

PSIONICS EXPANDED

◆ FIND THE MARK ◆



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Psionics Expanded

FIND THE MARK

Lead Designers: Jeremy Smith, Andreas Rönnqvist

Additional Design: Philip J. Leco, II

Cover Artist: Rick Hershey

Cover Design: Erik Nowak

Interior Layout: Jeremy Smith

Interior Artists: Rick Hersey, Tsailanza Rayne

Playtesting and Additional Design: Josh “Wynterknight” Harper, Austin Morgan, Cory Gilman, Brian Faller, Michael “Drakanor Dream” Duffy, James Bailey, Dave “Lordmonkeysama” Bruno, Darrick Dahl, E.L. Green, Stefan “Calain80” Pukallus, Doug Limmer, Andi Smith, Dave Harris, Angel Harris, Aedon Harris, John Meyer, Syonique (N. Langenfeld) and the playtesters at Silver Star, Andrew Bigwood (Biggy) and his playtesting group: Emma Bigwood, Stephen Black, Nathan Jack, Trevor Williams

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

Psionics Expanded requires the use of *Psionics Unleashed: Core Psionics System*, © 2010 Dreamscarred Press. See <http://dreamscarredpress.com> for more information on *Psionics Unleashed*.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Psionics Expanded is published by Dreamscarred Press under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

© 2011 Dreamscarred Press

INTRODUCTION

While *Psionics Unleashed* does a great job of implementing psionics in the *Pathfinder Roleplaying Game*, there were a lot of things that could have been done for psionics that just did not make it into the final version of *Psionics Unleashed*.

That's where *Psionics Expanded* comes in.

The goal of the Psionics Expanded project was to implement all of those advanced psionics concepts that we left out of *Psionics Unleashed* because of time, space, or resource constraints. Psionic healing, new prestige classes, a true system for psionic talents, a true psionic tank, and psionic versions of options found in the *Pathfinder® Roleplaying Game: Advanced Player's Guide* are all included in *Psionics Expanded*, as well as a host of new player options.

Who is it for?

Where *Psionics Unleashed* contained information for both the player and the GM, *Psionics Expanded* is aimed primarily for players. With new classes, feats, character options, powers, prestige classes, and psionic items, everything in this book has been developed with the player in mind.

Playtesting

Like *Psionics Unleashed*, all of the material in *Psionics Expanded* was playtested by you - the players. Players across the world used this material in their own games, giving sometimes harsh feedback about the new mechanics. It is our belief that by including the psionic players in the development process, the final product ends up being of higher quality, better balanced, and simply more fun.

We truly appreciate all the time, effort, and feedback that the psionic community has given for this project.

Serialized Releases

Unlike *Psionics Unleashed*, *Psionics Expanded* is being released as a series of smaller documents, each of a certain theme. This is being done because it makes it easier to get the constituent parts of *Psionics Expanded* available to you, the player, while we work on the finished compiled book. By separating the book into six initial pieces, it becomes significantly easier to manage.

This release focuses on the marksman base class, as well as psychokinesis and other ranged combat options such as feats, powers, and items. Each subsequent release will focus on another aspect of the *Psionics Expanded* project, until all six have been released and we compile it all into a single book.

Definition of Terms

Below are definitions of some of the common terms used in this book.

Augment: An optional cost in power points that can be paid during manifestation to improve certain powers. The total power point cost is equal to the base power's cost plus any power points spent on augmentation; this total power cost cannot exceed the character's effective manifester level.

Base Class: A class that progresses from level 1–20.

Manifester Level: Generally equal to the number of class levels (see below) in a manifesting class. Some prestige classes add manifester levels to an existing class.

Character Level: The sum of a character's class levels.

Class Level: The level of a character in a particular class.

Key Ability Modifier: The ability score modifier for the character's key ability score. For psions, this is Intelligence, for psychic warriors it is Wisdom, and Charisma for wilders.

Manifester Level: Generally equal to the number of class levels in a given manifesting class. Some prestige classes add manifester levels to an existing class. Manifester levels from multiple base classes do not stack (they are tracked individually, akin to how sorcerer and wizard caster levels are tracked individually). A character with psi-like abilities, but no class levels in any manifesting class, does not have a manifester level for most purposes, including feat and prestige class requirements.

Metamorphosis Powers: One of the powers with metamorphosis in its name. Specifically *minor metamorphosis*, *metamorphosis*, *major metamorphosis*, and *true metamorphosis*.

Power Point Reserve: A character's personal store of power points. A character with a power point reserve gains the psionic subtype and can gain psionic focus, even if the power point reserve has been depleted.

Psionic Class: Any class which requires or grants psionic power points.

Psionic Focus: A psionically-empowered state of mind. Some abilities can only be used while a character has psionic focus. Some abilities can only be used by expending psionic focus; only one such ability can be used when psionic focus is expended. Gaining psionic focus is a full-round action that provokes attacks of opportunity.

CLASSES

Along with a brand new base class, the marksman, presented in this section you will also find new options for the core psionic base classes. A new psychic warrior path, a new archetype for the soulknife, and even a new concept - the advanced discipline - for psions.

NEW BASE CLASS

While the four core psionic classes - the psion, psychic warrior, soulknife, and wilder - can fill many roles for the party, there are still necessary positions within an adventuring group that cannot be covered solely by psionics. Presented below you will find the marksman class, a psionic ranged combat specialist, capable of devastating attacks from afar.

MARKSMAN

Masters of ranged weapons, marksmen are the elite wielders of any weapon that can be shot, fired, or thrown. Unlike rangers, who are more focused on tracking down their chosen enemies, marksmen focus their attention on harnessing their ranged combat abilities, learning to use their weapon in ways others could only dream of. Their psionic ability improves their attacks and augments their otherwise limited defensive abilities.

Role: As light armor wielders, marksmen are not intended to be front-line combatants. They excel when they have a safe distance from which to unleash their deadly attacks.

Alignment: Any

Hit Die: d10

Starting Gold: 5d4 x 10 (125 gp)

Starting Age: Moderate (as fighter)



A marksman focuses on ranged combat, delivering deadly attacks from afar

CLASS SKILLS

The marksman's class skills are Acrobatics, Autohypnosis, Climb, Craft, Escape Artist, Intimidate, Knowledge (Psionics), Perception, Perform, Profession, Sense Motive, Stealth, Survival, and Use Magic Device

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

You are a warrior first and foremost – your precision and prowess will frequently be tested in battle. However, you are more than just a straightforward archer. Your intuition, psionic abilities and powers can make or break a battle, if they are used wisely.

Weapon and Armor Proficiency: A marksman is proficient with all simple weapons, all light, projectile, and thrown martial weapons, light armor, and with bucklers. Armor does not interfere with the manifestation of powers.

Power Points/Day: A marksman's ability to manifest powers is limited by the power points she has available.

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

Powers Known: A marksman begins play knowing no marksman powers (although she can manifest powers from power completion or power trigger items as normal). At each level indicated on Table: The Marksman, she unlocks the knowledge of a new power.

Choose the powers known from the marksman power list. (*Exception:* The feat Expanded

Knowledge does allow a marksman to learn powers from the lists of other classes.) A marksman can manifest any power that has a power point cost equal to or lower than her manifest level.

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

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

The Difficulty Class for saving throws against marksman powers is 10 + the power's level + the marksman's Wisdom modifier.

Maximum Power Level Known: A marksman begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers. To learn or manifest a power, a marksman must have a wisdom score of at least 10 + the power's level.

Combat Style: A marksman of 1st level chooses a type of ranged combat that is her preferred style. This style determines certain class features, skills, and abilities, as described in the different styles below.

Point-Blank Shot: At 1st level, a marksman gains the Point-Blank Shot feat as a bonus feat.

Wind Reader (Su): A marksman can use her heightened senses and awareness of her surroundings to read the wind and environment, allowing her to drastically improve her accuracy. While maintaining psionic focus, she can spend a swift action to gain a competence bonus equal to her Wisdom modifier on ranged attacks until the end of the round. She can do this a number of times per day equal to 3 + her class level.

TABLE: THE MARKSMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	+1	+0	+2	+2	Combat style, Point Blank Shot, wind reader	1	0	1st
2	+2	+0	+3	+3	Evade arrows (+1), style technique, favored weapon (+1)	2	1	1st
3	+3	+1	+3	+3	Style skill (+1), style mantra	3	2	1st
4	+4	+1	+4	+4	Cover fire, style ability	5	2	1st
5	+5	+1	+4	+4	Bonus feat	7	3	2nd
6	+6/+1	+2	+5	+5	Evade arrows (+2), style skill (+2), favored weapon (+2)	9	4	2nd
7	+7/+2	+2	+5	+5	Disengage	11	5	2nd
8	+8/+3	+2	+6	+6	Bonus feat, style ability	14	5	2nd
9	+9/+4	+3	+6	+6	Style skill (+3)	17	6	3rd
10	+10/+5	+3	+7	+7	Evade arrows (+3), favored weapon (+3)	20	7	3rd
11	+11/+6/+1	+3	+7	+7	Bonus feat	24	8	3rd
12	+12/+7/+2	+4	+8	+8	Style ability, style skill (+4)	28	8	3rd
13	+13/+8/+3	+4	+8	+8	Defensive shot	32	9	4th
14	+14/+9/+4	+4	+9	+9	Bonus feat, evade arrows (+4), favored weapon (+4)	37	9	4th
15	+15/+10/+5	+5	+9	+9	Style skill (+5)	42	10	4th
16	+16/+11/+6/+1	+5	+10	+10	Style ability	47	10	4th
17	+17/+12/+7/+2	+5	+10	+10	Bonus feat	52	11	4th
18	+18/+13/+8/+3	+6	+11	+11	Evade arrows (+5), style skill (+6), favored weapon (+5)	58	11	4th
19	+19/+14/+9/+4	+6	+11	+11	Ranged specialist	64	12	4th
20	+20/+15/+10/+5	+6	+12	+12	Bonus feat, style ability	70	12	4th

Favored Weapon: Marksmen of 2nd level select a group of ranged weapons from the list below as their preferred weapons and gain a +1 competence bonus to ranged attack rolls made with any weapon of that group. Every four marksman levels thereafter, this bonus increases by 1.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Crossbows: double crossbow, hand crossbow, heavy crossbow, light crossbow, repeating heavy crossbow, and repeating light crossbow.

Spears: javelin, lance, pilum, shortspear, spear, and trident.

Thrown: blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, javelin, light hammer, net, shortspear, shuriken, sling, spear, starknife, throwing axe, trident, wooden stake.

Note: Additional weapons can be added to these groups or additional weapon groups can be created at your GM's discretion. Some weapons may belong to multiple weapon groups at your GM's discretion.

Evade Arrows (Ex): At 2nd level, a marksman's familiarity with ranged attacks and her natural intuition alerts her to danger from mundane ranged attacks. She gains a +1 Dodge bonus to Armor Class against ranged attacks (but not ranged touch attacks). At 6th level and every four marksman levels thereafter, this Dodge bonus increases by 1.

Style Technique (Su): All marksmen, regardless of their chosen combat style, gain special techniques at 2nd level that they can use by expending psionic focus. The specific technique is determined by the marksman's chosen style.

Style Skill (Ex): At 3rd level, a marksman gains a +1 bonus to the skill associated to his combat style. Every three levels thereafter (6th, 9th, etc), this bonus improves by 1.

