt, or earthen material.

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

- For every additional 4 power points you spend, creatures increase their speed while traveling through the tunnel by 30 feet. Regardless of how many power points are spent, this effect only lasts the first 24 hours the tunnel has been crafted.
- By spending at least 13 power points on this power, you can collapse it as a full-round action while touching it.



CRYSTALIZE BLOOD

Discipline psychometabolism; **Level** Psion/wilder 5

Display Material

Manifesting Time 1 standard action

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

Target 1 creature

Duration Instantaneous (see text)

Saving Throw Fortitude half (see text); **Power Resistance** yes

Power Points 9

You solidify your target's blood, causing it damage. This power deals 6d6 damage to your target. If it was bleeding before applying this effect, double the damage dealt. The target starts suffering 1d6 points of bleeding damage per turn until it is healed if it was not bleeding before. A successful saving throw against this power reduces the damage dealt by half and prevents the bleeding effect.

Crystalize blood has no effect on creatures who don't have blood or a similar substance.

Augment For every additional 2 power points you spend, this power deals 1d6 additional damage (2d6 on a bleeding target) and raises its save DC by 1.

DOOM GEM

Discipline metacreativity [see text]; **Level** Psion/wilder 4

Display Material

Manifesting Time 1 standard action

Range Touch

Effect A colored crystal, which is set in an object

Duration Up to 1 hour/level

Saving Throw Reflex half or Fortitude half; see text; **Power Resistance** yes

Power Points 7

You create a crystal set in an inanimate object. When the gem is touched, it explodes dealing 7d6 points of damage of your active energy type (at the moment of manifesting) to every creature in a radius of 20 ft.

- Cold A gem of this energy type deals +1 point of damage per die and is white. The saving throw to reduce damage from a cold doom gem is a Fortitude save instead of a Reflex save.
- Electricity Manifesting a gem of this energy type provides a +2 DC bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance and is blue.
- Fire A gem of this energy type deals +1 point of damage per die and is red.
- Sonic A gem of this energy type deals -1 point of damage per die but ignores the object's hardness and is green.

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

If the gem has not exploded when this power ends, it crumbles to dust but does not explode.

Augment For every additional power point you spend, this

power's damage increases by one die (d6). For each extra two dice of damage, 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.

ETHEREAL CHAIN

Discipline metacreativity; **Level** Psion/wilder 5

Display Visual

Manifesting Time 1 standard action

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

Target Two creatures, which must be within 30 ft. from each other

Duration 1 round/level (D)

Saving Throw Will negates; **Power Resistance** yes

Power Points 9

You create a spectral link between your targets. This ghostly chain emerges from their chests (or the "center" of their body for strange creatures) is intangible, and is unbreakable. The linked creatures cannot move apart from each other more than their distance at the moment the power was manifested. There is no way to escape from the chain without dispelling the power. Chopping off the part where it is coming out reveals that it goes further in.

A creature can try to force the other creature it is linked to walk its way by succeeding an opposed Strength check.

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

- For every 3 additional power points you spend, you can link a new target to the chain. It must be within 30 ft. from another target and is linked to that one only.
- If you spend 4 additional power points, the chain's length becomes fixed and stops the creatures from getting closer to or further from each other. The distance between any two linked creatures stays the same for the duration of the power. If one of the targets attempt to move closer or further, the movement can be fought with an opposed Strength check. If the individual who initiated the move wins the check, they can move up to half their speed. If the individual who does not wish to move wins the Strength check, there is no movement.
- For every 2 additional power points spent on any of these augments, raise this power's DC by 1.



EVOLUTIVE PROTECTION

Discipline psychometabolism; **Level** Psion/wilder 2, psychic warrior 2

Display Mental and visual

Manifesting Time 1 standard action

Range Touch

Target 1 creature

Duration 2 rounds/level

Saving Throw Will negates (harmless); **Power Resistance** no

Power Points

The target gains a +2 natural armor bonus to AC. Every time it is hit by an attack, this bonus is raised by 1, up to a maximum of +6.

