

הַקְּרָא וְהַלְּמַד אֶת הַסֵּפֶר הַזֶּה בְּלִי לֹא לְעַלְמֵי עוֹלָם

SHATTERED SKIES

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CAMPAIGN SETTING



EMPATH

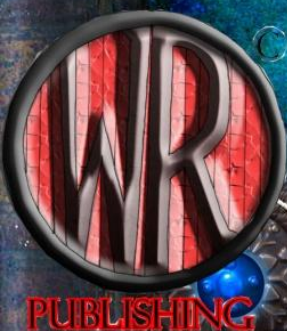
HYBRID CLASS

BY JARRETT SIGLER

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

OGL

3.5 SYSTEM COMPATIBLE



EMPATH

HYBRID CLASS

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EMPATH

The most primal and central mental energy of any humanoid is raw, unfettered emotion. It drives individuals in all manner of pursuits. For instance, some paladins are driven to revenge by righteous ire, and wizards to magical perfection by self-indulgent arrogance. The Empath seeks to understand the effects that these emotions have on their hosts, and the turbulence they can cause within. Empaths bask in the unbridled chaos of emotion, seeking to understand the force that guides us all.

Role: An Empath's role in an adventuring party is as an emotional catalyst. They are capable of riding out, or even exasperating the most volatile of mental states, or bringing them closer to normality. An empath supports his group with a variety of powers and psychic spells that augment the group's innate talents.

Alignments: Any.

Hit Die: d6

Parent Classes: Cleric and Psychic.

Starting Wealth: 2d6 × 10 gp (average 70 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge(all)(Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha)

Skills per Level: 4 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency: Empaths are proficient with simple weapons, and with light and medium armor.

Analyze Aura (Su): At 1st level, as a standard action, empaths may cast analyze aura to see emotional auras at will.

Emotional Sensitivity (Su): At 1st level, an empath selects a single emotion with which she is particularly in tune. Once selected, the empath may not change this sensitivity.



TABLE: EMPATH

Level	Base Attack	Fort	Ref	Will	Special	Spells Per Day								
	Bonus	Save	Save	Save		1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Analyze Aura, Emotional Sensitivity, Knacks	3	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Deep bond 1d6	4	-	-	-	-	-	-	-	-
3rd	+1	+3	+1	+3		5	-	-	-	-	-	-	-	-
4th	+2	+4	+1	+4	Deep bond 2d6	6	3	-	-	-	-	-	-	-
5th	+2	+4	+1	+4	Emotional Sensitivity power	6	4	-	-	-	-	-	-	-
6th	+3	+5	+2	+5	Deep bond 3d6	6	5	3	-	-	-	-	-	-
7th	+3	+5	+2	+5		6	6	4	-	-	-	-	-	-
8th	+4	+6	+2	+6	Deep bond 4d6	6	6	5	3	-	-	-	-	-
9th	+4	+6	+3	+6		6	6	6	4	-	-	-	-	-
10th	+5	+7	+3	+7	Deep bond 5d6, Emotional Sensitivity power	6	6	6	5	3	-	-	-	-
11th	+5	+7	+3	+7		6	6	6	6	4	-	-	-	-
12th	+6/+1	+8	+4	+8	Deep bond 6d6	6	6	6	6	5	3	-	-	-
13th	+6/+1	+8	+4	+8		6	6	6	6	6	4	-	-	-
14th	+7/+2	+9	+4	+9	Deep bond 7d6	6	6	6	6	6	5	3	-	-
15th	+7/+2	+9	+5	+9	Emotional Sensitivity power	6	6	6	6	6	6	4	-	-
16th	+8/+3	+10	+5	+10	Deep bond 8d6	6	6	6	6	6	6	5	3	-
17th	+8/+3	+10	+5	+10		6	6	6	6	6	6	6	4	-
18th	+9/+4	+11	+6	+11	Deep Bond 9d6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+11	+6	+11		6	6	6	6	6	6	6	6	4
20th	+10/+5	+12	+6	+12	Emotive Master	6	6	6	6	6	6	6	6	6

Each emotion grants a number of emotional powers at 1st, 5th, 10th, and 15th levels. At 20th level the empath gains power over the emotion itself, becoming an Emotive Master. Unless otherwise stated, activating an emotional sensitivity power is a standard action that provokes an attack of opportunity.