Style Mantra (Su): At 3rd level, a marksman gains a mantra associated with her combat style that is active as long as she maintains psionic focus. A marksman may not use her style mantra at the same time she uses Wind Reader; she may only gain the benefit of one or the other, not both.

Cover Fire (Ex): Beginning at 4th level, the marksman knows not only how to directly engage her enemies, but also how to protect her allies. As an attack action, she may choose to fire a ranged or thrown weapon at an opponent within 30 feet to distract that opponent rather than to deal damage. Make an attack roll against the space a target occupies (AC 10). If successful, the targeted enemy must make a Reflex save (DC 10 + one-half the marksman's class level + the marksman's Dexterity modifier), or be staggered for one round. The marksman still expends ammunition as normal for this attack.

If the attack roll would indicate a critical threat

and the result would hit the opponent's AC, roll to confirm: if the critical hit is confirmed against the opponent's AC, the attack does normal damage as well. A marksman cannot use cover fire if her opponent or the square she targets would be subject to a miss chance (such as from a concealed target).

Style Ability: Starting at 4th level, a marksman gains an ability associated with her combat style. Every four levels thereafter (8th, 12th, 16th, 20th), she gains a new style ability.

Bonus Feat: A marksman of 5th level gains a bonus feat chosen from his combat style feat list, Deadly Aim, Far Shot, Fell Shot, Greater Psionic Shot, Parting Shot, Precise Shot, Psionic Meditation, Psionic Shot, Quick Draw, Return Shot, Returning Throw, or a feat that requires a particular weapon when it is selected, such as Weapon Focus or Improved Critical. If the marksman chooses a feat that requires a particular weapon, she must select a weapon from her selected ranged weapon group. The marksman must still meet all prerequisites for the feat to select it.

At 8th level and every three marksman levels thereafter, the marksman gains another bonus feat from the same list.

Disengage (Ex): Once a marksman has reached 7th level, she learns how to effectively distance herself from enemies. When the marksman would provoke an attack of opportunity for moving out of a threatened space, she may expend her psionic focus to add her Wisdom modifier to her Acrobatics rolls to avoid attacks of opportunity for the round and can move at full speed without increasing the Acrobatics DC.

Defensive Shot (Ex): At 13th level, a marksman no longer provokes attacks of opportunity when making ranged attacks with a ranged or thrown weapon.

Ranged Specialist (Su): At 19th level, a marksman's ranged and thrown attacks have their critical multiplier increased by 1 (x2 becomes x3, for example) and her penalties for range increments are halved. If the marksman has the Far Shot feat, she instead suffers no penalties for range increments.

COMBAT STYLES

Presented below are several ranged combat styles available for marksmen to choose. More combat style options may be available at your GM's discretion.

Finesse Style

Finesse marksmen learn special techniques with ranged attacks that otherwise would find too difficult to perform. A finesse marksman is capable of knocking the weapon out of an opponent's hand with the flick of the wrist, or pinning a target to a door without drawing blood.

Style Technique: Once a marksman has reached

2nd level, she may expend her psionic focus while making a ranged attack to use one of the following combat maneuvers as a ranged attack: bull rush, dirty trick, disarm, sunder, or trip. The marksman may use either her Strength or Dexterity modifier when determining her CMB for this attack. The ranged attack deals no damage and provokes attacks of opportunity as normal.

Style Skill: At 3rd level, a finesse marksman gains a +1 bonus to Intimidate. This bonus increases by 1 every three marksman levels thereafter.

Style Mantra: Beginning at 3rd level, as long as a finesse marksman maintains psionic focus, she gains a +1 circumstance bonus on attack rolls made when she makes a ranged attack. At 7th level and every four marksman levels thereafter, this competence bonus increases by 1.

Dazzling Assault (Su): A finesse marksman of 4th level is capable of charging her ranged or thrown weapon attacks with psychokinetic energy that gives off a brilliant burst of light on a successful hit. When this ability is activated, all of the marksman's ranged or thrown weapon attacks for the round that successfully hit their target dazzle the target for one round. This ability may be used a number of times per day equal to 3 + the marksman's Wisdom modifier.

Instill Awe (Su): A finesse marksman of at least 8th level is able to make an opponent think twice before engaging in combat. As a standard action and as long as she maintains psionic focus, the finesse marksman can make a ranged attack at a target. If the attack is successful, the attack deals no damage, but the target is shaken for a number of rounds equal to the marksman's Wisdom modifier. A successful Will saving throw (DC 10 + half marksman level + marksman's Wisdom modifier) reduces the duration to one round. This is a mind-affecting effect.

Teleporting Attack (Su): Upon achieving 12th level, a finesse marksman is capable of teleporting his ranged or thrown attacks to hit enemies from unexpected angles. By expending psionic focus as part of a ranged or thrown attack, the target is considered flat-footed for the attack. Should your target have uncanny dodge or improved uncanny dodge, treat your marksman level as your rogue level to determine if the target is treated as flat-footed.

Stunning Display (Su): At 16th level, a finesse marksman is capable of putting on a truly captivating display of ranged combat mastery with her ranged or thrown weapons. As a standard action, all creatures within 30 ft. of the marksman are fascinated for a number of rounds equal to the marksman's Wisdom modifier unless they make a successful Will saving throw (DC 10 + half marksman level + marksman's Wisdom modifier). If something ends the effect

prematurely, the creature is instead stunned for one round.

This ability does not affect mindless creatures. This ability may be used once every 10 minutes.

Master Technique: Upon reaching 20th level, the finesse marksman gains the master technique Oubliette of Knives.

Oubliette of Knives: As a standard action, you can make a ranged attack with a ranged or thrown weapon, and redirect the attack at another target after every successful strike. Each additional attack made in this fashion uses your full base attack bonus. You may attack the same target multiple times with this technique, but only if another target is successfully attacked between strikes, and each individual target may only be struck by a single use of oubliette of knives equal to your Wisdom modifier. All distance traveled by the thrown weapon or projectile counts against range increments.

For example, Bob the finesse marksman has a Wisdom of 20 and uses Oubliette of Knives to attack an orc at his full attack bonus. The attack is successful, so Bob redirects the attack to a nearby goblin. This second attack is successful, so Bob redirects the attack back to the orc, repeating this process until an attack fails, the weapon has gone its total range, or each target has been struck five times each.

Style Feats: Disrupting Shot*, Shot on the Run, Throw Anything

Sniper Style

Marksmen of this style focus on taking a single shot and making the most of it. These are the marksmen who will use a single attack to change the entire course of the battle by eliminating the enemy's leader. Sometimes nicknamed assassins, these marksmen are not cruel, they simply find elegance in a single perfect shot placed at just the right point.

Style Technique: Once a marksman has reached 2nd level, she may expend her psionic focus while making a single ranged attack to add her Wisdom modifier to the damage the attack deals. This ability may not be used as part of a full attack.

Style Skill: At 3rd level, a sniper marksman gains a +1 bonus to Stealth. This bonus increases by 1 every three marksman levels thereafter.

Style Mantra: Beginning at 3rd level, as long as a sniper marksman maintains psionic focus, she gains a +2 competence bonus on damage rolls for attacks made with a ranged or thrown weapon. At 7th level and every four marksman levels thereafter, this bonus increases by 1.

Second Chance (Su): A sniper marksman of 4th level may expend her psionic focus when a ranged

attack she has made misses to reroll the attack. This ability can be used a number of times per day equal to 3 + the marksman's Wisdom modifier.

Augmented Shot (Su): As part of a single attack with a ranged or thrown weapon, a sniper marksman of at least 8th level can expend her psionic focus, causing the attack to deal augmented damage. Increase the base damage of the attack by one die. Unlike normal bonus damage, this increases the actual weapon damage (much like your Strength modifier on a melee attack), and is thus multiplied in the case of a critical hit. With feats such as Vital Strike, this increased base damage is used to determine the bonus damage on the attack. For example, if wielding a medium-sized light crossbow, add 1d8 damage. Every six marksman levels thereafter, increase the weapon damage by an additional die. This ability may not be used as part of a full attack.

Unstoppable Force (Ex): Upon achieving 12th level, if a sniper marksman's ranged attack would deal enough damage to a target to kill the target or knock it unconscious, the marksman may choose to have the bolt continue on a straight line through the target's location until it hits another target, at which point the marksman makes a second attack roll at the same bonus as the previous attack -4. If this attack roll is successful, the target takes damage as if struck by the attack (although bonus damage that would not be multiplied on a critical hit only applies to the first target). This process repeats until a target is not killed or knocked unconscious, an attack roll misses, or the attack reaches its maximum range.

Critical Master (Ex): Once a sniper marksman has reached 16th level, her critical threat range with her favored weapons are doubled and she gains a competence bonus equal to her Wisdom modifier on rolls to confirm critical hits. This ability does not stack with the Improved Critical feat or keen weapons; instead, the critical threat range is only increased by 1.

Master Technique: Upon reaching 20th level, the sniper marksman gains the master technique Through the Eye of the Needle.

Through the Eye of the Needle: As a standard action, you carefully focus your shot on your enemy and make a single ranged attack against that enemy. If your attack is successful, the target takes an additional 5d6 points of damage and gains one of the following penalties, your choice, until they are fully healed (at full hit points):

- Ability damage equal to your Wisdom modifier to any one stat
- -4 to all attacks and damage rolls
- Blinded
- Deafened
- Staggered

- Shaken and slowed

A successful Fortitude save (DC 20 + the marksman's Wisdom modifier) negates the chosen penalty, but does not negate the damage taken.

Style Feats: Greater Vital Strike, Improved Precise Shot, Improved Vital Strike, Pinpoint Targeting, Vital Strike

Volley Style

Volley marksmen are all about sending out as many projectiles as possible. These marksmen are great at hitting multiple targets, turning an opponent into a pincushion, or drawing a bow with such rapid rate of fire as to seem faster than the eye can see.

Style Technique: Once a marksman has reached 2nd level, she may expend her psionic focus while making a full attack with a ranged or thrown weapon to gain one additional attack. This extra attack does not stack with other effects that grant additional attacks such as *haste*, *physical acceleration*, or the speed weapon special ability. Beginning at 15th level, this technique does stack with additional attacks such as those from *haste*, *physical acceleration*, or the speed weapon special ability.

Style Skill: At 3rd level, a volley marksman gains a +1 bonus to Perception. This bonus increases by 1 every three marksman levels thereafter.

Style Mantra: Beginning at 3rd level, as long as a volley marksman maintains psionic focus, she gains a +1 competence bonus to her Initiative and Reflex saves. At 7th level and every four marksman levels thereafter, the competence bonus improves by 1.

Split Shot (Su): A volley marksman is capable of psychokinetically splitting a ranged attack in-flight to hit two targets. When activated, a single ranged attack made by the marksman can strike one additional target within 15 ft. of the initial target. Roll damage normally and split the damage to each target equally. This ability may be used a number of times per day equal to 3 + the marksman's Wisdom modifier.

Quick Volley (Su): Volley marksmen of 8th level learn to fire their weapons rapidly while needing to maintain mobility. As long as the marksman maintains psionic focus, she can make a full attack with a ranged or thrown weapon while also moving her full movement, but suffers a -4 penalty to all attacks made during the round and suffers a -2 penalty to her Armor Class until the beginning of her next turn.

