

# UNTAPPED POTENTIAL

New Horizons in Psionics



DREAMSCARRED  
PRESS

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## NEW HORIZONS IN PSIONICS

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For supplemental material, please visit our website: <[www.dreamscarredpress.com](http://www.dreamscarredpress.com)>



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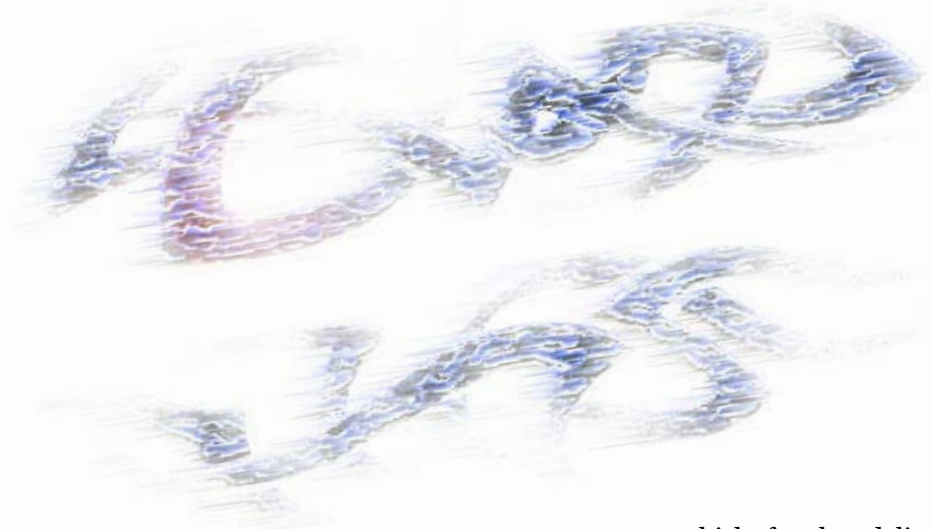
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*Rajrin: The Dreamy Isle. Its tales have served as building blocks in the creative unconscious of society. However, this island of the mind is more than just a mythical construction... it has appeared in reality, and brings with it a vast wellspring of untapped potential...*

Welcome to *Untapped Potential: New Horizons in Psionics*, a sourcebook expanding psionics in your games. Within these pages you will find a host of new options for psionic characters, including feats, prestige classes, and powers. Characters belonging to a psionic race will also find some special options relating to the unique strengths and characteristics of their race. GMs, as well, should find material up their alley, ranging from psionic organizations and NPCs to a host of vicious monsters, including one group of monsters able to serve as an entire campaign focus.

However, all of this would be difficult to integrate into an existing game. So, we've done the work for you. Rajrin, the Dreamy Isle, serves as a featured adventure setting for *Untapped Potential*. While it is not necessary to reference Rajrin's unique characteristics in your games at all, the island can be easily inserted into any game world, and can serve as a wonderful source of adventure as well as an alternative to the usual "revisionist" approaches needed when using a new game supplement. In games that are looking to introduce psionics as a whole as opposed to just the new material in this book, it can serve as

a vehicle for that delivery as well with minimal changes. In order to facilitate the diverse nature of one campaign to the next, the specifics of Rajrin are left deliberately vague, to be adjusted to best suit your game. For more information on this strange place, see below. If you'd rather treat this book like other sourcebooks, nothing is stopping you – simply ignore references to Rajrin and the entire book becomes setting-neutral.

With this in mind, welcome to the shores of Rajrin, where you may witness firsthand the untapped potential of a mind unbound...

### **Using This Book**

*Untapped Potential: New Horizons in Psionics* expands on Open Game Content presented in the *Expanded Psionics Handbook*. The symbol <sup>UT</sup> is used throughout *Untapped Potential* to indicate material introduced in this book. Supplemental information may be found online at this book's website, at <http://www.dreamscarredpress.com>. Additional material, such as web enhancements, will be collected on this site.

### **Hyperconscious**

*Untapped Potential* contains references to Open Game Content that appeared originally in *Hyperconscious: Explorations in Psionics*, by Bruce R. Cordell. *Hyperconscious* is not required to enjoy *Untapped Potential*, but your play experience may be enhanced by using these two books together. Except for a single feat, *Untapped Potential* does not reprint material from *Hyperconscious*. Rather, the <sup>HC</sup> symbol is

used to denote if a particular element originated there, and sidebars throughout the book provide alternatives if you are not using *Hyperconscious*.

If you are using the Mindscapes psionic combat system, you will need to know the following information:

The following classes use the good mode check progression: devoted psion, society mind, energist, enlightened exemplar, psicrystal imprinter, seidmadr, and sighted seeker.

The following classes use the average mode check progression: marksman, amalgamist, anyform savant, enlightened protector, knight meditant, maverick voidshaper, phenotype impressionist, and psychic acrobat.

Every monster (and NPC) presented in this book has its mindscape mode check bonus listed with its resting mode in its statistics block. As normal for psionic monsters, every psionic monster in this book uses the good mode check progression, including the templated monsters. However, the dire nightmare prestige class (for the Nameless Fear) uses the average mode check progression. A few monsters have special abilities based on the Mindscapes system: if you are not using this system, alternate versions have been provided in the individual ability descriptions.

Many monsters (particularly those of the Nameless Fear) have the dreamborn subtype, which appears in *Hyperconscious* and belongs to creatures comprised, at least partially, of the stuff of dreams. If you do not have access to *Hyperconscious*, treat a creature with the dreamborn subtype as having a 20% miss chance against all attacks (physical or not), due to the creature's hazy, out-of-focus appearance. This isn't an incorporeal miss chance or concealment, so *ghost touch* weapons or concealment-reducing effects do not ignore this miss chance, but other effects that ignore miss chances altogether (such as an augmented *the arrow knows the way* <sup>UT</sup> power or any area-effect spell or power) can affect a dreamborn creature normally.

The psionic classes introduced in this book with unique power lists (the marksman, society mind, and sighted seeker) have powers from *Hyperconscious* presented on their power lists. If you are not using *Hyperconscious*, these powers simply are not available. Powers from *Hyperconscious* deliberately make up a very small amount of each new class' power lists.

None of these powers make use of the campaign-changing elements of *Hyperconscious*, however, so if you have access to the book and are not using it for that reason, these powers may remain available at the GM's option.

## Discipline vs. Devotion

Since the release of the current edition of psionics, new players are often confused with the term "discipline." This is because it actually refers to two very different things at the same time – one refers to the "school" of a psionic power (psychometabolism, metacreativity, and so on), and the other to one of the six types of psions and their special lists of powers (egoist, shaper, and so forth).

In order to reduce confusion, *Untapped Potential* uses the term "discipline" only in the first case – the term "devotion" is introduced to represent the psion subtype and unique list.

An example of use would be "Many powers in the shaper devotion list come from the metacreativity discipline."

This does not carry with it any mechanical change. It affects only names, and is for the sake of clarity. The only retroactive change is renaming the first-level psion class feature to "devotion".

## Rules Replacements

By and large, *Untapped Potential* does not replace any rules in your games, it merely provides new ones. However, it does present an alternate to the often-confusing shapechanging rules. More details on this alternate system, plus the exact list of material it replaces from the *Expanded Psionics Handbook*, may be found in chapter 7, with additional information in chapters 4 and 5. If you enjoy this version of shapechanging, it is designed to be relatively straightforward to port to the existing d20 magic system as well.

## An Island of Dreams...

Until recently, Rajrin never really existed in any conventional sense of the term. In fact, even describing the island's history is difficult, due to circumstances surrounding its disappearance and reappearance. The connection between dreams and psionics is evident enough: anyone can reshape their dreams with will alone, given enough training, and this is exactly what psionic characters do in the waking world. What isn't apparent is that this connection extends the other way as well: dreams that exist

independently of dreamers but nonetheless influence the real. Events that occur to these dream-natives seem as real to them as the material world does to its inhabitants. Travelers often discover that many cultures developing independently have similar stories between them, with only minor elements changing from one to the next. Chances are very good that these stories actually did happen – but in the region of dreams, and half-remembered by ancient storytellers upon waking. It isn't that alien a concept, really: if one accepts that the region of dreams has its own inhabitants as well as all the nightly dreaming visitors from assorted planes – a fact supported by experienced nomads, who *dream travel* frequently enough – then why not imagine an entire island of such inhabitants, glimpsed by many in their dreams? This island is Rajrin. Its history is strangely mutable, and seems contradictory depending on who you speak to, although given the unstable perception of time while dreaming, this is to be expected.