ANGER

Boiling Over (Su): At 1st level, as a standard action, the empath can pour rage into a willing target within 30 feet. The target gains a +1 bonus to attack rolls and +1 bonus to damage rolls for 1 round. The bonus to attack and damage rolls increases by 1 every four empath levels attained. The empath may use this power 3 + her wisdom modifier

times a day. The empath gains an additional use of this ability with every empath level gained.

Foaming Mouth (Su): At 5th level, the empath can bite a single creature within reach as a standard action which does not provoke an attack of opportunity. This bite does 1d4 points of piercing damage. The target of the bite must make a will save DC: 10 + ½ the empath's level + the empath's constitution modifier or suffer the effects of the rage spell.

Temper-Tantrum (Su): At 10th level, the empath's ability to feel other's rage is so powerful that those closest to her share in the anger. The creature bonded by the empath's



deep bond ability gains a +2 morale bonus to strength and constitution while bonded.

Swallow Rage (Su): At 15th level, the empath actively feeds on the rage of those around her. As a full-round action which provokes an attack of opportunity, she may actively consume the emotional rage and anger in those around her. This has the same effect as the *calm emotions* spell, without the save.

Emotion Mastery (Su): At 20th level, the empath knows anger better than anyone. Anyone under the effects of a rage spell or a power with “rage” in the name is easily manipulated by the empath. As a standard action, she may command them as per the *dominate monster* spell.

AWE

Touch of Awe (Ex): At 1st level, the empath may share awe with a creature as a standard action. The creature is dazzled for 1d4 rounds. The dazzled creature loses any held actions, readied actions or delayed actions. The empath may do this 3 + the empath’s charisma bonus times per day.

Resplendant Wonder (su): At 5th level, the empath has gathered a significant amount of awe. When the empath’s bonded creature suffers the confused, dazed, exhausted, fascinated, fatigued, nauseated, or sickened condition the empath can fill them instead with an overwhelming sense of awe. This ends the negative condition and ends the bond with the ally.

Majesty’s Crown (Su): At 10th level, the empath becomes the embodiment of wonder and revelry. When the empath suffers a condition, she may make a gaze attack at a single creature within 50 feet as a free action. That creature must succeed a Will save DC 10 + ½ empath level + charisma modifier or also suffer the same condition. As long as the empath suffers a condition, she may make this gaze attack as a standard action.

Radiant Aura (Su): At 15th level, the sense of awe is palpable around the empath. This aura extends 30 feet from her person and detects as her alignment. An ally within this aura may give into the awe that surrounds them, and may re-roll a save versus a spell or spell-like ability. The new result must be used, even if the result is lower.

Emotion Mastery (Su): At 20th level, the empath may share child-like wonder and awe of all things with creatures around her. As a swift action, the empath can render a single foe within 50 feet flat-footed until its next activation.

COURAGE

Courageous Aura (Ex): At 1st level, the empath pulls the courage of heroes around her into a swirling current of heroism. Allies within 15 feet gain a +1 circumstance bonus on Will saves vs fear. This bonus increases by 1 for every 3 empath levels attained.

Bond of Trust (Ex): At 5th level, the empath’s deep bond feature begins to affect creatures differently. When a bonded target would be frightened, shaken, or panicked, the empath may grant them another saving throw instead of healing them. This extra save removes the condition if successful.

Wings of Valor (Su): At 10th level, the empath has accumulated so much courageous energy that she can grant a single charging ally a 60 feet fly speed as a swift action. This flight has perfect maneuverability, but ends as soon as the charging ally resolves the charge. The empath may use this power three times per day.