Augment For every 2 additional power points you spend, raise the maximum bonus to AC by 1.

FAST EVOLUTION

Discipline psychometabolism; **Level** Cryptic 3, psion/wilder 3, vitalist 3

Display Material, mental and visual

Manifesting Time 5 minutes

Range Personal

Target You

Duration 10 minutes/level

Power Points 5

You can shape your body's appearance as if it had been modified after a year of reshaping. You gain the benefits of regenerate spell for the purposes of regrowing body parts (no other benefits), and you can change your appearance as if under the effect of disguise self but the changes are real and not illusory.

Regrown body parts dissipate when this power expires but any changes made to other parts not regrown remain.

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

- For each 2 additional power points you spend, you can reshape your body as if it had evolved for an additional year.
- If you spend 2 additional power points, you can affect another willing kulvix you touch.
- If you spend 6 additional power points, this power's effects are permanent.

Special Only kulvix characters may learn this power.

FEET-CATCHER

Discipline metacreativity; **Level** Psion/wilder 3, psychic warrior 3

Display Material

Manifesting Time 1 standard action

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

Target 1 creature

Duration 1 round/level

Saving Throw Reflex negates; **Power Resistance** no
Power Points 5

You generate an outburst of crystal under your target that comes out of the ground and holds its feet in position. The target can break free by succeeding an Escape Artist or Strength check against the power's DC. It takes 3d6 slashing damage every time it fails an attempt to break free.

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

- For every 2 additional points you spend, raise this power's DC by 1.
- For every 4 additional power points you spent that way, this power's damage increases by one die (d6).

FORGOTTEN KNOWLEDGE

Discipline telepathy [mind-affecting]; **Level** Psion/wilder 5

Display Mental

Manifesting Time 1 standard action

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

Target 1 creature

Duration 1 minute/level

Saving Throw Will negates; **Power Resistance** no

Power Points 9

You temporarily suppress some knowledge and memories from your target's mind, reducing its ability at a given task. If it fails its Will saving throw, your target suffers a -8 penalty to a skill of your choice and it is no longer a class skill (if it was). If this skill requires training to be used, that penalty raises to -12.

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

- For each 3 additional power points you spend, you can choose a new skill for this power to affect.
- For every 2 additional points you spent that way, raise this power's DC by 1.

HARMONIZE, LESSER

Discipline psychometabolism (healing); **Level** Psion 1

Display Material, mental

Manifesting Time 1 standard action

Range Touch

Target 1 crystalline creature of Medium size or smaller or one object of Tiny size or smaller

Duration Permanent or Instantaneous (see text)

Power Points 1

You cause a resonance within objects and certain creatures to cause them to transform in certain ways depending on the target.

Crystalline Based Creatures These creatures heal 1d8 hit points.

Object The substance this object is made of turns into harmcrys. This may disrupt the function of the object of its function was



based on the materials it was comprised of.

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

- For every additional power point you spend, you can raise the maximum size of the target by one size category.
- For every additional 4 power points you spend, raise the healing effect by 1d8 points.

HARMONIZE

Discipline psychometabolism (healing); **Level** Psion 3

Target 1 crystalline creature of Large size or smaller, one object of Medium size or smaller, or one 5 foot square of terrain

Power Points 3

This power functions as *lesser harmonize*, except as noted above. The effect for targeting a crystalline creature changes in the following way and you also gain access to the additional following choice for your possible effects of the power:

Crystalline Based Creatures These creatures heal 2d8 hit points.

Terrain The outer layer and proceeding five inches of underlayer of a surface is transformed into harmcrys.

Augment The augment effect for targeting crystalline creatures changes in the following ways:

- For every additional 2 power points you spend, raise the healing effect by 1d8 points.
- For every additional 4 power points you spend, increase the range of terrain harmonized into harmcrys by 5 additional feet around the original target square.