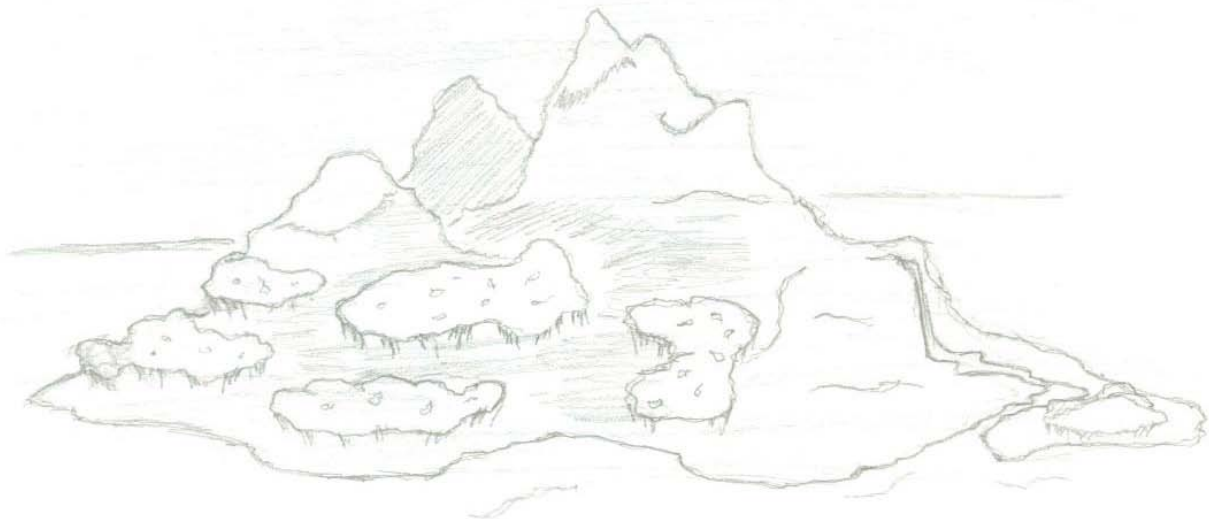
#### *Lost...*

It seems that some time in the past, the pocket of the region of dreams that held Rajrin was cast adrift for unknown reasons. A few of its inhabitants survived and escaped to other locations more like their familiar reality than the raw dreamstuff they encountered – places like

the material plane, although like many things that make the journey from dream to reality the details of the dream were forgotten. The island itself lay lost, adrift in dreams, for an indeterminate amount of time – for the material plane residents, it would have been an eternity, although the mutable nature of dreams means that some on Rajrin itself may have perceived no time as passing at all.

#### *...and found...*

And yet, here it is, quite real and quite *here*, on the material plane. Its residents are understandably confused, much like suddenly waking from a lifelong dream, and give conflicting stories as to exactly what has gone on. Taking into account the journals of several early explorers, the island was yanked out of the region of dreams by something on the material plane. Some islanders insist that the island is different somehow from what they remember, as if bits of it were left behind: the most dramatic of such tales is a hermit who insists his coastal home was in the middle of a desert full of strange beings that make the dromites seem more human in comparison. And not one resident remembers the spine-chilling sense of dread that many feel, intensifying towards the central mountain range.



*Illustration by Kevin Miller*



How did it arrive? What has changed? Can anything be done?

Such details are uncertain. What is certain is that an island full of psionic power has suddenly appeared in the world, and if there's one thing that adventurers as a demographic crave, it's power.

They flock to regions near the island, pressing towards this new horizon of untapped potential...





The psionic races on Rajrin in their time away from the rest of the world have had to rely upon themselves for survival. As a result, they have unlocked new abilities and skills that others of their race or classes have not. Socially, they closely resemble their counterparts as described in the *Expanded Psionics Handbook*.

In your campaign, members of these races may have discovered these talents if Rajrin is not introduced.

### ***Psionic Racial Paragon Classes***

Originally introduced in *Unearthed Arcana*, paragons represent the iconic members of their race. Their natural abilities are more developed than average members of their race, although they do not necessarily take part in the rigorous training as do most adventurers.

Because paragon classes are tied to a particular race, a character may only take levels in the paragon class for his race. A maenad could not take levels in elan paragon, for example, because the maenad does not possess the same inherent abilities as the elan.

The paragon classes listed below represent the natural development of the psionic races on Rajrin, but it can easily be incorporated into any campaign setting with these races.

Levels in racial paragon classes are not counted for XP penalties due to multiclassing.

### **Dromite Paragon**

Deep within the tunnels under the earth, the dromite hives work as a collective entity for the betterment of their society. Among this society, the dromite paragons are those who are most able to serve the society. Dromite paragons act as intermediaries among larger groups of other dromites, as well as protectors and scouts.

**Adventures:** Dromite paragons tend to adventure to find ways to expand their hive or their own fortunes.

**Characteristics:** Dromite paragons are tougher than the average dromite. Their enhanced senses and stronger carapace make them more able to venture beyond the safety of the hive. Because of these qualities, dromite psychic warriors are likely to become paragons, although society minds and psions are more likely to take levels in dromite paragon. In Rajrin, the hive leaders are chosen exclusively from dromite paragons.

**Alignment:** Dromites tend toward no specific alignment. The best and worst can be found among them. Because of their rigorous caste society, lawful dromite paragons are more frequent than other alignments, but any alignment can be found, if in smaller numbers.

**Religion:** The dromites of Rajrin revere their hive leaders as near deities. Since these hive leaders are all dromite paragons themselves, several paragons also serve as religious intermediaries as well as the dromite equivalent of court nobles and law enforcement.

**Background:** Dromite paragons typically come to their abilities while still in their hive.

Their abilities to help protect the hive from invaders, and their latent telepathic abilities allow them to effectively coordinate with large groups. Some have been known to progress in their abilities outside of their society, although this is less common.

**Other Races:** The races that reside above ground tend to be of little concern for dromite paragon, unless they have a need to depart from their hive. If they do so, dromite paragon tend to get along with other races, although they do not take kindly to the humans who refer to them as 'bug-men'. The concept of non-hive societies tends to give dromite paragon either a curious attitude toward other races, or a haughty attitude at the inefficient manner in which other societies operate.

**Other Classes:** Dromite paragon tend to view clerics and other deity-worshipping classes with skepticism. However, they respect the power these classes possess, and understand it can be necessary to help them with whatever needs the dromite paragon currently possesses. As such, dromites tend to get along well with most other classes. If nothing else, dromites are cooperative beings.

**Game Rule Information**

Dromite paragon have the following game statistics.

**Abilities:** Dromite paragon rely on Charisma for several important skills and Constitution for more hit points. Additionally, Wisdom and Charisma are both important for dromite society minds, who gain additional manifesting prowess from levels in dromite paragon.

**Alignment:** Any

**Hit Die:** d6

**The Dromite Race and Rajrin**  
The dromites of Rajrin have become more close-knit and hive-like than standard dromites. As a result, those dromites from this area favor the society mind class described in chapter 3 instead of the wilder class as a standard dromite.

**Class Skills**

Autohypnosis, Bluff, Diplomacy, Climb, Concentration, Craft (any), Listen, Knowledge (Psionics), Profession (any), Spot.

**Skill points at each level:** 4 + Int modifier

**Skill points at 1st level:** (4 + Int modifier) x 4

**Bonus Class Skills:** A dromite paragon considers an additional skill a class skill depending on their caste (much as a psion considers extra skills class skills depending on their devotion):

- Fire Caste: Intimidate
- Ice Caste: Sense Motive
- Voice Caste: Perform
- Glimmer Caste: Sleight of Hand

**Weapon and Armor proficiency:** A dromite paragon is proficient with simple weapons, light armor, and shields (but not tower shields).

**Manifesting:** At 2nd and 3rd level, a dromite paragon gains additional power points per day and access to new powers as if it had also gained a level in society mind (described in chapter 3). It does not, however, gain any other benefit a character of that class would have gained (improved network range, larger worldthought network, and so on). This essentially means that it adds the level of dromite paragon to the level of society mind, and then determines power points per day, powers known, and manifest level accordingly.

If the character did not have levels in society mind before taking this paragon class, it does not gain manifesting levels.

**Note:** If you are not using the variant dromite here, you should replace this with wilder manifesting progression.

**Improved Energy Ray (Ex):** The dromite can now use its energy ray ability 1 additional time per day. Dromite paragon levels count double in the calculation for this ability's manifest level.