Manifest of Glory (Ex): At 15th level, when a bonded ally gain a morale bonus, the empath may opt to double that bonus for a number of rounds equal to her charisma modifier. She may opt to double a single morale bonus once per deep bond formed.

Emotion Mastery (Su): At 20th level, the empath’s mind is filled with all the courage of the people of the world. Allies within 30 feet become immune to fear effects. While the empath and her allies stand within a fear aura, allies gain a +3 morale bonus to attack and damage rolls. Allies’ weapons and attacks also count as the empath’s alignment for the purposes of overcoming DR against the source of the fear aura. This extra damage is precision damage and is not multiplied upon a critical hit.

DESIRE

Knowing Gaze (Ex): At 1st level, the empath understands what someone wants to hear. With a standard action, a creature within 30 feet needs to make a Will save DC: 10 + ½ the empath’s class level. If the creature fails the save, it suffers a -2 circumstance penalty to sense motive checks against the empath. This penalty increases by 1 for every 3 empath levels attained.

Heavy Words (Su): At 5th level, when conversing with a single creature, the empath may expend an unused spell slot to roll an additional d20 on bluff or diplomacy checks. She may select which roll to take. With a touch, she can grant someone else this insight for 1 round per spell level of the spell slot expended.



Promised Outcome (Su): At 10th level, the empath is capable of manipulating desires stirring in the minds of those nearby. She may make a promise to a target in exchange for performing a task of comparable value. This acts as the *suggestion* spell with a duration that lasts 1 hour per empath level. The target may attempt to succeed a Will save DC: 15 + ½ the empath level to resist the effect and become immune to this power for 24 hours.

Subfeature 1 (Su): At 15th level, the empath has the ability to implant a desire into another person as a full-round action. The desire must be something that does not break the creature's alignment, but can be something that is uncharacteristic of the person as per the *dominate person* spell. The creature can resist the desire with a will save DC: 10 + ½ the empath's level + the empath's charisma modifier. The desire lasts for 1 minute per empath level.

Emotion Mastery (Su): At 20th level, the empath can instinctively learn what others want most. With a minute of concentration focusing on a single individual, she can learn that target's desires, even if they are not sure of it themselves, or do not want to admit it. The empath is not able to determine reasoning behind these desires. Mindless creatures are immune to this effect.

DESPAIR

Misery's Company (Su): At 1st level, when an ally is suffering a fear effect within 30 feet, the empath may, as a standard action, suppress the fear effect. Panicked becomes frightened, and frightened becomes shaken while suppressed. Shaken allies have the penalties reduced by half while suppressed. No more than one ally may have a fear effect suppressed at a time, and the effects are suppressed for 1 round per empath level.

Pitable Exchange (Su): At 5th level, three times a day, as a swift action, when an ally is suffering a morale penalty, the empath may voluntarily take the penalty herself instead. The empath takes all morale penalty effects as if she were the original target.

Pit of Despair (Su): At 10th level, the empath can, as a standard action, pour all the despair in her mind into a single creature within 50 feet. The creature must succeed a will save DC: 10 + ½ the empath level + the empath's wisdom modifier or the creature will suffer a -4 morale penalty to its armor class and all attack rolls, ability checks and skill checks for 1 round per charisma modifier. If the creature succeeds the save, they are immune to this ability for the next 24 hours.

Weight of Agony (Su): At 15th level, the awful weight of the world's anguish can be poured into an enemy. A single foe within 30 feet must succeed a save vs DC: 10 + ½ the empath level + the empath's wisdom modifier or suffer the effects of the *slow* spell for 1 round per charisma modifier. If the creature succeeds the save, they are immune to this ability for the next 24 hours.