HARMONIZE, GREATER

Discipline psychometabolism (healing); **Level** Psion 5

Target 1 creature of Huge size or smaller, one object of Large size or smaller, or one 5 foot cube of terrain

Power Points 5

This power functions as *lesser harmonize*, except as noted above. The effects of targeting a crystalline creature changes in the following way:

Crystalline Based Creatures These creatures heal 4d8 hit points.

Augment The augment effect for targeting crystalline creatures and terrain changes in the following ways:

- For every additional 1 power point you spend, raise the healing effect by 1d8 points.
- For every additional 4 power points you spend, increase the area of terrain harmonized into harmcrys by 1 additional cube adjacent to the starting cube.

HEALING STASIS

Discipline metacreativity (creation); **Level** Vitalist 5

Display Material, mental

Manifesting Time 1 standard action

Range Touch

Target 1 creature of Medium size or smaller

Duration Up to 1 round/2 levels

Power Points 9

You create a thin crystal around the target, which heals it for 2d6 points per round. The target must remain voluntarily helpless to continue to receive the healing. If the target ceases to be helpless, either by choice or compulsion, or attempts to move in any way, the crystal is shattered and disappears instantly. While within the crystal, the target is immune to being targeted, attacked, and immune to any damage in the area. The crystal can be damaged and has 100 hit points and 10 hardness. If reduced to zero hit points the crystal shatters.

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

- For every additional 3 power points you spend, you can raise the maximum size of the target by one size category.
- For every additional 4 power points you spend, raise the healing effect by 1d6 points per turn.

HELPING COLUMN

Discipline metacreativity; **Level** Psion/wilder 2

Display Material

Manifesting Time 1 immediate action

Range Medium (100 ft. + 10 ft./level) ; see text

Target A falling creature

Duration Instantaneous

Saving Throw none; **Power Resistance** no

Power Points 3

You create a large column of crystal that grows up to 60 ft. and collapses immediately when it is touched by the falling creature. As the crystal is destroyed, the creature's fall is slowed, thus reducing its effective falling height by the column's height.

Augment For every additional power point you spend, raise the column's height by 60 ft.

ILLUSORY VEIN

Discipline psychometabolism; **Level** Cryptic 1, psion/wilder 1

Display Visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 minute/level

Power Points 3

You modify the colors of your body to appear as a member of another vein. You gain a +4 circumstance bonus on Disguise checks to hide your identity and a +8 circumstance bonus on Bluff



checks against other kulvix to convince them you are the vein you claim to be.

Special Only kulvix characters may learn this power.

IMBUE MOMENTUM

Discipline psychoportation; **Level** Psion/wilder 2, psychic warrior 2

Display Auditory and Mental

Manifesting Time 1 standard action

Range Close (25 ft. + 5 ft./2 levels); see text

Target One Medium or smaller creature

Duration 1 round/ level

Saving Throw Reflex negates, Fortitude half (see text); **Power Resistance** Yes

Power Points 2

You warp the space surrounding an individual, causing them to move faster and gain momentum when traveling in a straight line. The subject's speed is increased by 15 feet. Subsequent manifestations of this power on the subject does not further increase their speed. This increase is doubled when the subject moves at least 15 feet in a straight line.

Additionally, when making a charge in a straight line, any successful attacks at the end of the charge deal an additional 1d8 of damage.

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

- For every additional 2 power points you spend, you deal an additional 1d8 of damage to successful attacks at the end of the charge.
- By spending at least 6 power points on this power, if the first attack at the end of the charge deals damage, the target of the attack must make a Fortitude saving throw or be launched in the direction of your travel path a number of 5-foot squares equal to the number of bonus damage dice granted by this power and land prone.