Burst Arrows (Su): At 12th level, a volley marksman is capable of charging her ranged attacks with psychokinetic energy to explode and disrupt enemies. Once per day as part of a full attack with a ranged or thrown weapon, the marksman can expend psionic focus and have the space occupied by each target

treated as if covered in caltrops for a number of rounds equal to her Wisdom modifier. In addition, all creatures within a 5 ft. radius of the struck target take damage equal to the marksman's Wisdom modifier unless they make a successful Reflex save (DC 10 + half marksman level + marksman's Wisdom modifier). This ability can be used an additional time per day every two marksman levels thereafter.

Vicious Volley (Su): Beginning at 16th level, a volley marksman is able to make her arrows more deadly and accurate. When making a full attack with a ranged or thrown weapon, the marksman may make two attack rolls for each attack in the full attack and take the better roll. This ability may be used once every 10 minutes.

Master Technique: Upon reaching 20th level, the volley marksman gains the master technique Block the Sun.

Block the Sun: As a full-round action, you can choose two five foot squares per attack roll you would normally make during a full attack. Each targeted square must be adjacent to another targeted square. Make one attack roll at your highest attack bonus and use that against any creature or creatures in each affected square. If the attack is successful, you deal damage normally to each target successfully struck. If your attack threatens a critical, roll to confirm separately for each target struck. In addition, each square affected is treated as difficult terrain due to the volume of shots unleashed. Using this ability expends four units of ammunition (or one thrown weapon) per square affected and cannot be used unless sufficient ammunition is available. Alternately, the marksman may use one unit of ammunition per square affected or a single thrown weapon by expending one use of Split Shot, but does not gain the usual benefit of Split Shot this round. This ability may be combined with the Vicious Volley style ability.

Style Feats: Crossbow Mastery, Manyshot, Rapid Reload, Rapid Shot

ADVANCED CORE PSIONIC CLASSES

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

PSION ADVANCED DISCIPLINES

Psions of a particular discipline can chose to focus their studies still further within that discipline.

Psions who choose an advanced discipline gain all the normal benefits of their discipline, but the advanced discipline changes one or more of the abilities granted by their advanced discipline. A psion must take all of the replacement abilities associated with his advanced discipline. Once an advanced discipline is chosen, it cannot be changed.

Unseen Hand Discipline

Associated Discipline: Psychokinesis

Replacement Abilities: The following discipline abilities replace the energetic recharge and energy immunity abilities of the psychokinesis discipline.

Telekinetic Burst (Su): At 14th level, once per day, you can expend your psionic focus as a standard action to hurl all creatures within 30 feet of you back to the edge of the burst effect, knocking them to the ground, prone. A successful Reflex save (DC 10 + half psion level + your Intelligence modifier) negates the knock back effect, but creatures within the effect are still knocked prone.

Permanent Telekinesis (Su): At 20th level, as long as you maintain psionic focus, you can use telekinetic force or telekinetic maneuver at will, but you must still pay any power point cost to augment the manifestation.

PSYCHIC WARRIOR PATHS

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

Archer Path

Your focus is on ranged combat rather than wading into the thick of things.

Powers: *Force screen, psychokinetic cannon**

Skills: Perception, Ride, Stealth

Bonus Class Skill: Stealth

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack rolls made with a ranged or thrown weapon (natural weapons do not count for this benefit). This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus and make a ranged trip attack as a standard action. If your target is flying, they are instead staggered for one round. At 7th level and every four psychic warrior levels thereafter, you gain a +1 bonus to your CMB when using this maneuver.

SOULKNIFE ARCHETYPES

Although the quintessential soulknife wields a mind blade and is a master of melee combat, there

are others who have learned to harness psionic energy into psionic weapons. From those who focus on ranged combat to those who have learned to manifest psionic powers, these alternate soulknives are just as deadly as their traditional counterparts.

Presented below is a new archetype for the soulknife, the soulbolt, which offers a ranged option for the iconic soulknife class.

Soulbolt

Some soulknives choose to focus on ranged attacks, launching a mind bolt at their enemies instead of wielding a blade of energy.

Bonus Feat: A soulbolt can choose either Point-Blank Shot or Weapon Focus (mind bolt) as a bonus feat at 1st level. This replaces the standard list of bonus feats available to a 1st level soulknife.

Form Mind Bolt (Su): At 1st level, as a move action, a soulbolt can form a semi-solid ranged weapon composed of psychic energy distilled from her own mind. This mind bolt appears inside of or enveloping the soulbolt's hand.

A soulbolt must choose the form of her mind bolt at 1st level. She can either form it into a short range, medium range, or long range bolt which determines the weapon's range increment and base damage. Once chosen, her mind bolt stays in this form every time the soulknife forms her mind bolt. The long range bolt form is the smallest of forms and deals 1d6 points of damage and has a 100 ft. range increment. The medium range bolt form deals 1d8 points of damage, with a 60 ft. range increment, and the short range bolt form is the largest and heaviest form and deals 1d10 points of damage with a 20 ft. range increment. A soulbolt adds her Strength modifier to damage rolls when using the mind bolt in the short range form. All damages are based on a Medium-sized creature wielding Medium-sized weapons; adjust the weapon

damage as appropriate for different sized weapons. A soulbolt with powerful build or any similar ability forms an appropriately-sized mind bolt dealing the size-appropriate amount of damage. Regardless of form, the mind bolt has a 19-20 critical threat range and has a maximum range of 10 range increments..

The form of the soulbolt's mind bolt also determines how many hands must be used to form and manipulate the mind bolt. If the mind bolt is in long range form, both of the soulbolt's hands remain free to hold other items such as a shield or a weapon.

If the mind bolt is in medium range form, the soulbolt must have at least one hand free to form and manipulate the mind bolt. If the mind bolt is in short range form, the soulbolt must have both hands free to wield and launch the mind bolt.

A soulbolt can wield a buckler without penalty regardless of the form of her mind bolt.

Regardless of the weapon form a soulbolt has chosen, her mind bolt does not have a set damage type. When shaping her weapon and assigning abilities to it, the soulbolt chooses whether it will deal bludgeoning, piercing, or slashing damage. The soulbolt may change the damage type of an existing mind bolt, or may summon a new mind bolt with a different damage type, as a full-round action; otherwise, the mind bolt retains the last damage type chosen every time it is summoned.

The bolt can be broken (it has hardness 10 and 10 hit points); however, a soulbolt can simply create another on her next move action. The moment she relinquishes her grip on her blade, it dissipates (unless she intends to throw it; see below). A mind bolt is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

A soulbolt can use feats such as Rapid Shot or Precise Shot in conjunction with the mind bolt just as if it were a normal ranged weapon. She can also choose her mind bolt for feats requiring a specific weapon choice, such as Weapon Focus and Improved Critical. Powers or spells that upgrade weapons can be used on a mind bolt. The soulbolt can use feats such as Weapon Finesse that



work on light weapons with her mind bolt, but such feats only work on mind bolts in a light weapon form, such as using the Mind Daggers blade skill.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulbolt can attempt to sustain her mind bolt by making a DC 20 Will save. On a successful save, the soulbolt maintains her mind bolt for a number of rounds equal to her class level before she needs to check again, although the mind bolt is treated for all purposes as a non-magical, masterwork ranged weapon while in a place where psionic effects do not normally function. On an unsuccessful attempt, the mind bolt vanishes.

As a move action on her turn, the soulbolt can attempt a new Will save to rematerialize her mind bolt while she remains within the psionics-negating effect. She gains a bonus on Will saves made to maintain or form her mind bolt equal to the total enhancement bonus of her mind bolt (see below).

The soulbolt chooses the appearance of her mind bolt, although its shape must reflect the selections the soulbolt has chosen: a bludgeoning mind bolt would be blunt, slashing would have an edge, etc.

This ability replaces the Form Mind Blade class feature normally gained by soulknives.

Shape Mind Bolt: The soulbolt's mind bolt retains the last chosen form every time it is formed until the soulbolt reshapes it. If the soulbolt chooses to reshape her bolt, it requires a full-round action to do so. She may also re-assign the type of damage dealt as part of reshaping her mind bolt if she so chooses.

A soulbolt can reassign the ability or abilities she has added to her mind bolt; see below. To do so, she must first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the soulbolt does not require sleep. After that period, the mind bolt materializes with the new ability or abilities selected by the soulbolt.

This ability replaces the Shape Mind Blade class feature normally gained by soulknives.

Launch Mind Bolt: Soulbolts are greater masters at making ranged attacks with their weapon than their soulknife counterparts. Unlike a soulknife, a soulbolt does not need to reform her mind bolt after throwing it. This means that the soulbolt can make use of all iterative attacks available, or multiple attacks such as those gained from Rapid Shot, without the need for abilities such as the Multiple Throw blade skill.

This ability replaces the Throw Mind Blade class feature normally gained by soulknives.

Blade Skills: The following blade skills cannot be used with the Mind Bolt: Alter Mind Blade, Bladestorm, Bladewind, Dual Imbue, Extended Strike, Furious Charge (and Improved), Gruesome

Riposte, Multiple Throw, Reaching Blade, Rending Blades, Trade Blows, Twin Strike, and Two-handed Throw. The soulbolt may additionally select blade skills from the list below.

Alter Mind Bolt: A soulbolt gains the ability to shape her mind bolt into different weapon forms. She may change her blade's form to the long range weapon, medium range weapon, or short range weapon forms any time she forms her mind bolt.

Arresting Shot: As a standard action, the soulbolt can make a ranged reposition attempt against an enemy within one range increment. If the attempt is successful, the enemy is repositioned to directly adjacent to the soulbolt, occupying the space in the most direct path from the target to the soulbolt. The soulbolt must have the wrenching special ability applied to her mind bolt to use this blade skill. The soulbolt must be at least 12th level to select this blade skill.

Charged Shot: As a standard action, the soulbolt can make a single ranged attack with her mind bolt. If the attack is successful, the mind bolt bursts with psionic energy upon impact, dealing its base weapon damage to all creatures within a 5-ft. radius of the creature struck. A successful Reflex save (DC 10 + 1/2 soulbolt level + Wisdom modifier) halves the damage taken.

Close-Range Expert: When making ranged attacks with her mind bolt, a soulknife does not provoke attacks of opportunity as long as she maintains psionic focus.

Close-Range Expert, Improved: The soulbolt threatens adjacent squares when wielding her mind bolt and does not need to maintain psionic focus to gain the benefit of the Close-Range Expert blade skill. The soulbolt must have the Close-Range Expert blade skill and must be at least 12th level to select this blade skill.

Double Shot: As a standard action, a soulbolt can expend her psychic strike to make two ranged attacks with her mind bolt. The attacks do not deal the additional damage from psychic strike.

Freezing Bolt: The soulbolt may, as a free action, have her mind bolt deal cold damage instead of its selected damage type. In this form, the mind bolt bypasses any damage reduction, although it is subject to resistance to cold damage, and is similarly augmented by cold vulnerability. If the mind bolt successfully deals cold damage, the target must make a Fortitude save (DC 10 + 1/2 soulbolt level + Wisdom modifier) or have its speed reduced by half for one round. Multiple attacks with a freezing bolt in the same round do not extend this duration.