Emotion Mastery (Su): At 20th level, despair feeds the empath. When a creature within 50 feet is suffering the frightened, shaken, or panicked condition, she immediately gains the benefits of one of the following spells: *deathward*, *divine power*, or *freedom of movement*. The chosen effect lasts as long as the empath is within 50 feet of the suffering creature. She may choose one spell effect for each afflicted creature within 50 feet.

EUPHORIA

Small Trip (Su): At 1st level, the empath is able to replicate the effects of the spell *polypurpose panacea* at-will as a standard action. This ability can affect any creature within 30 feet, and has a save of 10 + ½ the empath's level + her charisma modifier.

Positivity (Su): At 5th level, a bonded creature gains a bonus on saves vs death effects, negative energy and negative levels equal to the empath's charisma modifier.

Emotional Rush (Sp): At 10th level, the empath can spike the emotional state of a creature within 30 feet as a swift action. The creature gains the effects of the *Haste* spell for the empath's charisma modifier in rounds. She may do this once per day for every 5 empath levels attained.

Intensity (Su): At 15th level, the empath can, as a full-round action, dip into the dizzying highs of the emotional spectrum and grant an ally a +1 circumstance bonus on attack rolls, damage rolls, skill checks, and a +1 circumstance bonus to the ally's effective caster level and damage rolls for spells. The circumstance bonus increases by 1 for every 5 levels the empath attains. This bonus endures for 1 round, but may be maintained by the empath as a move action.

Emotion Mastery (Su): At 20th level, the empath feels all the dizzying highs of emotion in the people around her. She can share this resplendent feeling with another creature with but a touch against its skin. When a creature hits the empath with a natural weapon or an unarmed attack; or if the empath makes a successful touch attack, the creature is dazed with euphoric feelings. This dazed condition lasts a single round, but is applied each time the empath is struck as previously stated or makes a



successful touch attack. Creatures who successfully grapple the empath become dazed for as long as the grapple is maintained.

HORROR

Malicious Grin (Ex): At 1st level, fear permeates around the empath and can extend to her allies. She may make a malicious grin as a standard action, granting herself or an ally a +3 circumstance bonus on intimidate checks for 1 round per charisma modifier. While the empath or her target is under this effect, creatures affected by the grinner's intimidate checks are shaken for 1 additional round. This duration increases by another round for every 3 empath levels attained. The empath may use this power 3 + her wisdom modifier times a day.

Darker Purpose (Su): At 5th level, when the empath uses the deep bond class feature with an ally, that ally becomes immune to fear effects for the duration of the bond.

Beacon of Fear (Su): At 10th level, the empath gains a fear aura. This aura extends 30 feet from the empath. The aura may be suppressed as a free action. Enemies within the aura that fail a Will save DC: 10 + ½ the empath's class level are shaken. Enemies that fail by 5 or more are frightened. This is a fear effect.

Perspective Shift (Su): At 15th level, the empath may use a move action to shift the center of her fear aura to an ally within his original aura radius. The ally counts as the source of the fear aura for 1 round per empath level. The ally cannot suppress the aura, but the empath may. If the empath suppresses the aura, the center of effect returns to her.

Emotion Mastery (Su): At 20th level, all the horror of the world flows through the empath's mind, as she becomes a conduit for fear. When a creature is under the effects of a fear effect, the empath may, as an immediate action, consume the fear. When such fear is consumed, the empath gains the benefits of the *transformation* spell. The spell lasts as long as the fear effect consumed would normally last.

Spells: The empath may cast a number of psychic spells drawn from the empath class spell list. The empath may cast any spell without preparing it ahead of time. To cast a spell, the empath must have a wisdom score equal to at least 10 + the spell level. The difficulty class of the empath's spells is equal to 10 + the spell's level + the empath's wisdom modifier.

The empath can only cast a certain number of spells of each spell level per day. The empath's base daily spell allotment is given on the **Table: Empath**. In addition, the empath receives bonus spells per day if she has a high wisdom score.