**Table 2-1: Dromite Paragon**

Level	Base Attack Bonus	Fort	Ref	Will	Special	Manifesting
1st	+0	+0	+0	+2	Improved energy ray, heightened senses	-
2nd	+1	+0	+0	+3	Improved chitin, tremorsense	+1 Society Mind Level
3rd	+2	+1	+1	+3	Lesser hive mind, ability boost (+2 Cha), improved chitin	+1 Society Mind Level

**Heightened Senses (Ex):** The dromite paragon's racial bonus on Spot checks improves to +3, and the more sensitive antennae grant them protection from flanking. Opponents do not get the usual +2 bonus on attack rolls from flanking the dromite paragon unless it is also denied his Dexterity bonus to AC against their attack.

**Improved Chitin (Ex):** At 2nd level, the dromite paragon's natural chitin improves in resiliency. The natural armor bonus granted improves to +5 at level 2. At 3rd level, the base resistance granted to an energy type improves to 8.

**Tremorsense (Ex):** Also at 2nd level, the dromite paragon's subterranean heritage becomes even more apparent. It gains the tremorsense special quality with a radius of 10 feet as long as it is not currently moving at more than its normal speed. Running, hustling, charging and moving faster than normal speed interfere with the sensations needed to locate something by vibration.

**Ability Boost:** At 3rd level, a dromite paragon gains a +2 bonus to Charisma.

**Lesser Hive Mind (Su):** At 3rd level, the psionic neural pathways and insectoid ancestry of the dromite paragon combine, granting a weaker form of the hive mind special quality (see the *Monster Manual*), supported by any other dromites or beings with which the paragon has a mental bond (for instance, a psicrystal, *mindlink* or a worldthought network) within 30 feet. If any of these supporters are aware of a given danger, the paragon is as well. The paragon is not treated as flat-footed or flanked unless all of the supporters are. While a paragon cannot use this ability to read minds or communicate telepathically, but it can use it to impart subtle, minor messages to those it is in contact with as a move-equivalent action (as a rule of thumb, consider only emotions or single words).

If the dromite paragon links antennae with another willing dromite paragon with this ability, the two of them are treated as supporters of each other's hive minds until either one of them wishes to end the link. At the GM's discretion, characters with the Hive Mind quality may also "interface" with this ability. Dromite hive leaders are always considered supporters if the paragon is within range (and vice versa),

regardless of whether or not the paragon has directly linked with them.

Damage to the antennae can disrupt this ability, just as damage to the throat can disrupt speech.

## **Duergar Paragon**

Harsh, cruel and all-around mean, duergar believe that only through unceasing toil is life worthwhile. They do not enjoy much, except the satisfaction of a profit from a job well done. Duergar paragons seek to find more ways to increase their profit and their power in their clan. They are isolationist by nature, so outgoing adventurers are often outcasts or unusually forward-thinking examples of their kind. Duergar paragons are more likely to be located in their own settlements for this reason.

**Adventures:** Duergar paragons seek ever increasing rewards and riches. They strive to use the abilities of their race to their maximum potential and turn that potential into profit. Duergar paragons frequently seek adventure as a way to expand their personal profit margins, although a gregarious few seek to actually improve their quality of life.

**Characteristics:** Duergar paragons tend to be more commanding than normal duergar. They know they are examples to others of their brethren in what it means to be one of their race, and expect their neighbors to respect them for it. Regardless of their individual methods, duergar paragons are determined and patient. A frequent belief is that stinting in work or giving up are weak and not to be tolerated, although whether those who are not industrious are punished or rallied is up to the individual.

**Alignment:** Lawful almost to a fault, nearly all duergar paragons are evil or at best a sullen neutral, caring not for their brother or others, only for their own profit. The few good duergar paragons found are more likely to adventure, as the skills they learn help them more readily survive life away from their society.

**Religion:** Those deities who embody wealth and prosperity tend to garner duergar paragon worshippers, as do those deities who represent the martial aspect of war. Most duergar paragons have little tolerance for the benevolent deities, feeling that they are too easy on their followers, which leads to decreased productivity and efficiency. Many duergar paragons feel that gods devoted strictly to suffering are useless, as suffering should be for something: profit.

**Background:** Duergar paragons learn their skills as other duergar: through unceasing toil and not shirking their duties. Duergar paragons

build their abilities fighting their brethren for profit or, in many cases, to stay alive before the greed of another eliminates a possible rival. Those duergar paragons who survive and are crafty enough tend to become powerful guild masters in their society.

**Other Races:** Other races are only good to duergar paragons for two things: to buy their wares and to be slaves. Good aligned duergar paragons, however, understand that the other races have strengths and weakness and are more likely to cooperate. The outgoing and communal dromites in particular strike the sullen, individualist duergar as odd, although a few visionary thinkers amongst the duergar have observed the great productivity that the dromites exhibit, and are pressing for change. Suffice it to say, they are a distinct minority and are meeting with a staunch resistance at every turn.

**Other Classes:** Duergar paragons see other classes as means to an end. If an associate's abilities can aid the duergar paragon to more profit, he is likely to seek him as a companion. Because of their natural militaristic background, duergar paragons typically seek those of a martial bent to assist them in battle. While they generally dislike teamwork-oriented classes or socialites (such as the bard or society mind), duergar paragons will work with any who they can use to increase their wealth or profit.

### Game Rule Information

Duergar paragons have the following game statistics.

**Abilities:** Due to their typically aggressive nature, a duergar paragon relies on a high Strength score for melee attacks. To increase their chance of survival, they also benefit from a high Constitution.

**Alignment:** Any

**Hit Die:** d10

### Class Skills:

Appraise, Autohypnosis, Climb, Craft (any), Intimidate, Jump, Listen, Knowledge (Dungeoneering), Move Silently, Profession (any), Sense Motive, Spot, Survival.

**Skill points at each level:** 2 + Int modifier

**Skill points at 1st level:** (2 + Int modifier) x

4

**Weapon and Armor proficiency:** Duergar paragons are proficient with all simple and martial weapons, with light, medium and heavy armor, and with shields (but not with tower shields).

**Bonus Feat (Ex):** Due to their martial bent, a 1st level duergar paragon gains a bonus feat. This feat may be any psionic feat or fighter bonus feat.

**Improved Stonecunning (Ex):** At 1st level, a duergar paragon's racial bonus on Search checks to notice unusual stonework increases to +4. The range at which he receives an automatic Search check for coming near an example of unusual stonework increases to 20 feet. He is also able to determine which direction is true north in relation to himself as if he had 5 ranks in Survival when underground.

**Psionic Nature (Ps):** Duergar paragons are more in tune with their psionic nature. As such, at 2nd level, the first use per day of each of their racial psi-like abilities does not count toward their daily limit.

**Hardened Spirit (Su):** A duergar learns to harden himself against detrimental effects. At 2nd level, a duergar paragon's racial bonus on saving throws increases to +3.

**Ability Boost (Ex):** At 3rd level, a duergar paragon gains a +2 bonus to Constitution.

Table 2-2: Duergar Paragon

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Bonus feat, improved stonecunning
2nd	+2	+3	+0	+0	Psionic nature, hardened spirit
3rd	+3	+3	+1	+1	Ability boost (+2 Con)

### Elan Paragon

Created rather than born, the elan paragon understands that her psionic heritage is truly from where her powers stems. She seeks to expand the psionic power that created and infused her being, while also expanding her knowledge, that it may help her unlock the powers lying dormant within. To keep her society secret, she also seeks to use her psionic power to mask her unusual nature, keeping the prying eyes of other races from her race. Due to the incredible lifespan that elans possess, an elan paragon understands that all will come in

time and possess a patience that would cause many elves to become envious.

**Adventures:** Elan paragons have the same drive for exploration that humans have, as they were originally human. They seek adventure for a variety of reasons, including the thrill, to expand their knowledge, or for riches.

**Characteristics:** An elan paragon works to blend her psionic heritage with her aberrant nature. They tend to be quicker of wits than standard members of their race, and are better at hiding their nature from others. An elan paragon seeks to master the psionic powers used in her creation.

**Alignment:** Elan paragons can be of any alignment. Because they are created and not born, they tend to be more lawful than chaotic, as they work with their makers to identify possible candidates to become future elans. That said, chaotic elans aren't unheard of, and frequently operate on their own moral codes, seeing themselves as removed from society and therefore above it.