Mind Daggers: If a soulbolt selects the Mind Daggers blade skill, she gains the option to form her mind bolt into dagger form, dealing 1d4 points of damage, with

Weapon Special Ability	Enhancement Bonus Value	Required Level
Corrosive	+1	5
Cunning	+1	5
Distance	+1	5
Flaming	+1	5
Frost	+1	5
Huntsman	+1	5
Keen**	+1	5
Lucky*	+1	5
Merciful	+1	5
Psychokinetic*	+1	5
Seeking	+1	5
Shock	+1	5
Sundering*	+1	5
Thundering	+1	5
Anarchic	+2	7
Axiomatic	+2	7
Collision*	+2	7
Corrosive burst	+2	7
Flaming burst	+2	7
Frost burst	+2	7
Holy	+2	7
Linked Striking	+2	7
Mindcrusher*	+2	7
Psychokinetic burst*	+2	7
Shocking burst	+2	7
Suppression*	+2	7
Unholy	+2	7
Wrenching	+2	7
Dislocator	+3	9
Great Dislocator	+4	12
Brilliant energy	+4	12
Greater energy	+4	12
Coup de grace	+5	15

*Option detailed in *Psionics Unleashed*

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

NOTE: Additional special abilities may be available at your GM's discretion.

a critical threat range of 19-20, a critical multiplier of x2, and a range increment of 30 ft. When making ranged attacks with the mind bolt in dagger form, a soulbolt adds her Strength modifier to damage rolls. When forming her mind bolt into dagger form, the

soulbolt may either make a single mind bolt or a pair of mind bolts, so long as both are in dagger form. The mind bolt suffers the standard penalty for forming two items. The soulbolt may additionally use the mind bolt in dagger form to make melee attacks, but this may render some of the mind bolt's weapon special abilities non-functioning if they do not apply to melee attacks (such as the Distance special ability; see Enhanced Mind Bolt below).

Rain of Arrows: As a standard action, the soulbolt may fire off her mind bolt and have deal damage to all creatures within a 10 ft. cube within one range increment. A successful Reflex save (DC 10 + 1/2 soulbolt level + Wis modifier) halves the damage. A soulbolt must have the charged shot blade skill and be at least 10th level in order to select this blade skill.

Thousand Blades: When making a full attack, the soulbolt may expend her psychic focus. She deals no psychic focus damage, but all of her attacks use her highest base attack bonus before factoring in other modifiers to attack rolls. A soulbolt must be at least 12th level in order to select this blade skill.

Enhanced Mind Bolt: A soulbolt's mind bolt improves as the character gains higher levels. At 3rd level and every odd level thereafter, the mind bolt gains a cumulative +1 enhancement bonus that she may spend on an actual enhancement bonus or on weapon special abilities. A soulbolt's maximum enhancement bonus follows the same progression as a soulknife. The soulbolt may (and must, when her total enhancement is higher than her maximum bonus) apply any special ability from the table below instead of an enhancement bonus, as long as she meets the level requirements. A soulbolt can choose any combination of weapon special abilities and/or enhancement bonus that does not exceed the total allowed by the soulbolt's level, but she must assign at least a +1 enhancement bonus before assigning any special abilities.

If the soulbolt shapes her mind bolt into two items, such as using the Mind Daggers blade skill, the enhancement bonus of her mind bolt (if any) is reduced by 1 (to a minimum of 0). If this would reduce the enhancement bonus on the mind bolt to 0 and weapon special abilities are applied, the soulbolt must reshape her mind bolt to make the options valid. Both mind bolts have the same selection of enhancement bonus and weapon special abilities (if any).

FEATS

Along with the new class options presented in this book, a variety of new feats are detailed that expand upon those that already exist in the *Pathfinder Roleplaying Game*, as well as those that exist in *Psionics Unleashed*. The feats in this book typically focus on the abilities of the marksman and ranged combat.

TYPES OF FEATS

Many of the feats presented below are psionic feats, although some purely combat-oriented feats are also presented that are accessible to non-psionic characters.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers or with a reservoir of psionic power. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

FEAT DESCRIPTIONS

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat may have more than one prerequisite.

Benefit: What a feat enables the character (“you” in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

CRIPPLING ASSAULT [PSIONIC]

You are able to paralyze the targets of your ranged and thrown attacks.

Prerequisites: Intimidating Shot, Point-Blank Shot, Staggering Shot, base attack bonus +11.

Benefit: To use this feat, you must expend your psionic focus. As a standard action, you can make a ranged attack with a ranged or thrown weapon. If the attack is successful, it deals damage normally and forces the target to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier) or be paralyzed until the beginning of your next turn. This paralysis is only effective against dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foes. If your attack misses, you still expend your psionic focus.

DEADLY THROW [PSIONIC]

Your skill with thrown weapons allows you to replace power with finesse.

Prerequisites: Dex 15, Point-Blank Shot, base attack bonus +3.

Benefit: As long as you maintain psionic focus, you may add your Dexterity modifier to damage rolls made with thrown weapons instead of using your Strength modifier. You must be within 30 ft. of the target to gain this benefit.

Normal: You add your Strength modifier to damage rolls for attacks made with thrown weapons.

EMPOWERED SHOT [PSIONIC]

You can empower your ranged attacks, sending them farther.

Prerequisites: Point-Blank Shot.

Benefit: As long as you maintain psionic focus, the range of your ranged weapons doubles. You may expend your psionic focus as part of a ranged attack (but not ranged touch attack) to ignore any penalties for range increment for that single attack. That attack still has its range doubled as if you were maintaining psionic focus.

EXPANDED FAVORED WEAPON [COMBAT]

Your mastery of weapons is broader than most.

Prerequisites: Favored weapon class feature, base attack bonus +6.

Benefit: Choose one additional weapon group. You gain all the normal benefits of your favored weapon class feature this weapon group in addition to your original weapon group.

EXTRA BLADE SKILL [PSIONIC]

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

Prerequisite: Blade skill class feature.

Benefit: You gain an additional blade skill.

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

GREATER INTUITIVE SHOT [PSIONIC]

Your intuition extends to multiple attacks.

Prerequisites: Wis 13, Intuitive Shot, Point-Blank Shot, Psionic Shot, base attack bonus +6

Benefit: You can expend your psionic focus as part of a full attack to add your Wisdom modifier to the damage roll of each attack made in the full attack. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

HAWKEYE [COMBAT]

Keen eyes, steady hands, and sharp reflexes – together, they forge a warrior with extraordinary precision.

Prerequisites: Far Shot, Point-Blank Shot.

Benefit: You gain a +2 bonus on vision-based Perception checks.

Additionally, attacks that require precision and are limited to a range of 30 ft, such as Point Blank Shot, sneak attack, or the cover fire marksman class feature, have this range increased by 15 ft.

If you have 10 or more ranks in Perception, the bonus increases to +4 and the increase to range increases to 30 ft.

INTIMIDATING SHOT [PSIONIC]

Your ranged and thrown attacks are charged with such force that they can demoralize your enemies.

Prerequisites: Point-Blank Shot

Benefit: As long as you maintain psionic focus, as a standard action, you may make a single ranged or thrown attack at an enemy. If the attack is successful, deal damage normally and you may make a free Intimidate check to demoralize the target.

INTUITIVE SHOT [PSIONIC]

Your intuition allows you to make deadly ranged attacks.

Prerequisites: Wis 13, Point-Blank Shot, Psionic Shot

Benefit: As long as you maintain psionic focus, as a standard action, you may make an attack with a ranged or thrown weapon and add your Wisdom modifier to the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

KNOCKDOWN SHOT [PSIONIC]

You are capable of knocking down your enemies by psionically empowering your attacks.

Prerequisites: Dex 15, Point-Blank Shot, Psionic Shot

Benefit: You can expend your psionic focus and make a single ranged attack as a standard action. If your attack hits, it deals damage normally and the target must make a Reflex save (DC 10 + half your character level + your Wisdom modifier) or be knocked prone.

MIXED COMBAT [COMBAT]

You are trained at using ranged and melee attacks at the same time.

Prerequisites: Quick Draw, base attack bonus +6

Benefit: You can sheathe your weapons as free actions that do not provoke attacks of opportunity.

If you use this feat to change from a melee attack to a ranged attack against the same target, your ranged attacks do not provoke attacks of opportunity from that target.

Normal: Sheathing weapons is a move action that provokes attacks of opportunity. Ranged attacks provoke attacks of opportunity.

REBOUNDING THROW [PSIONIC]

Your thrown attacks are capable of striking multiple targets.

Prerequisites: Point-blank Shot, base attack bonus +1.

Benefit: You may expend your psionic focus as a free action when one of your thrown attacks successfully hits to rebound the attack at another enemy within one range increment of the original target. This second attack is made at a -4 penalty.

RETURNING THROW [PSIONIC]

You are able to make your thrown weapons return to your hand.

Prerequisites: Point-Blank Shot, base attack bonus +1.

Benefit: As long as you maintain psionic focus, weapons you throw return to the square from which they were thrown just before your next turn. Catching any returning weapons is a free action. If you can't catch the weapon, it drops to the ground.

You may expend your psionic focus as part of a

thrown attack to make the weapon you throw return to your hand immediately after any thrown attack resolves. This effect lasts until the end of your turn, allowing you to attack multiple times with the same thrown weapon if multiple attacks are otherwise available.

If the weapon (or shield) being thrown has the ranged, returning, or teleporting special ability, your attacks are treated as if you had expended psionic focus to power this feat.

RICOCHET [PSIONIC]

You are able to redirect your thrown attacks.

Prerequisites: Point-Blank Shot, base attack bonus +6.

Benefit: If a thrown attack of yours would strike a flat and sturdy surface, such as a wall, you may expend your psionic focus to psychoportatively redirect its momentum up to 90 degrees, allowing it to continue as if it were thrown in that new



direction. Each time you redirect your attack in this manner, your attack roll suffers a -2 penalty on the attack and damage roll.

You may even recover from missed attacks this way: if a failed attack would also miss a creature's touch AC, it continues past the creature, potentially rebounding off of another wall for another attempt to hit. All distance traveled, regardless of direction, counts toward the weapon's range.

You may attempt a number of redirections per attack equal to 1 plus your Wisdom modifier.

STAGGERING SHOT [PSIONIC]

Your ranged and thrown attacks stagger fearful opponents.

Prerequisites: Intimidating Shot, Point-Blank Shot, base attack bonus +6.

Benefit: As long as you maintain psionic focus, as a standard action, you may make a single ranged or thrown attack against an enemy that is frightened, panicked, or shaken. If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

TWIN THROW [COMBAT]

You can hurl multiple weapons at the same time.

Prerequisites: Dex 17, Point-Blank Shot, Two-Weapon Fighting, base attack bonus +6.

Benefit: When making a full-attack action with a thrown weapon, your first attack fires two thrown weapons. If the attack hits, both weapons hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from a high Strength bonus apply to each weapon, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each weapon.

PSIONIC POWERS

As well as the power list and new powers for the marksman, presented below are a variety of new psionic powers for manifesters of other types. These new powers are detailed below.

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

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

Power Chains: Some powers reference other powers that they are based upon. Only information

in a power later in the power chain that is different from the base power is covered in the power being described. Header entries and other information that are the same as the base power are not repeated.

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

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

Creatures and Characters: “Creatures” and “characters” are used synonymously in the power descriptions.