The empath's selection of spells is limited. An empath begins play knowing four 0-level spells and two 1st level spells of the empath's choice. The empath learns one or more new spells as indicated on the **Table: Empath Spells Known**. Unlike the empath's spells per day, the number of spells known is not affected by the empath's wisdom score.

TABLE: EMPATH SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	4	3	2	-	-	-	-	-	-
8th	7	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	8	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3



At 2th level, and every even-numbered level thereafter, an empath can choose a single psychic class spell or cleric class spell to learn in place of an empath spell already known. In effect the empath loses the old spell in exchange for the new one. The spell's level must be the same as the one being exchanged, and it must be at least one level lower than the highest spell level the empath can cast. The empath can choose a single spell per spell level to change, and this decision must come at the same time that she would gain new spells for that level.

Knacks: An empath can learn a number of knacks, or 0-level empath spells. These spells are cast like any other spell, but do not consume spell slots.

Deep Bond (Su): At 2nd level, the empath gains the ability to create a deep bond with another individual. As a standard action, the empath can touch a single willing creature to form an emotional bond. This bond lasts 1 minute. For the duration of this bond, the target may use the higher of the empath's save or their own. At the start of the empath's turn, as a full-round action, the empath may heal the bonded target 1d6 hit points. This healing increases by a d6 at 4th level, and every even level thereafter until level 18. The empath may only have one bond formed at any given time, and the empath's bond is lost if he or the bonded character is reduced to 0 hit points or if the empath and the bonded character are further than 25 feet + 5 feet per empath level apart. The empath may use this ability 3 + charisma modifier time a day.

EMPATH SPELLS

The empath gains access to the following spells.

0 Level Spells— *daze, detect poison, detect psychic significance, flare, grave words, ghost sound, guidance, message, read magic, resistance, telekinetic projectile, stabilize, virtue*

1st Level Spells — *anticipate peril, calm animals, cause fear, charge object, charm person, command, comprehend languages, cure light wounds, deathwatch, detect chaos/evil/good/law, detect undead, doom, endure elements, entropic shield, expeditious retreat, forbid action, hypnotism, identify, magic aura, object reading, protection from chaos/good/evil/good/law, psychic reading, quintessence, rally point, remove fear, shield, sleep, unprepared combatant, vanish, wrath*

2nd Level Spells — *aid, accelerate poison, air step, analyze aura, aversion, bear's endurance, bull's strength, bullet shield, calm emotions, castigate, cat's grace, compassionate ally, cure moderate wounds, daze monster, delay pain, delay poison, demand offering, eagle's splendor, effortless armor, fox's cunning, hold person, implant false reading, inflict pain,*

miserable pity, obscure object, oppressive boredom, owl's wisdom, resist energy, restoration, lesser, scare, shield other, unnatural lust, weapon of awe

3rd Level Spells— *antagonizing rebuke, arcane sight, aura alteration, bestow curse, blindness/deafness, clairaudience/clairvoyance, cloak of winds, cure serious wounds, deep slumber, dispel magic, displacement, follow aura, good hope, haste, hold person, locate object, nondetection, protection from energy, rage, reckless infatuation, remove blindness/deafness, remove curse, riding possession, seek thoughts, share language (communal), speak with dead, suggestion, symbol of healing, unadulterated loathing, vision of hell, water walk*

4th Level Spells— *aura of doom, air walk, arcane eye, battle trance, break enchantment, charm monster, confusion, contact other plane, contingent scroll, crushing despair, cure critical wounds, daze (mass), death ward, detect scrying, dimensional anchor, divination, echolocation, fear, forced repentance, freedom of movement, globe of invulnerability (lesser), hold monster, life bubble, locate creature, malicious spite, mind probe, mindwipe, moonstruck, neutralize poison, object possession, overwhelming grief, planar adaptation, poison, possession, resilient sphere, restoration, scrying, shared wrath, shout, spell immunity, stonesskin, terrible remorse, tongues*