**Religion:** Elan paragons tend not to follow any particular god. Knowing that you were created by others instead of born, and will not die of old age, has a tendency to give elan paragons a unique perspective on life and death. Some elan paragons do venerate deities, and typically choose deities associated with knowledge. Others simply retain the habit of worshipping whatever deity they followed in their human lifespan, although over time this practice tends to wane.

**Background:** Most elan paragons come into their abilities from a life of trying to develop their psionic potential and avoiding detection from the societies that are unaware they exist. The elan paragon understands that other societies are sources of information and, many times, they progress in their abilities along other races, instead of other elans, although they continue to strike these races as a little odd on some primal level.

**Other Races:** Elan paragons, being originally human, tend to have a mixed view of the human race. Some elan paragons see them as inferior, while others view them with a nostalgic view. Because other races are more prolific, elan

paragons understand that they will need to work alongside these other races for at least part of their immortal lives.

**Other Classes:** Similar to their views on other races, elan paragons view other classes as those who they will, at some point in time, have to work with or alongside. A thousand years is a long time, and much will likely be seen. This viewpoint gives the elan paragon more tolerance of other classes. They do, however, tend to prefer the company of those classes of a psionic nature.

### Game Rule Information

Elan paragons have the following game statistics.

**Abilities:** Naturally inclined toward psionics and the psion class in particular, elan paragons benefit from a high Intelligence for their manifesting ability. Constitution is also important for their survivability.

**Alignment:** Any

**Hit Die:** d4

### Class Skills:

Elan paragons can choose any eight skills as class skills. (Knowledge skills must be selected individually).

**Skill points at each level:** 4 + Int modifier

**Skill points at 1st level:** (4 + Int modifier) x

4

**Weapon and Armor proficiency:** Elan paragons are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and short spear. They are not proficient with any type of armor or shield.

**Manifesting:** At 2nd and 3rd level, an elan paragon gains additional power points per day and access to new powers as if she had also gained a level in psion. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of elan paragon to the level of psion and then determines power points per day, powers known, and manifest level accordingly.

Table 2-3: Elan Paragon

Level	Base Attack				Special	Manifesting
	Bonus	Fort	Ref	Will		
1st	+0	+0	+0	+2	Aberrant sight, masked nature, psionic talent	-
2nd	+1	+0	+0	+3	Psionic heritage	+1 Psion Level
3rd	+1	+1	+1	+3	Ability boost (+2 Int)	+1 Psion Level

If the character did not have any class levels in psion before taking this paragon class, she does not gain an increase to her manifesting levels.

**Aberrant Sight (Ex):** At 1st level, an elan paragon gains darkvision out to 60 feet.

**Psionic Talent:** An elan paragon gains the Psionic Talent feat for free at first level.

**Masked Nature (Ex):** At 1st level, an elan paragon may mask her psionic and aberrant nature from others. As a standard action, she may grant herself a +10 bonus on Bluff and Disguise checks made to impersonate a human (or other creature with the human subtype) for 8 hours (or until dismissed). While this ability is active, her psionic aura strength is half as strong as it normally would be (see *detect psionics*).

Ironically, this ability is drawn from an elan's aberrant heritage itself, and as such tends to subconsciously unsettle more humanoid minds. While this ability is active, NPCs that remain within 30 ft. of the elan paragon have their attitudes automatically worsen towards the elan paragon (but not to her companions) one step every five minutes, to a maximum of Unfriendly. These can be altered by Diplomacy checks or other means as normal.

**Psionic Heritage (Ex):** At 2nd level, an elan paragon's naturally psionic potential allows her to select any psionic, metapsionic or item creation feat as a bonus feat. She must still meet all prerequisites for the feat.

**Ability Boost (Ex):** At 3rd level, an elan paragon gains a +2 bonus to Intelligence.

## Half-Giant Paragon

Strong and aggressive, the half-giant is a formidable opponent who suffers little from others. Their physical prowess is not only good in battle, but also serves to intimidate those who would accost the half-giant. Their humanoid ancestry has granted them surprisingly sharp minds for giants, and their psionic nature lets them survive in environments which other races

would find inhospitable.

Half-giant paragons are daunting warriors, using their physical abilities in combination with their psionic might to subdue and defeat their enemies.

**Adventures:** Half-giants tend to adventure due to their mixed heritage. Not truly at home among giants or humans, they tend to a solitary life. Adventuring allows them to socialize with those who are less likely to judge them.

**Characteristics:** Half-giant paragons are stronger and sturdier members of their race. Where other half-giants may fail from exhaustion, the half-giant paragon is able to survive. Some half-giant paragons know this and take advantage of their increased physical prowess by becoming guards or, in some cases, brigands.

**Alignment:** Because of the general stigma surrounding the half-giant in both giant and human societies, half-giants tend toward more chaotic or neutral alignments for their society view, but the best and worst are found among them.

**Religion:** Half-giant paragons, like most other half-giants, have little use for religion. Few among them take up the cause of any deity, instead holding to an ideal.

**Background:** Half-giant paragons typically come to their abilities from their life in a harsh society where they do not really have a place. The world can be cruel, and half-giant paragons know that inner and outer strength is what is needed if you are to survive.

**Other Races:** Because of their mixed nature, half-giant paragons tend to view humans and giants with skepticism. Those groups of either that are accepting of his heritage are few and far between. However, half-giant paragons view most other races based upon their physical prowess and, as such, view elves as frail.

**Other Classes:** Half-giant paragons work best with those classes that can augment his fighting prowess. He realizes that his brute force may allow him to subdue his opponents, but he will need someone to heal those wounds he takes and to help overcome those obstacles that raw strength will not suffice. As such, a half-giant paragon tends to work best with healing classes,

Table 2-4: Half-Giant Paragon

Level	Base Attack Bonus	Fort	Ref	Will	Special	Manifesting
1st	+1	+2	+0	+0	Fire resistance	-
2nd	+2	+3	+0	+0	Ability boost (+2 Str)	+1 Psychic Warrior Level
3rd	+3	+3	+1	+1	Ability boost (+2 Con)	+1 Psychic Warrior Level

such as the society mind or the cleric, and primary manifesters, such as psions or wilders. For reasons that they will not (or perhaps cannot) make entirely clear, several half-giant paragons have a stigma against arcane magic, and are usually initially suspicious to its practitioners.

### Game Rule Information

Half-giant paragons have the following game statistics.

**Abilities:** Half-giant paragons have a more martial bent than a standard half-giant. As such, they benefit from a high Strength score. Constitution is also important to them to improve their resiliency.

**Alignment:** Any

**Hit Die:** d8

### Class Skills:

Autohypnosis, Bluff, Diplomacy, Climb, Concentration, Craft (any), Jump, Listen, Knowledge (Psionics), Profession (any), Spot, Swim.

**Skill points at each level:** 2 + Int modifier.

**Skill points at 1st level:** (2 + Int modifier) x

4

**Weapon and Armor proficiency:** A half-giant paragon is proficient with simple and martial weapons, light, medium, and heavy armor, and shields (but not tower shields).

**Manifesting:** At 2nd and 3rd level, half-giant paragons gains additional power points per day and access to new powers as if he had also gained a level in psychic warrior. He does not, however, gain any other benefit a character of that class would have gained (bonus feats and so on). This essentially means that he adds the level of half-giant paragon to the level of psychic warrior, and then determines power points per day, powers known, and manifester level accordingly.

If the character did not have levels in the psychic warrior class before taking this paragon class, he does not gain manifesting levels.

**Fire Resistance:** The half-giant paragon's fire resistance improves, granting him fire resistance 5.

**Ability Boost:** At 2nd level, a half-giant paragon gains a +2 bonus to Strength.

**Ability Boost:** At 3rd level, a half-giant paragon gains a +2 bonus to Constitution.

## Maenad Paragon

Reserved and calm, the maenads are a race of emotionally polar beings. While calm to most observers, maenads struggle daily with their wild, nearly uncontrollable emotions. Maenad paragons are ferocious fighters, matching the barbarian when he chooses to unleash the pent up emotions bottled inside. His need to control his emotions also lends him a clarity of thought that opposes those who would try to affect his thoughts.

**Adventures:** Adventures are ways for maenad paragons to expand their abilities. Sometimes, it is simply the need to get out of the stifling society that is maenad culture. Because the maenad paragon learns to harness the storm of emotions trapped inside, some of the more conservative maenads view the abilities of the maenad paragon as suspect, feeling that any outburst is unnecessary.

**Characteristics:** Maenad paragons are more in tune with the bottled emotions than normal maenads; they have learned to harness that overwhelming emotional energy to greater effect. Through the intense force of will the maenad paragon must constantly exhibit to keep this energy under control, he has also learned how to protect his mind from others who would try to subject him to their will.