IMBUE SUPERDENSITY

Discipline psychokinesis; **Level** Psion/wilder 2, psychic warrior 2

Display Mental

Manifesting Time 1 immediate action

Range Close (25 ft. + 5 ft./2 levels); see text

Area 30-ft.-radius sphere of altered gravity

Target 1 5-ft. square

Duration 1 round/ level

Saving Throw none; **Power Resistance** no

Power Points 2

You cause an identified spot to begin growing in density causing a gravitational pull toward that spot. Objects and creatures are treated as one quarter their weight while not in motion, one half their weight when moving towards the spot, and double their

weight when moving away from it.

Additionally, moving away from the spot requires two squares of movement. Moving toward the spot costs half the amount of movement. Light levels are reduced by one in the area.

Augment For every 2 additional power points you spend, the area of this power increases by 5-feet.

INKED PROTECTION

Discipline clairsentience; **Level** Cryptic 1

Display Material and visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 minute

Power Points 1

Your tattoos mimic the patterns of reality offering glimpses to aid in protection. For the duration of this power, when you use your altered defense class feature, treat your cryptic level as four higher for the purpose of the bonuses or damage reduction you gain from altered defense. Additionally, when you initially manifest this power you gain 1 temporary round of usage of altered defense. This temporary round fades if not used by the end of this power. When altered defense is used while you have any amount of temporary rounds of usage, the temporary rounds are used first.

Augment For every 2 additional power points you spend, the number of temporary rounds of usage you gain increases by 1.

INTENTIONAL AMNESIA

Discipline telepathy [mind-affecting]; **Level** Psion/wilder 3

Display Mental

Manifesting Time 1 standard action

Range Personal

Target You

Duration Permanent (see text)

Power Points 5

You forget a piece of information or knowledge permanently. If it is an important part of your knowledge (at the GM's discretion, but it may be something such as a language, a power or a spell, for example), you remember it after a full resting time.

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

- If you spend 4 additional power points, this power can affect a willing target you touch. The target must focus on what it wants to forget while you manifest the power.
- If you spend 8 additional power points, you can modify the duration of the power to anything lower than 1 day/level. After the power ends, you recover the forgotten information.



MAXIMUM PERCEPTION

Discipline psychometabolism; **Level** Cryptic 2, psion/wilder 2, psychic warrior 2, tactician 2

Display Visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 10 minutes/level

Power Points 3

You open all your sensory cores, which allows you to look in all their directions at once. You gain a +4 Perception bonus.

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

- For each 2 additional power points you spend, you can create a new open sensory core anywhere on your body for the duration of this power, which raises the Perception bonus by 1.
- If you spend 4 additional power points, you gain darkvision 120 ft.
- If you spend 8 additional power points, you gain all-around vision.
- If you spend 2 additional power points, you can affect another willing touched kulvix instead of yourself.

Special Only kulvix characters may learn this power.

CONTINENTAL STRENGTH

Discipline psychometabolism; **Level** Psychic warrior 3, tactician 3

Display Visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 round/level

Power Points 5

While this power is active, every time you fail a combat maneuver check you may reroll it instantly with a +2 bonus and keep the new result. If this result would not be enough to succeed, an effect occurs depending on the attempted maneuver:

- **Bull Rush** You are moved behind your target. If there is no space behind it, you are moved to another random space around it and are stunned for a round.
- **Dirty Trick** You immediately provoke an attack of opportunity from all opponents threatening you.
- **Disarm** You drop the weapon you were using to attempt the maneuver and provoke an attack of opportunity from all opponents threatening you.
- **Drag** You immediately provoke an attack of opportunity from all opponents threatening you.
- **Grapple** Your target can instantly try to grapple you. This does not provoke attacks of opportunity.
- **Overrun** You are knocked prone in front of your target and have to stand up as a move action.