5th Level Spells— *air walk (communal), atonement, battlemind link, breath of life, castigate, mass; command, greater; cure light wounds, mass; curse of disgust, dispel chaos/evil/good/law, dispel magic (greater), dominate person, entrap spirit, false vision, feast on fear, find quarry, forbid action (greater), mind fog, plane shift, prying eyes, raise dead, remote viewing, smug narcissism, spell resistance, stonesskin (communal), suffocate, suggestion (mass), telekinesis, true seeing, unwilling shield*

6th Level Spells— *analyze dweomer, antimagic field, antipathy, bear's endurance, mass; bull's strength, mass; charm monster (mass), cure moderate wounds, mass; dispel magic, greater; eagle's splendor, mass; envious urge, eyebite, find the path, geas/quest, globe of invulnerability, harm, heal, legend lore, owl's wisdom, mass; possession (greater), scrying (greater), serenity, symbol of fear, temporary resurrection, utter contempt, vengeful outrage, word of recall*

7th Level Spells— *arcane sight, great; control undead, ethereal jaunt, hold person, mass; insanity, joyful rapture, phantasmal revenge, phase door, plane shift, spell turning, teleport, greater; vision, waves of ecstasy, waves of exhaustion*

8th Level Spells— *binding, demand, dimensional lock, discern location, irresistible dance, maze, moment of precognition, protection from spells, prying eyes, greater; screen, sympathy, temporal stasis, trap the soul*



9th Level Spells— *astral projection, dominate monster, etherealness, foresight, freedom, hold monster, mass; imprisonment, overwhelming presence, refuge, soul bind, time stop, weird*

EMPATH ARCHETYPES

CENTRAL MIND

Sometimes, an empath learns that the deep bond he creates with others can be shared, and he begins training as a central mind, a being capable of transferring the feelings from one person to another.

Mental Communication (Su): At 1st level, the central mind may communicate telepathically at-will with a single willing creature within 30 feet. The central mind may only communicate messages if he and the creature share at least one language, otherwise the central mind may only share emotions and a single still mental image.

At 5th level, the central mind may expand the range at which he can communicate telepathically. This range increases to 50 feet + 25 feet for every 4 central mind levels attained. These telepathic messages may now be more involved feelings or images that are similar to the silent image spell.

At 10th level, the central mind may cast spells through the telepathic link. The spells cast through the link count as if the target is within touch range.

At 15th level, the central mind may communicate telepathically as if the empath were under effect of the tongues spell.

At 20th level, the central mind needs only the name of a creature, and a clear mental image to communicate telepathically.

This replaces the Emotional Sensitivity and Emotive Master class features.

Branching Node (Su): At 2nd level, the central mind can place a single node on another willing creature as a full-round action. This node grants a connection to every other creature the central mind has placed a node on. The nodes may share thoughts and opinions. Creatures that have a node cannot be surprised unless all creatures with nodes through that central mind are surprised.

The central mind can move hit points from any creature with one of his nodes to another, as a standard action. Any hit points moved in such a way may not incapacitate a creature, and the central mind may only move up to his central mind level in hit points from one creature to another in a single action.

The central mind may place one node plus his wisdom modifier for every two levels he attains. The central mind is always considered connected to all creatures with a node. A single node will last 1 hour per central mind level.

This replaces the Deep Bond class feature.



STORN



INSTINCTUAL-DRIVER

Few hear the wild hearts of nature, or the untamed, adrenaline-fueled passion of the animal kingdom. When an empath focuses on an animal, and understanding what drives the natural world, he eventually learns to twist and push the world of tooth and claw to its limit as an instinctual driver.

Animist Bond (Sp): At 1st level, the instinctual driver may choose from one of the following types of creatures: animal, constructs, magical beasts, plant, ooze, or vermin. The instinctual driver's selection allows him to treat that specific type of creature as humanoid for the purposes of spells or effects.

All language dependent effects treat the selected type of creature as a native speaker of the instinctual driver's preferred language.