**Alignment:** To keep their emotions in check, maenad paragons tend toward lawful alignments more often than chaotic. However, it is not a requirement; the best and worst are found among maenad society.

**Religion:** Like most other maenads, maenad paragons tend to worship deities of the sea. The conflicting nature of the ocean gives something to which the maenad paragon can relate: it is oft-times calm, but can become a raging storm without warning.

**Background:** The constant battle of keeping their raging emotions in check tends to produce frequent maenad paragons. Many maenad paragons come to their abilities simply through understanding and controlling their emotions. Others come into them from unleashing their emotions, learning to channel that rage into combat ability and then having to quell the urge again.

**Races:** Like other members of their race, maenad paragons tend to have trouble understanding the more lackadaisical races, such as halflings or xephs. The varied nature of



humans and their personalities makes it easier for maenad paragons to work alongside them.

**Other Classes:** Maenad paragons respect monks for the strict codes they follow. They tend to look down on the barbarian, for his wanton use of the rage that a maenad paragon believes should be kept in check. In general, though, a maenad paragon follows the deeds of an individual rather than stereotypes, knowing all too well that things are seldom what they outwardly appear to be.

### Game Rule Information

Maenad paragons have the following game statistics.

**Abilities:** Maenad paragons benefit from a high Strength score for their combat abilities, as well as a high Constitution to make them more resilient. Because of their natural affinity for the wilder class, they benefit from a high Charisma for manifesting, as well.

**Alignment:** Any

**Hit Die:** d8

### Class Skills

Autohypnosis, Bluff, Diplomacy, Climb, Concentration, Craft (any), Listen, Knowledge (Psionics), Profession (any), Spot.

**Skill points at each level:** 4 + Int modifier.

**Skill points at 1st level:** (4 + Int modifier) x

4

**Weapon and Armor proficiency:** A maenad paragon is proficient with simple weapons, light and medium armor, and shields (but not tower shields).

**Manifesting:** At 2nd and 3rd level, maenad paragon gains additional power points per day and access to new powers as if she had also gained a level in wilder. She does not, however, gain any other benefit a character of that class would have gained (wild surge, special abilities, and so on). This essentially means that she adds the level of maenad paragon to the level of wilder, and then determines power points per day, powers known, and manifesting level accordingly. If the character did not have levels in the wilder

class before taking this paragon class, she does not gain manifesting levels.

**Enhanced Outburst (Ex):** When a maenad paragon utilizes his outburst racial ability, his bonus to Strength increases to +4, instead of +2.

**Disciplined Mind (Ex):** At 2nd level, a maenad paragon gains a +4 bonus on all saving throws against mind-affecting effects.

**Ability Boost:** At 3rd level, a maenad paragon gains a +2 bonus to Charisma.

## Xeph Paragon

Known for their amazing feats of agility, their uncanny bursts of speed, and their psionically resilient nature, xephs are the embodiment of speed and grace. Xeph paragons exemplify their agility and speed, using it both to see more lands through travel, and to more ably defend themselves in combat.

Xeph paragons are masters of movement, often darting in and out of combat, catching their opponents by surprise.

**Adventures:** Adventures are exciting, or so xeph paragons believe. The draw of the unknown and the possibility of new people to meet, laugh with, and trick capture the xeph paragon's attention.

**Characteristics:** Xeph paragons are faster and more agile than the average members of their race. Because of their agility qualities, xeph psychic warriors are likely to become paragons, although soulknives and nonpsionic agile classes (such as rogue or ranger) appear at least as frequently.

**Alignment:** Xeph paragons tend strongly toward good alignments. Because of the race's affinity for the abilities of the soulknife, xeph paragons tend to be more lawful than chaotic, but it is not required.

**Religion:** More than the average xeph, xeph paragons tend to revere those deities of travel, quickness, and horizons. These beliefs tie most closely to what drives the xeph paragon.

**Background:** Xeph paragons tend to develop their racial paragon skills while out

Table 2-5: Maenad Paragon

Level	Base Attack Bonus	Fort	Ref	Will	Special	Manifesting
1st	+0	+0	+0	+2	Enhanced outburst	-
2nd	+1	+0	+0	+3	Disciplined mind	+1 Wilder Level
3rd	+2	+1	+1	+3	Ability boost (+2 Cha)	+1 Wilder Level

seeking to enjoy life. Their good-natured demeanor sometimes can result in bullies attempting to harass the xeph paragon, and, as such, his impressive mobility comes in handy. The xeph fondness for tricks tends to lend itself to the need for the additional psionic resistance, as any manifesters finding themselves the butt of a xeph paragon's joke is not likely to be too kind to the joker.

**Races:** Xeph paragons follow the same general principal of interacting with other races as a normal xeph would. While they feel the maenad are too uptight, they tend to get along with most other races. They regard duergar as too dour to be much fun, although they enjoy playing jokes on good-aligned duergar, as they are less likely to seek physical retribution than their evil counterparts.

**Other Classes:** Because xeph paragons focus to increase their race's natural speed, they work best with classes that can keep their enemies standing still or causing a distraction. As such, front-line combatants, such as the fighter, psychic warrior, or spellcasters such as the wizard or sorcerer tend to complement the xeph paragon's abilities quite well.

### Game Rule Information

Xeph paragons have the following game statistics.

**Abilities:** Xeph paragons benefit from a high Dexterity score to improve their ability to avoid their enemies' attacks. A high Constitution score is also important for those strikes that actually land.

**Alignment:** Any

**Hit Die:** d8

### Class Skills:

Autohypnosis, Bluff, Diplomacy, Climb, Concentration, Craft (any), Listen, Knowledge (Psionics), Profession (any), Spot.

**Skill points at each level:** 4 + Int modifier

**Skill points at 1st level:** (4 + Int modifier) x 4

**Weapon and Armor proficiency:** A Xeph Paragon is proficient with simple weapons, light armor, and shields (but not tower shields).

**Improved Burst:** When a xeph paragon uses his racial burst ability, he gains an additional 10 feet of movement. This bonus increases to 20 feet at 3rd level.

**Psionic Deflection:** At 2nd level, if a xeph paragon rolls a natural 20 on a saving throw

against a power of a level no greater than one third his hit dice (to a minimum of 1), he may expend his psionic focus as an immediate action to rebound the effect as if by the *reddopsi* power. The xeph paragon cannot use this ability on effects that the *reddopsi* power would not normally be able to rebound.

**Ability Boost:** At 3rd level, a xeph paragon gains a +2 bonus to Dexterity.

**Mind Dagger:** The xeph paragon, upon achieving 3rd level, learns to emulate those among his race who utilize the mind blade. He is able to create a mind blade as a 1st level soulknife, but it appears in the form of a dagger (instead of a short sword). If he has at least one level in soulknife, he also gains the ability to shape his mind blade into a dagger as well as his other options, if any, with a full-round action. Further, xeph paragon levels now stack with soulknife levels for the mind blade and mind blade enhancement class features.

Table 2-6: Xeph Paragon

Level	Base Attack				Special
	Bonus	Fort	Ref	Will	
1st	+0	+0	+2	+0	Improved burst
2nd	+1	+0	+3	+0	Psionic deflection
3rd	+2	+1	+3	+1	Ability boost (+2 Dex), mind dagger

## Psionic Racial Specialty Levels

The prowess of the maenad warriors is renowned throughout the land, and you'd be hard-pressed to find a more powerful psion than an elan. These are represented in-game through racial specialty levels, a pseudo-replacement level for members of specific races and classes. If you are a member of a specific race, you may take a racial specialty level rather than a standard class level. These come with specific abilities unique from the base class level, including hit dice and skill lists, but are only available at specific points in a character's progression. For instance, a duergar about to take his first, third, or fifth level of egoist may instead take a level of "duergar egoist," which comes with a higher hit die and its own unique class features, all detailed below.

If you choose to take a racial specialty level

instead of the standard class level, you may never gain the abilities of the original level. Sometimes, this means giving up a powerful ability for another powerful ability. Other times, you may sacrifice a class feature that did not grant much of a benefit due to your race. For example, xeph soulknives who take the first racial specialty level never gain the Wild Talent feat. However, as the race is naturally psionic, the only loss this poses is an extra two power points, which matters little for a soulknife, who does not manifest powers. Other levels, however, might replace a psionic power with a new special ability, limiting that character's options of powers to manifest, but granting them a specific ability other races may not be able to access. Each class feature will identify what it replaces, if anything. If a class feature has the same name as the original class's feature and is marked with an asterisk (\*), it has been modified in some way from the original class feature.