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

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

MARKSMAN POWERS

1ST-LEVEL MARKSMAN POWERS

Astral Traveler: Enable yourself or another to join an astral caravan-enabled trip.

Bolt^A: You create a few enhanced short-lived bolts, arrows, or bullets.

Burst: Gain +10 ft. to speed this round.

Catfall^A: Instantly save yourself from a fall.

Chameleon: Gain +10 enhancement bonus to Hide checks.

Conceal Thoughts: You conceal your motives.

Deflect Missiles^{A*}: Gain protection against ranged attacks.

Detect Psionics: You detect the presence of psionics.

Elfsight: Gain low-light vision, +2 bonus on Perception checks, and notice secret doors.

Far Hand^A: Move small objects at a limited distance.

Float: You buoy yourself in water or other liquid.

Foxhole^{A*}: Quickly ‘dig’ a trench or shelter.

Inevitable Strike^{*}: Gain an insight bonus on your next attack.

Metaphysical Weapon^A: Weapon gains +1 bonus.

My Light^A: Your eyes emit 40-ft cone of light.

Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.

Precision, Offensive^A: Gain +2 insight bonus on your damage rolls.

Prevenom Weapon^A: Your weapon is mildly poisonous. [Ranged weapons bestow this effect on their ammunition]

Psychokinetic Cannon^{A*}: Launch a projectile without its launcher.

Sense Minds^{*}: Detect non-mindless creatures with pinpoint accuracy.

Vigor^A: Gain 5 temporary hit points.

2ND-LEVEL MARKSMAN POWERS

Blanketing Assault^{*}: Your cover fire ability affects all creatures within 10 ft.

Blinding Shot^{A*}: You charge a piece of ammunition with psychokinetic energy.

Body Adjustment^A: Heal 1d12 damage.

Body Equilibrium: You can walk on nonsolid surfaces.

Body Purification^A: Restore 2 points of ability damage.

Cloud Mind: You erase knowledge of your presence from target’s mind.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Defy Gravity: You move up and down, forward and back, via mental support.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Dissolving Weapon^A: Your weapon deals 4d6 acid damage.

Entangling Cover^{*}: Your cover fire ability also entangles the target.

Ephemeral Bolt^{A*}: Create phasing projectiles with a delayed-damage effect.

Gravitational Well^{A*}: Cause the target to draw attacks toward it.

Knockdown^{*}: Your ranged attack knocks enemy prone.

Localized Windstorm^{A*}: Increase or decrease winds in a small, controllable area.

Psionic Scent: Gain the scent ability.

Share Pain: Willing subject takes some of your damage.

Sustenance: Go without food and water for one day.

Wall Walker: Grants the ability to walk on walls and ceilings.

Wind Strike*: Attacks with your wind reader ability also daze your targets.

3RD-LEVEL MARKSMAN POWERS

Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.

Control Air^A: You have control over wind speed and direction.

Danger Sense^A: Gain +4 bonus against traps.

Dimension Slide^A: Teleports you a very short distance.

Energy Adaptation, Specified^A: Gain resistance 10 to one energy type.

Escape Detection: You become difficult to detect with clairsentience powers.

Flexible Trajectory^{A*}: Ranged attacks follow imaginary path to target.

Gravitationan Anchor*: Alter gravity to direct toward the creature or object you touch.

Heightened Vision: See 60 ft. in total darkness.

Hustle: Instantly gain a move action.

Physical Acceleration^A: You move faster, gain +1 on attack rolls, AC, and Reflex saves.

Touchsight^A: Your telekinetic field tells you where everything is.

Ubiquitous Vision: You have all-around vision.

4TH-LEVEL MARKSMAN POWERS

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

Barrage*: Execute a flurry of swift attacks against nearby targets.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.

Inertial Barrier: Gain DR 5/-.

Mirror Shot^{A*}: Reflects alternate realities, partially duplicating a projectile in midair.

Pierce the Veils: See things as they really are

Sharpened Edge: Doubles normal weapon's threat range.

Slip the Bonds: You cannot be held or otherwise rendered immobile.

Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

Truevenom Weapon: Your weapon is horribly poisonous. [Ranged weapons bestow this effect on their ammunition]

Zealous Fury^{A*}: Subsequent attacks are as accurate as previous ones.

PSION/WILDER POWERS

1ST-LEVEL PSION/WILDER POWERS

Foxhole^{A*}: Quickly dig a trench or shelter.

Inevitable Strike*: Gain an insight bonus on your next attack.

3RD-LEVEL PSION/WILDER POWERS

Cossive Onslaught^{A*}: Pummel an area for 3d6 points of force damage each round.

PSION DISCIPLINE POWERS

EGOIST (PSYCHOMETABOLISM) DISCIPLINE POWERS

3. Physical Acceleration^{A*}: You move faster, gain +1 on attack rolls, AC, and Reflex saves.

KINETICIST (PSYCHOKINESIS) DISCIPLINE POWERS

3. Localized Windstorm^{A*}: Increase or decrease winds in a small, controllable area.

NOMAD (PSYCHOPORTATION) DISCIPLINE POWERS

2. Gravitational Well^{A*}: Cause the target to draw attacks toward it.

3. Gravitationan Anchor*: Alter gravity to direct toward the creature or object you touch.

TELEPATH (TELEPATHY) DISCIPLINE POWERS

2. Sense Minds*: Detect non-mindless creatures with pinpoint accuracy.

PSYCHIC WARRIOR POWERS

1st-Level Psychic Warrior Powers

Foxhole^{A*}: Quickly 'dig' a trench or shelter.

Inevitable Strike*: Gain an insight bonus on your next attack.

2nd-Level Psychic Warrior Powers

Ephemeral Bolt^{A*}: Create phasing projectiles with a delayed-damage effect.

Physical Acceleration^{A*}: You move faster, gain +1 on attack rolls, AC, and Reflex saves.

4th-Level Psychic Warrior Powers

Flexible Trajectory^{A*}: Ranged attacks follow imaginary path to target.

Zealous Fury^{A*}: Subsequent attacks are as accurate as previous ones.

5th-Level Psychic Warrior Powers

Barrage^{*}: Execute a flurry of swift attacks against nearby targets.

POWERS

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

Barrage

Discipline: Psychometabolism

Level: Marksman 4, psychic warrior 5

Display: Visual (see text)

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Power Resistance: No

Power Points: Marksman 7, psychic warrior 9

You boost your movements to super-naturally high levels, allowing you to strike at many targets in what others perceive as the blink of an eye. Your actions are so rapid that they leave visual echoes of your previous positions in the air as you move, although these quickly fade.

This round, as a full attack action, you may make a single ranged attack with one ranged weapon (or several thrown weapons of the same type) against each target within one range increment of your weapon, similar to the Whirlwind Attack feat. You still expend ammunition as normal for these attacks.

You may not make more attacks with *barrage* than your manifester level.

Blanketing Assault

Discipline: Psychokinesis

Level: Marksman 2

Display: Auditory, Mental

Manifesting Time: 1 swift action

Range: special; see text

Target: One creature

Area: 10 ft. radius burst centered on target

Duration: One round

Saving Throw: Reflex negates

BARRAGE AND ATTACK ROLLS

Given the level at which *barrage* can be gained, it is possible to result in a player using it to make over a dozen attacks in one round. In the interest of game flow, it can be decided that the manifester makes a single attack roll (or one attack roll for a certain number of targets), rather than one attack roll per target. This can have the effect of drastically skewing the result of the power, as that one attack roll may be great, or it may be terrible, but it may help in terms of needing to make a massive number of attack rolls in a single turn.

Power Resistance: Yes

Power Points: 3

After manifesting this power, the next time you use your cover fire class ability, it affects all creatures within a 10 ft. radius burst from the target creature. If you do not have the cover fire class feature, this power does nothing.

Blinding Shot

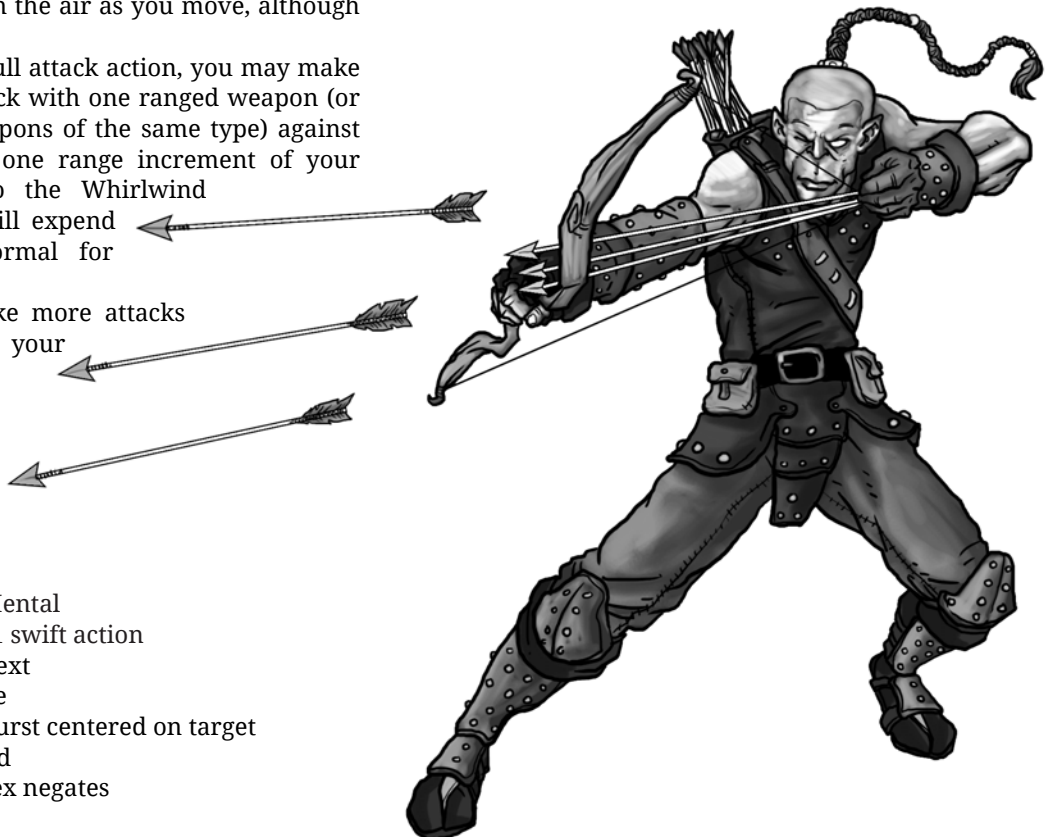
Discipline: Psychokinesis [Light]

Level: Marksman 2

Display: Visual

Manifesting Time: 1 swift action

Range: Touch



Target: 1 piece of ammunition
Duration: 1 round / level; see text
Saving Throw: None; see text
Power Resistance: None; see text
Power Points: 3

You charge a piece of ammunition (arrow, bolt, or slingstone) with psychokinetic energy that, when used in a successful ranged attack, releases a blinding burst of light. The creature struck when you fire the charged piece of ammunition must make a Fortitude save or be blinded for one day.

Augment For every 2 additional power points spent, you can charge an additional piece of ammunition.