At 5th level, the instinctual driver may spend a standard action to attempt to charm a single creature of the selected type. Only one target may be charmed at a time (one swarm in the case of vermin) and the creature may resist this charm effect with a will save DC: $10 + \frac{1}{2}$ the instinctual driver's level. A creature that resists this charm effect is immune to it for 24 hours thereafter. This charm lasts until the creature or the instinctual driver loses line of sight with the other.

At 10th level, the instinctual driver may spend a move action to charm a single creature of the selected type. Once charmed, the instinctual driver may spend a standard action to dominate the charmed creature. The charmed creature does not know that it is dominated, it simply obeys the whims of the instinctual driver as if it were its own impulse. This domination lasts 1 hour and does not require line of sight.

At 15th level, the instinctual driver may spend a full-round action to compel a dominated creature of the selected type to complete a single task. The task is treated like the *lesser geas* spell, with exception that it lasts 1 day per the instinctual driver's level. The creature does not need to understand the instinctual driver's language, but must be able to physically complete the task. The instinctual driver may use this power 1 time per day for every 5 levels attained.

At 20th level, the instinctual driver may spend a full-round action to act as if he had cast *binding* on a dominated creature of the selected type. This effect lasts for 1 week.

This replaces the Emotional Sensitivity class feature.

SENSORIAL

Some empaths find that shaping a person's emotional state is to manipulate an individual's senses. The sensorial bestows her senses upon others and takes their senses upon herself.

Sensory Enhancements (Su): At 2nd level, the sensorial may enhance a single sense of another creature within 30 feet as a standard action. This effect lasts for 1 round per sensorial level; she may end this effect early as an immediate action. Based on the specific sense and the effect bestowed, the creature gains the following powers:

Sight: The sensorial grants the creature darkvision for 30 feet. At 5th level the sensorial may grant the effects of the *detect secret doors* spell. At 10th level the may grant the effects of the *see invisibility* spell. At 15th level the sensorial may grant the effects of the *true seeing* spell.

Hearing: The sensorial grants the creature the effects of the *comprehend languages* spell. At 5th level, the sensorial may grant the creature the effects of the *clairaudience/clairvoyance* spell for hearing at a specific point she can see. At 10th level, the sensorial may grant the lifesense special quality. At 15th level, the range of the *clairaudience/clairvoyance* spell effect increases to any point the sensorial knows about.

Smell: The sensorial may grant the creature the scent special qualities. At 5th level, the sensorial may grant the effects of *detect poison*. At 10th level, the sensorial can sense magical presence as if she had the *arcane sight* ability. At 15th level, the creature is immune to odor-based spells or effects.

Touch: The sensorial grants the creature 1 temporary hit point per sensorial level. At 5th level, the creature also gains DR 1/-. At 10th level, the creature gains the tremor-sense special quality with a range up to 30 feet, and the Damage Resistance increases by 1. At 15th level the creature gains 2 temporary hit points per sensorial level, and the DR increases by an additional 1.

Taste: The sensorial grants the creature an extra round of duration for potion effects. At 5th level, the creature doubles morale benefits granted by food, or effects that require consumption. At 10th level, the creature doubles the benefits granted by a single potion effect, then ends the sensory enhancements duration. At 15th level, the effects of a single potion or consumed effect may last the entire duration of the sensory enhancement.

This power replaces the Deep Bond class power.



SYCOPHANT OF PAIN

When an empath explores the dark parts of her mind, she finds an untapped wellspring of power: pain. All creatures feel pain, and through it, the empath can connect and feed herself more.



Agonize (Su): At 1st level, the sycophant of pain revels in the suffering of others. She can cause anguish in an ally within 30 feet as a standard action, granting them 1d6 temporary hit points, but imparting the nauseated condition for a number of rounds equal to the amount of temporary hit points given. This generates a number of Pain points for the sycophant of pain equal to the result of the die roll, up to a maximum of the sycophant of pain's level + her charisma modifier. As a standard action, she may expend any number of Pain points to inflict 1 point of damage per point spent to an enemy within 30 feet.