Racial specialty levels are, in all other regards, levels in their original classes. You do not need to take a level in a racial specialty if you do not want to, nor do you need to take earlier levels to take later ones. For instance, a maenad fighter may decide to take only the level 4 racial specialty, opting instead for the standard fighter levels 1 and 2, while another maenad fighter may have no racial specialties and another may take all three. Because these specialty levels are essentially levels in the original class, they do not count as separate classes for purposes such as multi-class experience penalties.

Presented below are racial specialties for the six psionic races of Rajrin. Each psionic race has two racial specialty class options. Additional specialties are possible for non-psionic races; talk to your GM.

## Dromite Ranger

A dromite's natural sensory and martial abilities make him naturally inclined toward the path of the ranger. The ranger's tracking ability compliments the dromite's scent ability, while their underground society lends to the dungeoneer aspects of the ranger.

**Hit Die:** d8

Table 2-7: Dromite Ranger

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spellcasting
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy*	-
4th	+4	+4	+4	+1	Animal companion*	As ranger
7th	+7	+5	+5	+2	Up the walls	As ranger

### Requirements

To take a dromite ranger racial specialty level, a character must be a dromite about to take its 1st, 4th, or 7th level of ranger.

### Class Skills

Dromite ranger racial specialty levels have the class skills of the standard ranger class, plus Autohypnosis and Knowledge (Psionics).

**Skill Points at Each Level:** 6 + Int modifier (or four times this number as a beginning character).

### Class Features

All of the following are class features of the dromite ranger racial specialty levels.

**Wild Empathy (Ex):** Beginning at 1st level, a dromite ranger can improve the attitude of an animal. This ability functions identically to the ranger class feature of the same name, except that the dromite ranger's natural affinity to dealing with others grants it a +2 racial bonus to its wild empathy checks.

**Animal Companion (Ex):** At 4th level, a dromite ranger gains an animal companion. This ability functions identically to the standard ranger ability, but a dromite ranger may also choose from the following list of animals: brain mole, folugub, phrenic badger, phrenic bat, and phrenic rat.

**Up The Walls:** At 7th level, a dromite ranger gains the Up the Walls feat as a bonus feat. This racial specialty feature replaces a standard ranger's woodland stride class feature.

## Dromite Society Mind

The cooperative society of dromites lends extremely well to the abilities of the society mind. The hive nature of the dromite race and the network nature of the society mind may be more than just a coincidence in how closely the two are related.

**Hit Die:** d6

Table 2-8: Dromite Society Mind

Level	Base Attack Bonus	Fort	Ref	Will	Special	Power Points / Powers Known
1st	+0	+0	+0	+2	Worldthought network*, cooperative healing	As society mind*
3rd	+1	+0	+0	+3	Soulbinding gaze*, telepathy	As society mind*
5th	+2	+2	+2	+4	Network sense*, empathy	As society mind*

**Requirements**

To take a dromite society mind racial specialty level, a character must be a dromite about to take its 1st, 3rd, or 5th level of society mind.

**Class Skills**

Dromite society mind racial specialty levels have the class skills of the standard society mind.

**Skill Points at Each Level:** 4 + Int modifier (or four times this number as a beginning character).

**Class Features**

All of the following are class features of the dromite society mind racial specialty levels.

**Manifesting:** A dromite society mind may choose to use its Charisma score in place of its Wisdom score for purposes related to learning and manifesting powers, as well as for bonus power points.

**Worldthought Network (Su):** A dromite society mind is more accustomed to a hive mind concept than a standard society mind. As such, a dromite society mind's worldthought network ability works as in the society mind class entry, but the dromite society mind may add up to its class level + his Charisma modifier in willing targets into its network.

**Soulbinding Gaze (Su):** As a normal society mind, but treat the dromite society mind's class level as 2 higher than normal.

**Network Sense (Su):** As the normal society mind ability, except that if the dromite society mind has line of effect to a network member, it needs not expend its psionic focus to pinpoint their location. It still must expend focus to

determine any conditions affecting members of the network.

**Empathy:** At 5th level, a dromite society mind gains Expanded Knowledge (*empathy*) as a bonus feat.

**Duergar Egoist**

The duergar race is naturally inclined to using psionics on their bodies, as seen by their natural ability to expand. This affinity leads many duergar down the path of the egoist - the psion specialized in psychometabolism powers that manipulate the manifesters' body.

**Hit Die:** d6

**Requirements**

To take a duergar egoist racial specialty level, a character must be a duergar about to take her 1st, 3rd, or 5th level of egoist.

**Class Skills**

Duergar egoist racial specialty levels have the class skills of the standard egoist class, plus Listen and Spot.

**Skill Points at Each Level:** 2 + Int modifier (or four times this number as a beginning character).

**Class Features**

All of the following are class features of the duergar egoist racial specialty levels.

**Extra Powers Known:** A 1st level duergar egoist adds *biofeedback*, *expansion* and *thicken skin* to his list of powers known.

This racial specialty feature replaces a standard egoist's bonus feat at 1st level.

Table 2-9: Duergar Egoist

Level	Base Attack Bonus	Fort	Ref	Will	Special	Power Points / Powers Known
1st	+0	+0	+0	+2	Extra powers known, devotion (egoist)	As egoist
3rd	+1	+0	+0	+3	Hardened spirit	As egoist / see text
5th	+2	+2	+2	+4	Bonus feat*	As egoist

**Brooding Psicrystal:** A duergar egoist's sullen personality manifests in the form of a psicrystal. The duergar egoist gains the Psicrystal Affinity feat, but may only choose the Bully or Single-Minded personalities. If he already possesses a psicrystal, he gains the Improved Psicrystal feat, but may only choose the Bully or Single-Minded personalities. This racial specialty feature replaces one of the powers gained by a standard egoist at 3rd level. From this point on, the duergar egoist knows one less power than a standard egoist.

**Bonus Feat:** A duergar egoist gains a bonus feat at 5th level. This feat must be a psionic feat, a metapsionic feat, a psionic item creation feat, or a fighter bonus feat.

### Duergar Fighter

Dour and martial, the duergar as a race favor the path of the fighter over all others. Their tendency to attack first and ask questions later further reinforces this favoritism. A duergar's natural toughness also helps him on the battlefield, where he is likely to wade directly into combat.

**Hit Die:** d12

#### Requirements

To take a duergar fighter racial specialty level, a character must be a duergar about to take her 1st, 2nd, or 4th level of fighter.

#### Class Skills

Duergar fighter racial specialty levels have the class skills of the standard fighter class, plus Move Silently.

**Skill Points at Each Level:** 2 + Int modifier (or four times this number as a beginning character).

#### Class Features

All of the following are class features of the duergar fighter racial specialty levels.

**Small and In Charge (Ex):** A duergar's exceptional stability allows him to better counter bull rushing or tripping attempts by an enemy. When a duergar fighter successfully stops a bull rush or trip attempt, he may immediately make an attack of opportunity against the opponent, even if he already made one at the start of the attempt (this attack doesn't count against his limit of attacks of opportunity in one round).

This racial specialty feature replaces the standard fighter's 1st level bonus feat.

**Bonus Feat (Ex):** At 2nd level, a duergar fighter gets a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats or psionic feats. The duergar fighter must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements.

**Pick Expertise (Ex):** Decades of working underground has given the duergar a more expert skill with pick weapons (light pick and heavy pick, plus similar weapons at the GM's option). As a result, a duergar fighter gains a +1 bonus on attack rolls and +2 bonus on damage rolls when wielding a pick. These bonuses do not stack with Weapon Focus or Weapon Specialization, but are treated as equivalent for the purpose of qualifying for feats, prestige classes, or anything else that requires those feats.

This benefit replaces the bonus feat gained by a standard 4th level fighter.

Table 2-10: Duergar Fighter

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Small and In charge
2nd	+2	+3	+0	+0	Bonus feat*
4th	+4	+4	+1	+1	Pick expertise

### Elan Monk

The elan monk may sound unusual, but as many elans have found, the meditation required to be a psion is not much different than the methods used by many monks. The ki energy a monk unlocks resembles psionic power in many ways and the elan monk learns to unify both sources of energy into a single wellspring of internal potential.

**Hit Die:** d8

#### Requirements

To take an elan monk racial specialty level, a character must be an elan about to take her 1st, 3rd, or 5th level of monk.