Concussive Onslaught

Discipline: Psychokinesis [Force]
Level: Psion/wilder 3
Display: Auditory, Material, Visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 30 ft. radius burst
Duration: 1 round / level
Saving Throw: Fortitude half
Power Resistance: Yes
Power Points: 5

You direct wave after wave of concussive kinetic energy at a specific location, pulverizing any and all creatures within the area of effect. All creatures within the area take 3d6 force damage, or half on a successful Fortitude save. The damage continues each round in the same area until the power expires.

Augment This power may be augmented in one or more of the following ways.

1. For every two additional power points spent, the damage done each round increases by 1d6 and the save DC increases by 1.
2. By spending an additional 4 power points, you can redirect what area is affected as a standard action that does not provoke attacks of opportunity. The newly chosen area must be within the power's range, even if you have moved beyond the range of the initial area.

Deaden Attack

Discipline: Metacreativity
Level: Marksman 1, psychic warrior 1
Display: Material
Manifesting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 1 round/level
Saving Throw: Will negates; see text

Power Resistance: Yes; see text
Power Points: 1

You coat a single manufactured weapon within range in a sheen of springy ectoplasm. The manufactured weapon deals nonlethal damage instead of lethal damage for the duration of the effect. Ranged weapons transmit this effect to ammunition fired.

If you attempt to manifest this power on an attended weapon not in your possession, the owner may attempt a Will save to resist the effect.

Deflect Missiles

Discipline: Psychokinesis [Force]
Level: Marksman 1
Display: Mental, Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round / level (D) or until discharged
Power Points: 1

You surround yourself in a field that slows ranged attacks. You gain damage reduction 10/magic against ranged or thrown weapons. This effect ends once it has blocked 10 points of damage. You do not gain the ability to damage creatures with similar damage reduction. This ability does not work on weapon-like spells or powers.

Augment This power may be augmented in the following ways.

1. For every additional power point spent, the power can block an additional 10 points of damage before it ends.
2. If you spend 6 additional power points, you may manifest this power as a swift action.

Entangling Cover

Discipline: Metacreativity
Level: Marksman 2
Display: Material, Olfactory
Manifesting Time: 1 swift action
Range: special; see text
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 3

After manifesting this power, the next creature this round you successfully stagger with your cover fire class ability is also entangled for the duration of the power. If you do not have the cover fire class feature, this power does nothing.

Ephemeral Bolt

Discipline: Metacreativity (Creation) [Force]

Level: Marksman 2, psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: 1 ectoplasmic bolt, arrow, or sling bullet

Duration: 1 minute/level

Saving Throw: None

Power Resistance: Yes; see below

Power Points: 3

You coalesce semi-stable ectoplasm into one arrow, crossbow bolt, or sling bullet appropriate to your size, and encase it in a thin layer of stable ectoplasm. Ammunition created this way is considered masterwork (+1 enhancement bonus on attack rolls, no direct bonus on damage rolls). Ephemeral ammunition has a delayed-delivery effect: After being fired, the bolt partially phases out of the material plane and onto the ethereal plane. This does not allow it to shoot through armor or walls (you still need clear line of effect to your target), but it does allow it to impact a target without the target noticing. A bolt that successfully hits a corporeal target embeds itself entirely in the target, but the effect is not obvious -- the bolt does no damage, and there's no entry wound. You may only have one active *ephemeral bolt* effect at any time and you must overcome any applicable power resistance for the delayed-delivery aspect of this power to function.

At any point during the power's duration, as a swift action, you may order the ammunition to return to the material plane, at which point it delivers its full normal damage (adjusted for damage reduction if appropriate) +1d4 points of force damage before dissipating back to its constituent ectoplasmic particles. No external wounds are present from this damage. This power is frequently used to deliver poison as well as its usual effects; such additions to the ammunition take effect when damage is dealt.

As a side property of the phasing effect, ephemeral bolts can be used to attack ethereal creatures while you stand on the material plane, although they are treated as invisible unless you can see them through other means. Used this way, the bolts lose their delayed-delivery property and are treated as normal (although they retain the bonus force damage), and any obstruction on either plane stops them.

As a side property of the phasing effect, ephemeral bolts can be used to attack ethereal creatures while you are on the material plane or to attack material creatures while you are on the ethereal plane, although the bolts and ethereal creatures are treated as invisible unless one can see ethereal objects. Used this way, the bolts lose their delayed-delivery

property and are treated as normal (although they retain the bonus force damage), and any obstruction on either plane stops them.

If used to attack an incorporeal target (on either plane), the bolts do 1d4 points of force damage on impact.

Augment You may augment this power in one or both of the following ways:

1. For every 4 additional power points you spend, increase the force damage dealt by each bolt by one die (d4), and increase the enhancement bonus on attack rolls by 1.

2. If you spend 3 additional power points, the enhancement bonus on attack rolls applies to damage rolls as well.

3. For every 4 additional power points you spend, you can create an additional bolt, arrow, or sling bullet. All such ammunition must return to the material plane at the same time.

Flexible Trajectory

Discipline: Psychoportation

Level: Marksman 3, psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: Marksman 5, psychic warrior 7

Your ranged attacks may follow a path you imagine instead of the path that physical laws would dictate. You ignore range increment penalties, and bonuses to Armor Class from cover, although total cover still blocks the attack.

Augment You may augment this power in one or both of the following ways:

1. If you spend 3 additional power points, your ranged attacks ignore concealment (but not total concealment). If you instead spend 6 additional power points, your ranged attacks ignore all miss chances, including those from total concealment and effects such as *mirror image* (although you still must target the correct square for an invisible target).

2. For every 3 additional power points you spend, your range increment and corresponding maximum range with ranged attacks and your range for spells and powers that require a ranged touch attack increase by 10 feet.

Foxhole

Discipline: Psychokinesis

Level: Marksman 1, psion/wilder 1, psychic warrior

1

Display: Material, Olfactory

Manifesting Time: 1 standard action

Range: 20 ft.

Effect: Four 5-ft. squares of loose earth, sand, snow, or similar unworked terrain (S)

Duration: Instantaneous

Power Points: 1

A quick burst of psychokinetic force rearranges the land nearby you, providing an emergency source of cover. By pushing the terrain away from a central point and piling it at the outer edges of the area of effect, you can rapidly create a mundane safe-zone for sudden combat.

This power creates a small burrow three to five feet deep in the land, with a small wall that surrounds it which can provide cover for creatures within.

Multiple manifestations of this power can dig deeper into the ground, providing a quick underground burrow, or can be used to extend an existing burrow into a trench. *Foxhole* cannot be used to dig through walls or foundations (although it could burrow around them) nor can it rearrange magically treated terrain.

If the area of effect completely contains a creature's space, including the manifester, that creature must make a Reflex save or fall prone in the burrow. If a creature happens to be burrowing in the area of effect and would be exposed by this power, it emerges, prone but unharmed, in the trench.

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

1. For each additional power point spend, you can burrow one 5-ft. cube instead of affecting four 5ft. squares. Only one of these cubes need be in contact with the surface when you start manifesting.

2. For each 2 additional power points spend, you can affect substances with a hardness of 2 additional points (such as stone or ice) starting at hardness 0.

3. If you spend 2 additional power points you may manifest this power as a swift action.

Gravitational Anchor

Discipline: Psychoportation

Level: Marksman 3, nomad 3

Display: Material, Olfactory

Manifesting Time: 1 standard action

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

Target: One creature, object, or location; see text

Area: 10 ft. radius burst

Duration: 1 round / level

Saving Throw: Reflex negates; see text

Power Resistance: Yes

Power Points: 5

You generate an increased gravity field at a single point within range, pulling creatures and objects

downward. The targeted point can be a creature or unattended object, but if so, the target is allowed a Reflex save to negate the effect.

Each creature moving or attacking within the affected area must make a Reflex Save each round or be affected by the effects of the gravity field for that round. The increased gravity field inflicts a -2 penalty on all non-ray attack that pass through the affected area (even ranged attacks originated by or targeting creatures outside of the field), and all movement through the affected area counts as difficult terrain. Creatures attempting to fly or levitate in the field are forcibly dragged down 20 ft. per round at the end of their turn. Any creature that falls more than 10 ft. in the field that strikes the ground takes double damage from the fall. In addition, trip attempts gain a +2 circumstance bonus, rather than the -2 penalty, against affected targets within the field.

Creatures benefiting from Stability or Personal Gravity, such as an elocater, gain a +4 bonus to their saving throw.

Gravitational Well

Discipline: Psychoportation

Level: Marksman 2, nomad 2

Display: Material, Olfactory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 round / level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 3

An artificial well of gravity manifests on the target, pulling other objects in towards it. All attacks against the target gain a +2 circumstance bonus to the attack roll as attacks are drawn toward it from the increased gravitational pull.

In addition, attacks made against any other creatures within 10 ft. of the target suffer a -2 penalty to attack rolls, as the altered gravity attempts to pull the attack toward the affected creature.

Any attempt to move closer to or around the target is unhindered, but any attempt to move away from the affected creature is treated as difficult terrain until more than 10 ft. away. A successful Reflex save negates this effect.

Creatures benefiting from Stability or Personal Gravity, such as an elocater, gain a +4 bonus to their saving throw.

Augment: This power may be augmented in one or both of the following ways.

1. By spending an additional 2 power points, ranged attacks, but not ranged touch attacks, fired at nearby targets are likely to veer off course, turning toward

the creature affected. Any ranged attack within 10 ft. that misses its target has a 25% chance of striking at the creature affected. Roll a second attack roll at a -4 penalty with the affected creature as the target. If the attack roll is successful, the affected creature is struck by the ranged attack.

2. For every 4 additional power points spent, the distance from the target increases by 5 ft. to determine if a missed attack strikes at the affected creature.

Inevitable Strike

Discipline: Clairsentience

Level: Marksman 1, psion/wilder 1, psychic warrior 1, tactician 1

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: See text

Power Points: 1

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +5 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Augment: This power may be augmented in one or both of the following ways.

1. You can increase the manifesting time to 1 standard action and increase the insight bonus to +20.

2. For every additional power point spent, the insight bonus increases by 2, but the total bonus may not exceed +25.

Knockdown

Discipline: Psychokinesis

Level: Marksman 2

Display: Mental, Olfactory

Manifesting Time: 1 standard action

Range: See text

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates; see text

Power Resistance: Yes

Power Points: 3

As part of manifesting this power, you make a ranged attack with a ranged or thrown weapon against the target. If the attack hits, the target is knocked prone unless they succeed on a Reflex save.

Localized Windstorm

Discipline: Psychokinesis [Air]

Level: Kineticist 3, marksman 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: Concentration, up to 1 round/level

Saving Throw: None, see text

Power Resistance: Yes

Power Points: Kineticist 5, marksman 3

Through force of will alone, you generate a small storm of psychokinetic turbulence in the air. The storm itself manifests as a wall which can intensify the existing winds in a small area, or can instead be set to exactly counter such winds, generating a peaceful area of calm. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square walls to enclose specific points.

Choose to intensify or pacify the winds when you manifest this power (although the decision can be changed when you reshape the effect, see below).

Intensifying the winds creates an invisible vertical curtain of wind. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Flying creatures smaller than Medium size cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Projectiles of 1 pound or less passing through the wind wall are deflected upward and miss. For every pound above 1 of the projectile's weight, it has a 10% chance to not be blown off course. Projectiles weighing 10 lbs or more are unaffected by the wind wall. Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

Pacifying the winds allows you to generate a region of calm that consists of every 5 ft. cube that shares an edge or space with where the wind wall would otherwise be. These regions are treated as if their wind conditions were two categories fairer than they would naturally be, to a minimum of no winds. Additionally, if these areas of calm overlap an existing wind wall or an intensifying localized windstorm, the two effects cancel, letting normal wind conditions prevail in the square.