At 5th level, the sycophant of pain may expend any number of pain points to heal that many hit points of damage as a standard action. She may use this upon herself as a swift action.

At 5th, 10th, and 15th level, the number of allies that may receive temporary hit points increases by 1, and the die increases by 1d6 to a maximum of 4d6 at 15th level.

This replaces the emotional sensitivity class feature and the Emotive Master class feature.

Wounding Well (Su): At 2nd level the sycophant of pain's mind adapts to new ways to experience agony. As a standard action, the sycophant of pain may create a bond with another creature within 30 feet. This bond lasts for 1 round per sycophant of pain level. While the bond is active, the bonded creature takes a -2 morale penalty to attack rolls, damage rolls and caster level checks for every even level the sycophant of pain has attained. The bonded creature may negate this penalty by voluntarily taking 1d4 points of damage per -2 morale penalty they wish to ignore. The sycophant of pain may only have one bond formed at any given time, and the sycophant of pain's bond is lost if she or the bonded character are reduced to 0 hit points, or if the sycophant of pain and the bonded character are further than 25 feet + 5 feet per sycophant of pain level apart. The sycophant of pain may use this ability 3 + her charisma modifier times per day.

This replaces the Deep Bond class feature.

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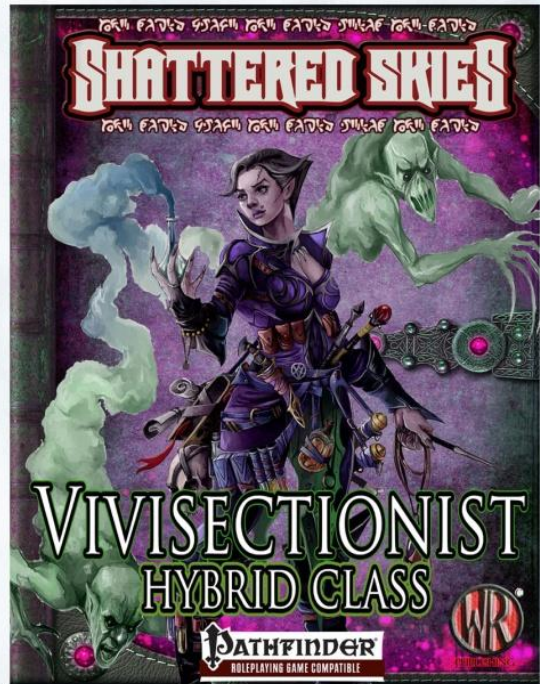
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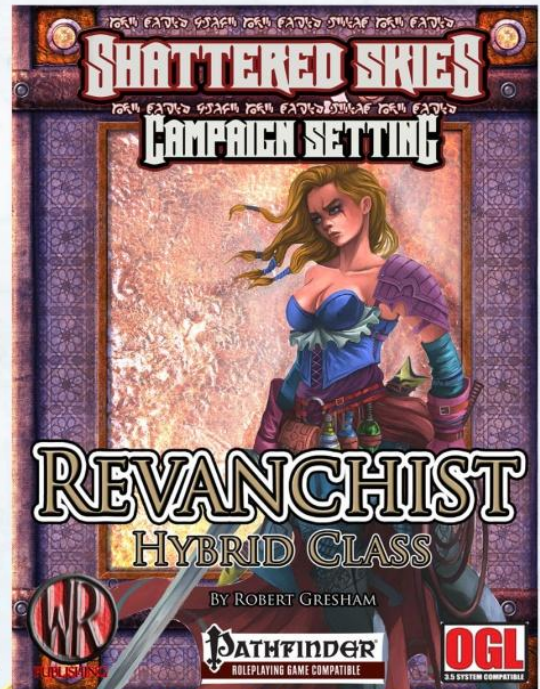
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