#### Class Skills

Elan monk racial specialty levels have the class skills of the standard monk class, plus

Autohypnosis.

**Skill Points at Each Level:** 4 + Int modifier (or four times this number as a beginning character).

### Class Features

All of the following are class features of the elan monk racial specialty levels. Additionally, elan monks with at least one of these specialty levels can freely multiclass between monk and psion (of any devotion).

**Bonus Feat:** A 1st level elan monk may select either Psionic Fist or Psionic Weapon as a bonus feat. She does not need to meet the prerequisites for these feats to select them. This replaces the standard monk's choice of bonus feats at 1st level.

**Mental Resilience (Ex):** An elan monk of 3rd level or higher gains a +3 bonus on saving throws against spells, powers and effects with the mind-affecting descriptor.

This racial specialty feature replaces the standard monk's still mind class feature, but still counts as still mind for the purposes of meeting requirements.

**Metaphysical Strike (Su):** At 7th level, an elan monk gains the Telekinetic Fists<sup>UT</sup> feat, even if she doesn't meet the prerequisites. She uses her Wisdom instead of her Charisma when using this feat. This racial specialty feature replaces the standard monk's wholeness of body feature.

This racial specialty feature replaces the standard monk's wholeness of body feature.

Table 2-11: Elan Monk

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+2	+2	+2	Bonus feat*, flurry of blows, unarmed strike
3rd	+2	+3	+3	+3	Mental resilience
7th	+5	+5	+5	+5	Metaphysical strike

## Elan Psion

Born of psionic power, born into psionic powers, the elan is the embodiment of the mind's psionic potential. Because of their origin, elans have a natural proclivity toward the path of the psion. Unlike many other races, the elans are not drawn to any single discipline; all psionic disciplines are equal to them.

**Hit Die:** d4

### Requirements

To take an elan psion racial specialty level, a character must be an elan about to take her 1st, 3rd, or 5th level of psion. Which devotion the character belongs to does not matter.

### Class Skills

Elan psion racial specialty levels have the class skills of the standard psion class, including those additional skills from the elan's chosen devotion.

**Skill Points at Each Level:** 2 + Int modifier (or four times this number as a beginning character).

### Class Features

All of the following are class features of the elan psion racial specialty levels.

**Aberrant Manifesting (Ex):** When an elan psion manifests a power, the power points spent are retained in her form for a brief period of time, allowing her to use her racial abilities (resilience, repletion, and resistance) at a decreased cost until the start of her next action.

For example, a 1st level elan kineticist manifests an energy ray for 1 power point. Until the start of his next action, he has one "free" power point to spend in his racial abilities, and therefore could activate resistance for free. Later, at 5th level, he manifests an *energy missile* that costs 5 power points. Until the start of his next action, he has 5 "free" power points to spend on his racial abilities -- for instance, he could negate up to 10 damage with resilience at no additional power point cost.

This racial specialty feature replaces one of the powers known gained by a standard psion at 1st level. From this point on, the elan psion knows one fewer power than a standard psion.

**Innate Power (Ex):** At 3rd level, an elan psion draws upon the psionic energy used to create his form and unlocks more psionic abilities from latency. He may add one power to

**Table 2-12: Elan Psion**

Level	Base Attack Bonus	Fort	Ref	Will	Special	Power Points / Powers Known
1st	+0	+0	+0	+2	Aberrant manifesting, bonus feat, devotion	As psion
3rd	+1	+0	+0	+3	Innate power	As psion / see text
5th	+2	+1	+1	+4	Clairvoyant resistance	As psion / see text

his psion powers known list up to the maximum level of power he can manifest as a psion. This power can be from any power list, as the Expanded Knowledge feat, but is not restricted to one level below his maximum power known.

This racial specialty feature replaces one of the standard powers known gained by a standard psion at 3rd level.

**Clairvoyant Resistance (Su):** At 5th level, an elan psion learns to guard herself from those who would attempt to scry her. While psionically focused, any time an attempt is used to use a clairsentient or location determining effect on her, the manifester of the effect must succeed on a manifester level check (1d20 + manifester level) against a DC of 11 + the manifester level of the elan psion. Failing this effect means that the power fails (if it was targeted on her) or that the elan psion simply isn't detected as present (if she was in the area of effect).

This racial specialty feature replaces the bonus feat gained by a standard psion at 5th level.

**Half-Giant Psychic Warrior**

Martial, aggressive, and psionic, the half-giant is virtually the racial incarnation of the psychic warrior. Favored among other classes, the half-giant race tends down the path of the psychic warrior, for it is the road that most closely resembles their own outlook.

**Hit Die:** d10

**Requirements**

To take a half-giant psychic warrior racial specialty level, a character must be a half-giant about to take her 1st, 5th, or 8th level of psychic warrior.

**Class Skills**

Half-Giant psychic warrior racial specialty levels have the class skills of the standard psychic

**Table 2-13: Half-Giant Psychic Warrior**

Level	Base Attack Bonus	Fort	Ref	Will	Special	Power Points / Powers Known
1st	+0	+2	+0	+0	Staggering strike	As psychic warrior
5th	+3	+4	+1	+1	Overwhelming force	As psychic warrior
8th	+6	+6	+2	+2	Bonus feat, focused attack	As psychic warrior / see text

warrior class, plus Intimidate.

**Skill Points at Each Level:** 2 + Int modifier (or four times this number as a beginning character).

**Class Features**

All of the following are class features of the half-giant psychic warrior racial specialty levels.

**Staggering Strike (Ex):** When a half-giant psychic warrior makes a melee attack (but not a touch attack), she may expend her psionic focus to deliver a staggering strike. Regardless of the outcome of the attack roll (resolved normally), if the attack exceeds the opponent's touch AC, they must make a Fortitude save (DC 10 + one-half her character level + her Strength modifier) or be staggered for one round. A staggered character can take a move action or a standard action in one round, but not both.

This ability replaces the bonus feat a psychic warrior normally gains at 1st level.

**Overwhelming Force (Su):** When a half-giant psychic warrior makes a melee attack, she may expend her psionic focus to blast her target off its feet. If the attack is successful, the target must make a Reflex saving throw (DC 10 + damage dealt) or be knocked prone.

This ability replaces the bonus feat a psychic warrior normally gains at 5th level.

**Focused Attack (Su):** At 8th level, when a half-giant psychic warrior expends her psionic focus as part of a melee attack, she may apply two abilities that require the expenditure of psionic focus to that attack instead of one (for instance, the Psionic Weapon feat and the overwhelming force ability described above, or the Psionic Weapon and Deep Impact feats). After resolving an attack using this feature, the half-giant psychic warrior suffers a -2 penalty to attack and damage rolls, saving throws, skill checks and ability checks for one round. This

ability does not function if she expends her focus from another source, such as from Psicrystal Containment.

This ability replaces one power known a psychic warrior normally gains at 8th level. From this point on, the half giant psychic warrior knows one fewer power.

### **Half-Giant Soulknife**

While many soulknives focus on finesse and agility, the half-giant soulknife relies on his brute strength to subdue his enemies. Turning psionic potential into a weapon always at the ready, a half-giant who takes up the mantle of the soulknife is never without a weapon, something that any other half-giant would envy.

**Hit Die:** d12

#### **Requirements**

To take a half-giant soulknife racial specialty level, a character must be a half-giant about to take his 1st, 3rd, or 6th level of soulknife.

#### **Class Skills**

Half-giant soulknife racial specialty levels have the class skills of the standard soulknife class, plus Intimidate.

**Skill Points at Each Level:** 4 + Int modifier (or four times this number as a beginning character).

#### **Class Features**

All of the following are class features of the half-giant soulknife racial specialty levels.

**Mind Blade:** As a standard soulknife, but a half-giant soulknife may create and wield a mind blade one size category larger than normal without penalty due to his powerful build natural ability. If the half-giant soulknife creates the mind blade in a larger shortsword form, it is still treated as a light weapon.

**Stand Still:** At 1st level, a half-giant soulknife gains the Stand Still feat (see the *Expanded Psionics Handbook*) as a bonus feat.

This racial specialty feature replaces the standard soulknife's Wild Talent feat. Since half-giants are naturally psionic, they do not need Wild Talent to create their mind blades.

**Overpowering Strike (Su):** At 3rd level, a half-giant soulknife may focus his strength into an attack to subdue his foe. As a move action, the half-giant soulknife imbues his mind blade

with overpowering psychic energy. The next successful attack the half-giant soulknife makes causes the target to make a Reflex saving throw (DC of 10 + damage dealt), or be knocked prone. After delivering an overpowering strike, a half-giant soulknife must imbue his mind blade again to deliver another. At 7th level, a half-giant psychic warrior may choose to charge his mind blade with both an overpowering strike and a psychic strike as the same move action.