At any point during the duration, you may extend your concentration to a full-round action. Doing

so allows you reshape the wall into any other configuration you could have chosen when you manifest this power, including the choice to intensify or pacify.

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

1. If you spend 2 additional power points, the duration increases to 1 round/level. You no longer need to maintain concentration. You may reshape the wall by spending a standard action in concentration.

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

3. If you spend 2 additional power points, your control over the localized windstorm increases greatly. You may reshape the wall as normal or as an immediate action. You may also generate pockets of calm interspersed with pockets of intense winds when you shape the wall (effectively, this is the intensify option except that the wall may be broken with as many 5-foot cubes of calm that you choose, as per the pacify option).

4. For every 2 additional power points you spend, you can reduce the wind conditions an additional category when using the pacify option.

5. For every additional power point, the weight limit of projectiles that are deflected increases by 1 lb.

In addition, for every 2 power points spent achieving any of these effects, increase the save DC by 1.

Mirror Shot

Discipline: Psychoportation

Level: Marksman 4

Display: Auditory, Visual

Manifesting Time: 1 immediate action

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

Target: 1 projectile in flight

Duration: Instantaneous

Power Points: 7

You draw upon your psionic might to mirror the potential paths of a projectile into this reality, psionically turning a lone arrow into an entire volley, or a thrown dagger into a deadly hail of knives.

You can manifest this power with a moment's thought, quick enough to use when it is not your turn. You must manifest this power in response to a single attack made with a ranged weapon within medium range (the attacker must be within range, the target need not be) before the result of the attack is determined. You cannot use this power to mirror unusually massive projectiles such as siege weapons.

You create four reflections of the projectile that each do damage as a mundane weapon of the original projectile's type. Each mirrored projectile uses the same attack roll result as the reflected attack to determine if they strike the target or not (regardless of their enhancement bonus to attack), and each projectile checks for concealment individually. Effects that modify the weapon or its damage, such as that from Psionic Shot or *prevenom weapon*, do not apply to these reflections.

If applicable, the projectiles add the Strength bonus of the original attacker under the normal constraints for the attacker's weapon (full strength bonus for thrown weapons, full strength bonus up to a certain value for composite longbows, etc). The reflections return to their native reality shortly after appearing and cannot be preserved.

Precision damage (such as sneak attack) and extra damage from critical hits only apply to the first projectile fired, not to the four reflections. The four mirrored projectiles bypass damage reduction as though they were magic weapons.

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

1. By spending additional power points, you may reflect enhancement bonuses or magic abilities of the initial projectile. For every 2 additional power points you spend, you may bestow the reflections with the equivalent of an additional +1 enhancement bonus or ability priced as a +1 bonus. Reflecting abilities that add a flat sum to the price of the weapon cost 1 additional power point per 5000 gp of their market price to replicate. Like standard magical weapons, you may not add abilities to the reflection projectiles unless they already have at least a +1 enhancement bonus. The enhancement bonus or ability to be added must exist on the original projectile.

2. For every 4 additional power points you spend, you may create an additional projectile.

3. If you spend 10 additional power points, you may use this power to reflect unusually massive projectiles such as siege weapons or boulders hurled by giants. All reflections strike the same area, if applicable.

Physical Acceleration

Discipline: Psychometabolism

Level: Chirurgeon 4, egoist 3, marksman 3, psychic warrior 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: Chirurgeon 7, egoist 5, marksman 7, psychic warrior 3

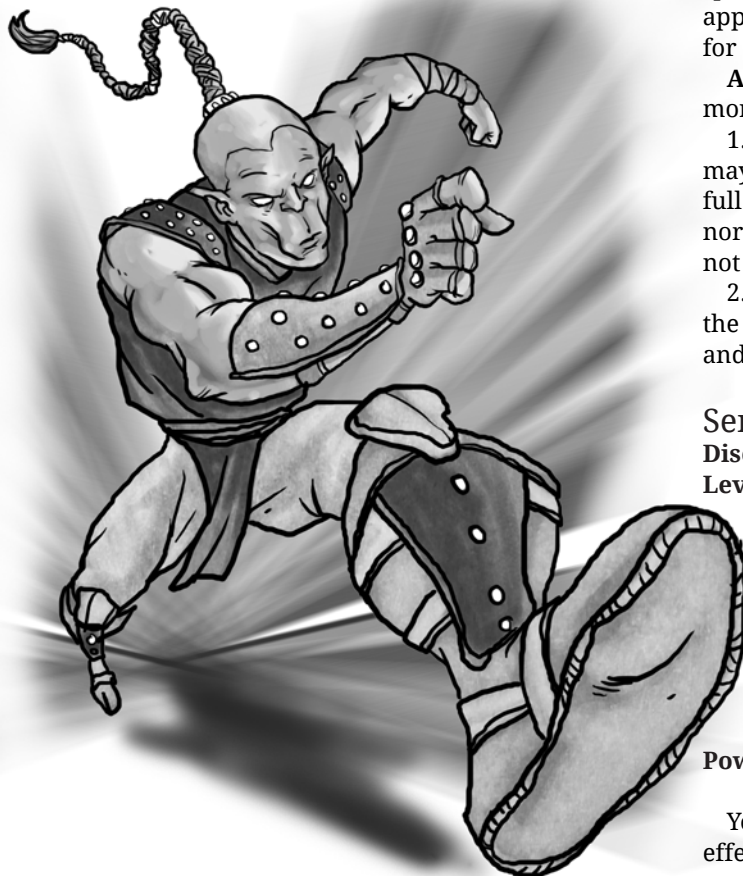
You move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, you may make one extra attack with any weapon you are holding. The attack is made using your full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to manifest a second power or otherwise take an extra action in the round.)

You gain a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of your modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice your normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects your jumping distance as normal for increased speed. Multiple haste effects don't stack. *Physical acceleration* dispels and counters *slow*.

Augment If you spend an additional 6 power points, you can manifest this power as a swift action.



Psychokinetic Cannon

Discipline: Psychokinesis

Level: Marksman 1

Display: Auditory, Visual

Manifesting Time: 1 swift action; see text

Range: 0 ft.

Target: One piece of ammunition or one thrown weapon

Duration: Instantaneous

Power Points: 1

You empower one piece of ammunition with the impetus of motion it would get from its launcher, in effect firing it by will alone. You may launch a boosted projectile as an attack action (in addition to the swift action of manifesting this power), treating it in all ways as if it had been fired from its intended launcher (shortbow, light crossbow, or sling, sized appropriately to you). Since no actual launcher is involved, reload times are not applicable. Making a ranged attack in this fashion does not provoke attacks of opportunity.

The attack deals 1d8 points of damage regardless of ammunition type or size, has a range increment of 80 ft., and has a critical threat of 19-20 and a x3 critical multiplier.

Any feats or other abilities that work only on specific weapons work if the ammunition type is applicable to the ability (Improved Critical (longbow) for an arrow, for example).

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

1. If you spend an additional 2 power points, you may fire additional projectiles in this fashion as a full attack, up to the number of attacks you could normally make during a full attack action. These are not in addition to normal attacks in a full attack.
2. For every 4 additional power points you spend, the attack gains a +1 enhancement bonus to attack and damage and a +10' bonus to range.

Sense Minds

Discipline: Telepathy [Mind-affecting]

Level: Marksman 1, telepath 2

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped emanation

Duration: Concentration, up to 1 min / level (D) (see text)

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

Power Points: Marksman 1, telepath 3

You can locate creatures. For the duration of the effect, you can detect any non-mindless creature in

range, although the amount of information you learn depends on how long you concentrate on an area.'

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the effect ends.

If you concentrate on a specific creature in the area of effect for one full round, you can pinpoint their exact location.

Wind Strike

Discipline: Psychokinesis

Level: Marksman 2

Display: Auditory, Mental

Manifesting Time: 1 swift action

Range: special; see text

Target: One or more creatures; see text

Duration: One round

Saving Throw: None

Power Resistance: Yes

Power Points: 3

As part of manifesting this power, you also activate your wind reader class ability. This count as a daily usage of your wind reader class ability. Your successful ranged attacks for this round daze the target creature for one round. If you do not have the wind reader class feature, this power does nothing.

Zealous Fury

Discipline: Psychometabolism

Level: Marksman 4, psychic warrior 4

Display: Mental, Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Power Resistance: No

Power Points: 7

The penalty on your additional attacks for having a high base attack bonus is reduced by 5 (to a minimum of 0). For example, a character with a base attack bonus of +6 under the effects of this power would make full attacks at +6/+6 instead of +6/+1, before accounting for other modifiers.

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

1. If you spend an additional 5 power points, the penalty is reduced by 10.
2. If you spend 10 additional power points, the

penalty is reduced by 15.

3. For every 4 additional power points you spend, the duration increases by 1 round.

PRESTIGE CLASS

Prestige classes, unlike base classes, are specialized individuals who study a narrow range of abilities and techniques. These individuals thereby gain special abilities that most characters could only hope to poorly mimic. Detailed below is a new psionic prestige class focused on ranged combat and improved senses.

Soulknives And Prestige Classes

Sometimes, a soulknife may qualify for a prestige class with "+1 level of existing manifesting class" as a class feature. This increased psionic training helps those who follow the path of the mind blade as well as the path of the manifester. At each level where a manifester level would increase by one, treat the soulknife as if he had gained a level of soulknife for the purposes of Enhanced Mind Blade. The soulknife does not gain any other benefits from an increased level (blade skills, etc.).

It's less common, but sometimes a multiclass soulknife enters one of these prestige classes with a bit of manifesting talent. In high psionics games, for this special case, each indicated level of the prestige class advances both the soulknife's Enhanced Mind Blade, as above, and his existing manifester level by one level. In games that are not high psionics, choose one or the other to increase, but not both.

MYSTIC ARCHER

The techniques of the mystic archer are thought to have been discovered by a skilled marksman rendered blind. Regardless of where the techniques originally came from, the mystic archer is a master of expanding his senses and sensing the presence of creatures, using his psionic ability to pinpoint their location and deliver devastating ranged attacks.

Role: Mystic archers are ranged combatants who shine when fighting against creatures who attempt to obscure their location through vision-imparing methods.

Alignment: Any

Hit Die: d10.

Requirements

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

Base Attack Bonus: +6

Feats: Intuitive Shot*, Point-Blank Shot, Psionic Shot

TABLE: THE MYSTIC ARCHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+1	<i>Inevitable strike</i> (1/day)
2	+2	+1	+1	+1	Blindsense, ranged sneak attack +1d6
3	+3	+1	+2	+2	Heightened senses +5 ft., <i>inevitable strike</i> (2/day)
4	+4	+1	+2	+2	Heightened senses +5 ft., tremorsense
5	+5	+2	+3	+3	Heightened senses +5 ft., <i>inevitable strike</i> (3/day), ranged sneak attack +2d6
6	+6	+2	+3	+3	Blindsight, heightened senses +5 ft.,
7	+7	+2	+4	+4	Heightened senses +5 ft., <i>inevitable strike</i> (4/day), <i>unhindered vision</i>

Skills: Perception 6 ranks

Special: Must have the psionic subtype

Class Skills

The mystic archer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Knowledge (psionics) (Int), Perception (Wis), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the mystic archer prestige class.