- **Reposition** You immediately provoke an attack of opportunity from all opponents threatening you.
- **Steal** You immediately provoke an attack of opportunity from all opponents threatening you.
- **Sunder** Deal damage to the weapon you were using to attempt the maneuver. If you were not using any, deal damage to yourself.
- **Trip** You are knocked prone and immediately provoke an attack of opportunity from all opponents threatening you.

Augment For every 2 additional power points you spend, raise the maneuver bonus on the reroll by 1.

MUTUAL LOCALIZATION

Discipline telepathy; **Level** Psion/wilder 5

Display Mental

Manifesting Time 1 full-round action

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

Target Up to two willing creatures

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Power Resistance** no

Power Points 9

You know where every target is, and each of them knows where you and every other target is. This power has no range limitation once it is manifested, but does not work for creatures on a different plane than the manifester.

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

- For every additional power point you spend, you can target an additional creature.
- If you spend 2 additional power points, you can also affect non-willing creatures. They may succeed a Will check to negate the effect.
- For every 2 additional power points spent on one of these ways, raise this power's DC by 1.
- If you spend 2 additional power points, you may choose any number of your targets to not receive any information.

OCULAR CRYSTALLIZATION

Discipline psychometabolism; **Level** Cryptic 2, psion/wilder 2

Display material

Manifesting Time 1 standard action

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

Target A creature

Duration 1 minute/level

Saving Throw Will negates (see text); **Power Resistance** yes

Power Points 3

You alter your target's eyes' crystallins, giving it a +5 bonus to visual Perception checks.

Alternatively, you can use ocular crystallization to blur the target's vision, in which case it may attempt a saving throw to



negate the effect. A blurred vision gives the target a -5 penalty to Perception checks and a -2 penalty to attack rolls.

Augment If you spend 4 additional power points, this effect lasts for an hour and the DC of the Will saving throw to negate it is increased by 2.

RAY OF PAIN

Discipline psychokinesis; **Level** Psion/wilder 2, psychic warrior 2

Display Mental

Manifesting Time 1 immediate action

Range Personal, Close (25 ft. + 5 ft./2 levels); see text

Target You, 1 creature; see text

Duration 1 round

Saving Throw none; **Power Resistance** yes

Power Points 3

You absorb up to 2d6 points of damage at the moment you would suffer it. For the duration of the power, you can use the stored damage to shoot as ranged touch attack dealing exactly this amount of damage to a target in range as a standard action that provokes attacks of opportunity. If you do not use the ray aspect of ray of pain on your next round, you lose the charge. If the absorbed damage is lower than the possible amount you can store, you store only that amount of damage instead. Resistances, weaknesses and damage reduction do all apply before this effect.

Augment For every 2 additional power points you spend, this power prevents an additional 1d6 points of damage when manifested. The restriction of the damage the ray deals being equal or less than (whichever is lower) the damage you received still applies.

RELATIVE ABSENCE

Discipline clairsentience; **Level** Cryptic 5, psion/wilder 5, psychic warrior 5

Display Auditive

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 round/level

Power Points 9

When you would suffer damage from an area of effect (such as an explosion, a breath attack, some spells or powers, etc), you can ignore these damages if the source of them does not know where you are. This does not protect you against traps and automatic damage sources. The knowledge of your position does not have to be absolutely precise: a precision of 5 ft. is enough to negate this power's effect.

REVEAL ANSWER

Discipline Telepathy; **Level** Cryptic 3, psion/wilder 3

Display Mental

Manifesting Time 1 standard action

Range 30 ft.

Target Every creature within 30 ft. of the manifester.

Duration Instantaneous

Saving Throw Will, negates; **Power Resistance** yes

Power Points 5

You may ask any question. If any creature in range knows the answer and fails its saving throw, you know the answer to your question. You don't know who you learned it from. If no one in the range of the power knows the answer or if every creature who knows the answer succeeds on its saving throw, the power fails.

Reveal answer does not allow you to know whether the discovered answer is true or not. You may perceive several answers to a question if several people have different points of view on it.