Weapon and Armor Proficiency:

Mystic archers gain no proficiency with any weapon or armor.

Inevitable Strike (Ps): A mystic archer gains *inevitable strike** as a psi-like ability that can be used once per day.

At every odd level thereafter, the mystic archer gains an additional daily use of *inevitable strike*.

Blindsense (Su): Once a mystic archer has achieved 2nd level, as long as he maintains psionic focus, he has blindsense out to a range of 30 ft.

Ranged Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name, except it only applies on ranged attacks. The extra damage dealt increases by +1d6 at 2nd level and 5th level. If a mystic archer gets a sneak attack bonus from another source, the bonuses on damage stack.

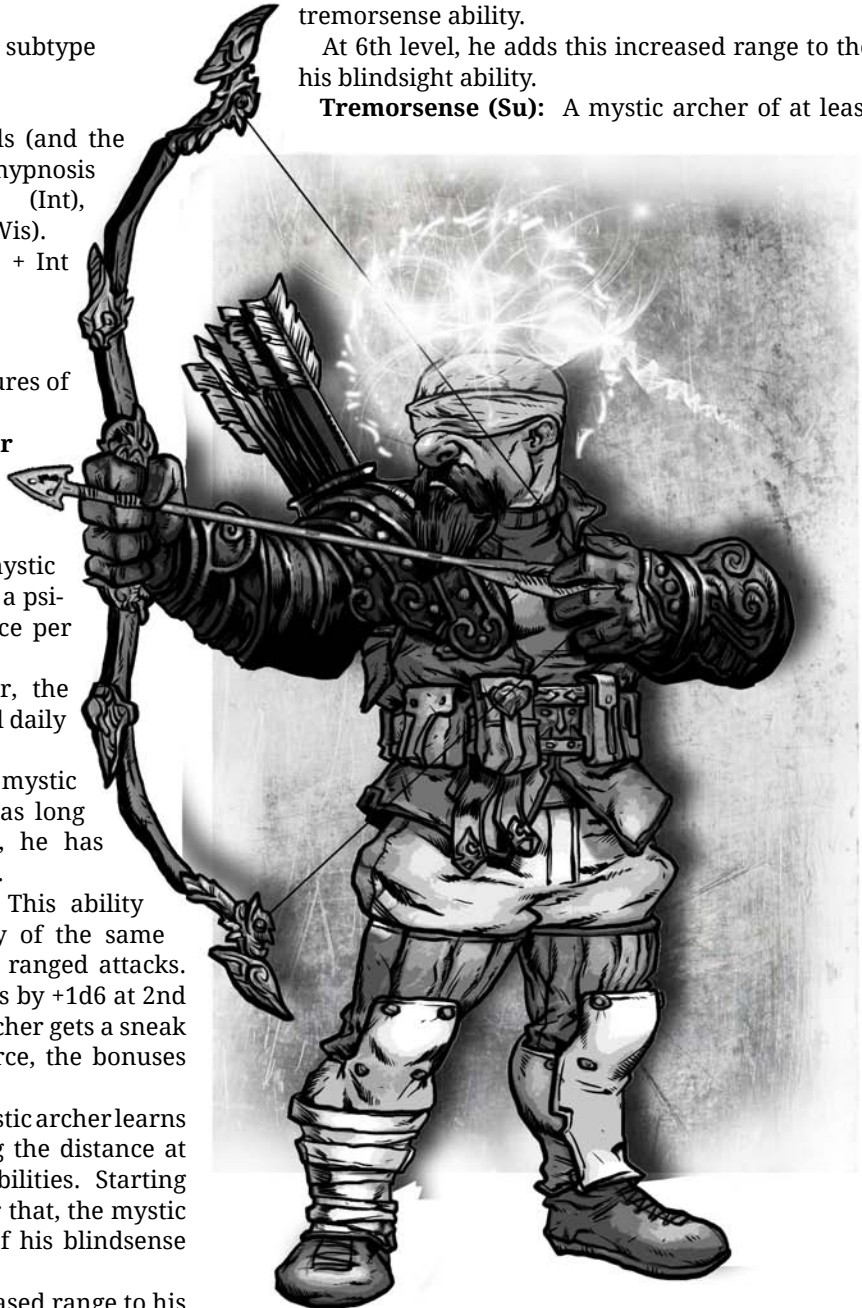
Heightened Senses (Ex): A mystic archer learns to enhance his sense, improving the distance at which he can use his different abilities. Starting at 3rd level and every level after that, the mystic archer adds 5 ft. to the range of his blindsense and ranged sneak attack.

At 4th level, he adds this increased range to his

tremorsense ability.

At 6th level, he adds this increased range to the his blindsight ability.

Tremorsense (Su): A mystic archer of at least



4th level, as long as he maintains psionic focus, gains tremorsense to a range of 30 ft.

Blindsight (Su): Once a mystic archer has reached 6th level, he gains blindsight to a range of 30 ft. as long as he maintains psionic focus.

Unhindered Vision (Ps): A mystic archer that has reached 7th level has learned how to look beyond glamers, illusions, and false visions to see only what is actually there. Once every ten minutes, the mystic archer can gain the benefits *pierce the veils* for a duration of one minute.

PSIONIC ITEMS

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

PSIONIC WEAPONS

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

PSIONIC WEAPON SPECIAL ABILITY

DESCRIPTIONS

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

Energy: This ability can only be applied to ranged weapons, but not thrown weapons. Weapons with this ability create missiles of energy when drawn. These missiles deal appropriately-sized damage of an energy type determined at the time the weapon is created (cold, fire, or electricity). Attacks made with an energy weapon are not subject to damage reduction, but are subject to any applicable energy resistance, immunity, or vulnerability. Weapons with this ability cannot use standard ammunition, magical or otherwise.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *energy ray*; Price +12,000 gp

Energy, Greater: When this ability is activated, ammunition fired from the weapon is converted into pure energy of the type set at time of creation (cold, fire, or electricity), allowing the attack to bypass damage reduction, but it is subject to any applicable energy resistance, immunity, or vulnerability. This ability can be deactivated at will as a free action.

Strong psychokinesis; ML 12th; Craft Magic Arms and Armor, *energy ray*; Price +4 bonus

Linked Striking: Weapons with this special ability gain no benefit the first time they strike an enemy,

TABLE 7-6: RANGED WEAPON SPECIAL ABILITIES

Special Ability	Base Price Modifier
<i>Linked striking</i>	+2 bonus ¹
<i>Wrenching</i>	+2 bonus ¹
<i>Energy</i>	+12,000 gp
<i>Rebounding</i>	+12,000 gp
<i>Greater energy</i>	+4 bonus ¹

1. Add to enhancement bonus to determine total market price

but establish a link that on subsequent hits treats the weapon's enhancement bonus as 2 higher and deals an additional +2d6 points of damage. Striking another creature resets this link.

Moderate psychokinesis; ML 12th; Craft Magic Arms and Armor, *gravitational well*; Price +2 bonus

Rebounding: This special ability may only be applied to thrown weapons. If the wielder of a rebounding weapon has multiple attacks from a high base attack bonus, he may throw the weapon so it rebounds off the first target to strike at a second target, and so on for each of the wielder's additional attacks. The distance to each target adds to the total range of the weapon, and range penalties apply. For example, a 6th-level dwarf fighter can throw a +1 *rebounding light hammer* using his +6 base attack bonus at a target 20 feet away (within one range increment, no range penalty); if it hits, he rebounds it to an attack using his +1 base attack bonus at a second target 40 feet away from the first target (within three range increments for a -4 range penalty). The weapon can only rebound if it successfully hits a target; if it misses, it stops rebounding and has no further attacks that round. Because rebounding attacks are treated as separate attacks, modifiers that only apply to one attack roll (such as *true strike*) only apply to the first attack. The rebounding attacks count as the wielder's additional attacks for that round.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *flexible trajectory*; Price +12,000 gp

Wrenching: This special ability can only be applied to ranged and thrown weapons. Weapons with this ability allow the wielder to make a ranged reposition attempt on the target, but the target may only be moved in a direct path toward the weapon's wielder, rather than in any direction.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *flexible trajectory*; Price +2 bonus

REPOSITION

Introduced in the Advanced Player's Guide, the Reposition combat maneuver is detailed below.

Reposition: You can attempt to reposition a foe to a different location as a standard action. You can only reposition an opponent that is no more than one size category larger than you. A reposition attempts to force a foe to move to a different position in relation to your location without doing any harm. If you do not have the Improved Reposition feat or a similar ability, attempting to reposition a foe provokes an attack of opportunity from the target of your maneuver. You cannot use this maneuver to move a foe into a space that is intrinsically dangerous, such as a pit or wall of fire.

If your attack is successful, you may move your target 5 feet to a new location. For every 5 by which your attack exceeds your opponent's CMD, you can move the target an additional 5 feet. The target must remain within your reach at all times during this movement, except for the final 5 feet of movement, which can be to a space adjacent to your reach.

An enemy being moved by a reposition does not provoke an attack of opportunity because of the movement unless you possess the Greater Reposition feat. You cannot move a creature into a square that is occupied by a solid object or obstacle.

UNIVERSAL ITEMS

Comparable to wondrous magical items, the universal items category holds a wide assortment of different psionic items. Presented below are a few new universal items for use in your games.

BOOTS OF GRAVITY BINDING

Aura faint psychoportation; **ML** 5th
Slot feet; **Price** 18,000 gp; **Weight** 1 lb

DESCRIPTION

Three times per day, the wearer of these black leather boots can affect the ground where they are

standing as if they had manifested the *gravitational anchor* power.

CONSTRUCTION

Requirements Craft Wondrous Item, *gravitational anchor*; **Cost** 9,000 gp

GOGGLES OF FAR SIGHT

Aura faint clairsentience **ML** 3rd
Slot eyes; **Price** 4,000 gp; **Weight** -

DESCRIPTION

The lenses of these goggles are made of a curved, translucent crystal. When placed over the eyes of the wearer, they allow the wielder to ignore the first range increment penalty when making ranged attacks, but the wielder suffers a -1 penalty to his Armor Class.

CONSTRUCTION

Requirements Craft Wondrous Item, *pierce the veils*; **Cost** 2,000 gp

RING OF MISSILE PROTECTION

Aura faint psychokinesis **ML** 5th
Slot finger; **Price** 2,000 gp; **Weight** -

DESCRIPTION

This copper-colored ring is engraved with a variety of different types of ammunition all around the interior and exterior. The wearer of this ring gains damage reduction 10/magic against ranged attacks. Once 50 points of damage from ranged attacks has been absorbed, the ring goes inert for 24 hours.

CONSTRUCTION

Requirements Forge Ring, *deflect missiles*, **Cost** 1,000 gp

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents

may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy Copyright 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics Copyright 2004 Bruce R Cordell. All rights reserved.

If Thoughts Could Kill Copyright 2001–2004 Bruce R. Cordell. All rights reserved.

Mindscapes Copyright 2003–2004 Bruce R. Cordell. All rights reserved.

Unearthed Arcana Copyright 2004 Wizards of the Coast.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Psionics Expanded. Copyright 2011, Dreamscarred Press.