SELF CONTROL

Discipline telepathy; **Level** Cryptic 0, psion/wilder 0, psychic warrior 0, tactician 0

Display Mental

Manifesting Time 1 standard action

Range Personal

Target You

Duration One Autohypnosis check this round

Power Points 1

You reach a temporary peak of calmness and are able to focus better. Your Autohypnosis check gains a +2 insight bonus.

Augment For each 2 additional power points you spend, you can increase your Autohypnosis check by +1.

SPECTRAL CHARGE

Discipline psychometabolism; **Level** Psychic warrior 3

Display Visual

Manifesting Time 1 immediate action

Range Personal

Target You

Duration 1 charge (see text)

Power Points 5

Manifest this power as part of a charge action. You become incorporeal. The incorporeality ends upon making an attack at the end of that charge or ending the charge prior to the attack.



SURVIVOR'S DEADLY REVENGE

Discipline telepathy [death]; **Level** Dread 6, psion/wilder 6
Display Auditory and mental
Manifesting Time 1 immediate action
Range Close (25 ft. + 5 ft./2 levels)
Target 1 living creature ; see text
Duration Instantaneous
Saving Throw Will negates; **Power Resistance** no
Power Points 11

You can manifest this power immediately after succeeding a Fortitude check due to massive damage. Your target has to be the cause of that damage and must be a living creature. If the targeted creature fails its Will saving throw, it dies instantly.

Manifesting survivor's deadly revenge does not provoke attacks of opportunity.

TACTICAL CONNECTION

Discipline telepathy; **Level** Psion/wilder 3, tactician 3
Display Mental
Manifesting Time 1 standard action
Range Close (25 ft. + 5 ft./2 levels)
Target Yourself and up to two allies within range
Duration 1 round/level
Saving Throw Will negates (harmless); **Power Resistance** Yes (harmless)
Power Points 5

You connect yourself to the targets' minds, creating a network to share teamwork feats. You and the targets can use each other's teamwork feats as if you had all selected them.

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

- For every additional 4 power points you spend, you can target an additional ally.
- For every additional power point spent on this power, the duration is increased by one round.

TELEPATHIC SENSES

Discipline telepathy; **Level** Psion/wilder 5
Display Mental
Manifesting Time 1 standard action
Range Close (25 ft. + 5 ft./2 levels)
Target A sentient creature
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Power Resistance** yes
Power Points 9

You share one of your senses with your target, and so does it with you. Choose one of your senses (a standard sense like sight, hearing, taste, touch, smell, or any other natural sense you possess. You can also choose pain as it falls within touch.). You and your

target share each other's perception with that sense as long as the power lasts. Each of you feels both points of view and suffers no penalty from it.

If you choose to share pain, damage dealt to you forces your target to succeed a Concentration check if it wants to cast a spell or manifest a power, just like if the damage was dealt to it, while no actual damage actually occurs. The target can also will this to occur in return.

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

- For every 2 additional power points you spend, you can share an additional sense with your target.
- For every 2 additional power points you spend, you can share your senses with an additional creature. You are the only one to perceive its senses, and it perceives only yours.
- If you spend 4 additional power points and share your senses with at least two targets, every target perceives what every other target perceives.
- For every 2 points you spend in any of these ways, raise the DC of the saving throw against this power by 1.

UNIQUE MESSAGE

Discipline telepathy ; **Level** Psion/wilder 5
Display Mental
Manifesting Time 1 full-round action
Range Personal
Target You (see text)
Duration 1 day/level
Saving Throw none; **Power Resistance** no
Power Points 9

The next piece of information you share can be held by a single other person at most. This power can affect either a message written down after the manifesting time or a vocal message directly transmitted to someone.

A written unique message disappears from its support as soon as it is read, and becomes a known unique message. Such a written message can only be read by one person at a time. If more than one person try to read it at the same time, only the first one (at the GM's discretion) understands what is written.

A known unique message is forgotten as soon as the creature knowing it shares it with someone or writes it down. It becomes a known or written unique message. Telling this message to several people will have only one of them hearing it, the others perceiving only noise that makes no sense to them.

At the end of the power's effect, the messages can be shared and/or read without restriction.



UNDERWATER AIR

Discipline psychometabolism; **Level** Psion/wilder 3, tactician 3

Display Material and visual

Manifesting Time 1 standard action

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

Target A willing creature

Duration 1 minute/level

Saving Throw none; **Power Resistance** no

Power Points 5

Your target moves in water as if it was air. It can no longer swim or float in water, but can walk on the underwater ground, fight without penalties and fly in and out of water without noticing the transition with actual free air. Underwater air does not allow the target to breathe underwater.

Augment For each 3 additional power points you spend, you can choose a new target for this power.

VOCAL CRYSTAL

Discipline metacreativity (creation); **Level** Psion/wilder 1, tactician 1

Display Auditory and material

Manifesting Time 1 full-round action

Range Touch

Effect 1 crystal

Duration 1 day/level

Power Points 1

You create a crystal that vibrates slightly by focusing on a message that must be said during the manifesting. The message may contain up to 25 words. When the crystal is destroyed (which is easy enough to do so that no check is required), it delivers your message with the same voice, intonation and vocal strength you used.

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

- For every additional 4 power points you spend, you can target an additional ally.
- For every additional power point spent on this power the duration is increased by one round.



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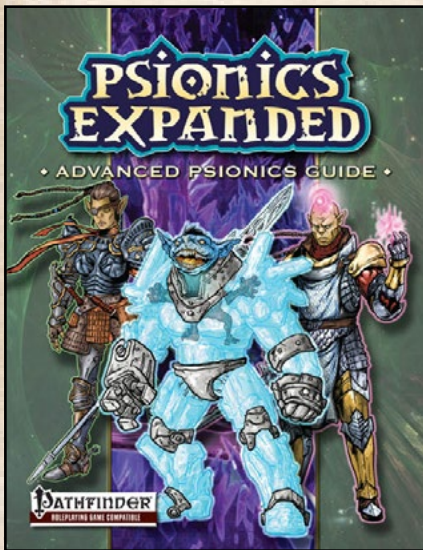
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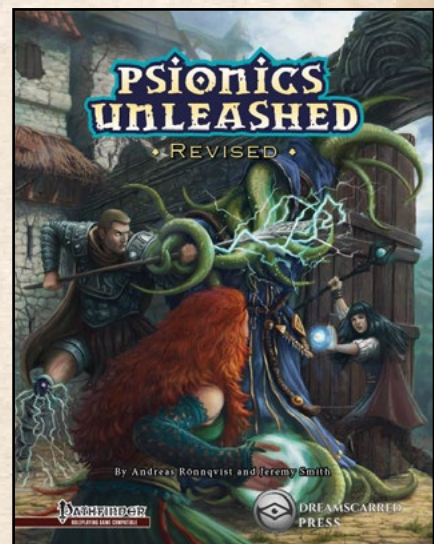
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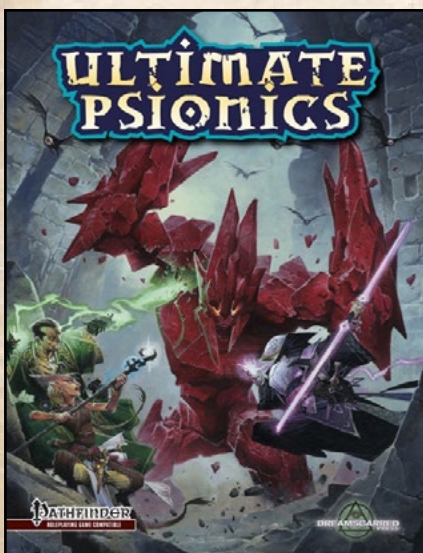
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