This racial specialty level replaces the psychic strike ability gained at 3rd level by a standard soulknife. The half-giant soulknife instead gains psychic strike +1d8 at 7th level and increases are +1d8 lower than indicated (+2d8 at 11th level, etc.).

**Roots of Strength (Ex):** Using his larger frame to great use in battle, a half-giant soulknife can simultaneously adopt a disruptive (if immobile) battle stance and enlarge his mind blade, allowing him to attack and defend a larger area. At 6th level, if a half-giant soulknife occupies the same space for at least one full round, his reach increases by 5 ft. This effect ends if he leaves his current space.

This racial specialty feature replaces the standard soulknife's Speed of Thought feat.

**Table 2-14: Half-Giant Soulknife**

Level	Base Attack				Special
	Bonus	Fort	Ref	Will	
1st	+0	+0	+2	+2	Mind blade*, Stand Still, Weapon Focus (mind blade)
3rd	+2	+1	+3	+3	Overpowering strike
6th	+4	+2	+5	+5	Roots of strength

### **Maenad Fighter**

An outwardly distant society, the maenad are truly a race of surging and ebbing passions. The more martially-bent among them take up arms, sometimes as a way to defend their homes, other times as a way to unleash the bottled emotions within.

**Hit Die:** d10

#### **Requirements**

To take a maenad fighter racial specialty level, a character must be a maenad about to take her 1st, 2nd, or 4th level of fighter.



### Class Skills

Maenad fighter racial specialty levels have the class skills of the standard fighter class.

**Skill Points at Each Level:** 2 + Int modifier (or four times this number as a beginning character).

### Class Features

All of the following are class features of the maenad fighter racial specialty levels.

**Warrior's Outburst (Ex):** Like most of his people, a maenad fighter attempts to keep his emotions in check, but when he is forced to call upon their full fury, he embraces them fully. The duration of his outburst racial ability increases by one round for every feat he possesses which could be chosen as a fighter bonus feat. He may also use his outburst racial ability an extra time per day for every two feats he has selected that can be chosen as fighter bonus feats.

This racial specialty feature replaces the standard fighter's shield and tower shield proficiencies.

**Battle Fury (Ex):** If a maenad fighter expends his psionic focus while entering an outburst, he gains an additional +2 bonus to Strength for the duration of the outburst, but cannot take actions which require concentration until the outburst ends (see the barbarian's rage class feature for examples). He cannot end the outburst voluntarily. Using this ability is physically draining to the maenad fighter – at the end of his outburst, he is fatigued until the end of the encounter.

This racial specialty feature replaces the bonus feat gained by second level fighters.

**Primal Scream (Su):** When entering an outburst, a maenad fighter may accompany it with a tremendous scream of rage. Doing so deals 1d6-1 points of sonic damage per four character levels to all creatures in a 10 ft radius burst.

When he uses this ability, he also attempts to demoralize all opponents in the area of effect. When entering an outburst, he may make a free Intimidate check (with a bonus equal to his Strength bonus from outburst). Every opponent who fails a modified level check (see the Intimidate skill) against this result becomes shaken for the duration of the outburst or until they are at least 30 ft away from the maenad fighter.

This racial specialty feature replaces the bonus feat gained by fourth level fighters.

Table 2-15: Maenad Fighter

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Warrior's outburst
2nd	+2	+3	+0	+0	Battle fury
4th	+4	+4	+1	+1	Primal scream

## Maenad Wilder

Prone to emotional outbursts, the maenad learn to control the rage that lies beneath the surface. The life of a wilder calls to the maenads, giving them a way to unleash their pent up emotions for something more than a simple rage.

**Hit Die:** d6

### Requirements

To take a maenad wilder racial specialty level, a character must be a maenad about to take his 1st, 3rd, or 5th level of wilder.

### Class Skills

Maenad wilder racial specialty levels have the class skills of the standard wilder class.

**Skill Points at Each Level:** 4 + Int modifier (or four times this number as a beginning character).

### Class Features

All of the following are class features of the maenad wilder racial specialty levels.

**Psychic Enervation (Ex):** When a maenad wilder utilizes the wild surge class feature, he runs a chance of pushing himself too far. This ability is identical to the usual wilder class feature, except that a maenad wilder who is overcome by bursting enervation loses a number of power points equal to her wilder level + 1. He does not suffer any other drawbacks of psychic enervation (such as being dazed).

**Surging Outburst (Su):** When a maenad wilder of third level or higher uses his racial outburst ability, he may forego the bonus to Strength and instead add +2 to his manifester level when using a wild surge for the duration of the outburst. Unlike a normal wild surge,

Table 2-16: Maenad Wilder

Level	Base Attack Bonus	Fort	Ref	Will	Special	Power Points / Powers Known
1st	+0	+0	+0	+2	Psychic enervation*, wild surge +1	As wilder
3rd	+2	+0	+0	+3	Surging outburst	As wilder
5th	+5	+2	+2	+5	Resonance	As wilder

this does not pay for additional augmentation, but the increase also does not count toward your chance of psychic enervation.

Alternatively, he may use his wild surge class ability while using his racial outburst. Doing so increases the outburst's bonus to Strength by his wild surge amount, but a maenad wilder using this technique risks psychic enervation as if he had used wild surge when manifesting.

This racial specialty feature replaces the standard wilder's wild surge class feature. From this point forward, his wild surge feature is one less than normal (+2 at 7th level, etc).

**Resonance (Su):** At 5th level, a maenad wilder adds *energy ray* and *energy push* to his wilder powers known list. He may only utilize these powers with the sonic energy type. If he already knew one or both of these powers as a wilder, he may instead learn another energy power from the psion/wilder list that he could manifest to replace it, but he is restricted to sonic energy when manifesting powers learned this way.

This racial specialty feature replaces the standard wilder's volatile mind (+1) feature. Starting at 9th level, his volatile mind class feature will be 1 power point lower.

## Xeph Monk

Generally easy-going and good-natured, there are those xeph who look inward for their answers. When a xeph takes up the code of a monk, he learns to harness his psionic nature and blend those aspects of his race that suit his role.

**Hit Die:** d8

### Requirements

To take a xeph monk racial specialty level, a character must be a xeph about to take her 1st, 3rd, or 6th level of monk.

### Class Skills

Xeph monk racial specialty levels have the class skills of the standard monk class, plus Autohypnosis.

**Skill Points at Each Level:** 4 + Int modifier (or four times this number as a beginning character).

### Class Features

All of the following are class features of the xeph monk racial specialty levels. Xeph monks with at least one of these specialty levels may freely multiclass between monk and soulknife.

**Monk Weapons:** A xeph monk may treat a mind blade and a ki blade (see below) as a special monk weapon. Additionally, both of these weapons benefit from any ki strike feature he has.

**Bonus Feat:** A 1st level xeph monk may choose either Mental Leap, Speed of Thought, or Up the Walls as a bonus feat. He need not meet the prerequisites for the feat.

This class feature replaces the standard bonus feat choices gained as a 1st level monk.

**Resistant Mind (Ex):** A 3rd level xeph monk's racial bonus on saving throws against powers, spells, and spell-like effects increases to +2. This racial specialty feature replaces the standard monk's still mind class feature, but counts as still mind for the purposes of meeting requirements.

**Bonus feat:** A 6th level xeph monk may choose either Duck and Weave<sup>UT</sup> or Xeph Bladestorm<sup>UT</sup> as a bonus feat. He does not need to meet the normal prerequisites of the feat.

This class feature replaces the standard bonus feat choices gained as a 6th level monk.

**Ki Blade (Su):** At 6th level, a xeph monk may focus his ki into a semisolid blade of energy as a move action, similar to a mind blade. This ki blade appears as a straight, double-edged ribbon-like sword and deals slashing damage equal to the unarmed strike damage of a monk one size smaller than the xeph monk. Feats and class features that require the use of a mind blade, such as Xeph Bladestorm and Throw Mind Blade, can be used with a ki blade, with the exception of Shape Mind Blade.

A multiclass xeph monk / soulknife cannot have both his ki blade and his mind blade in existence at the same time.

This racial specialty feature replaces the standard monk's slow fall progression gained at 6th level. His progression from this point forward is 10 ft. slower (30 ft. at 8th level, 40 ft. at 10th level, etc.).

**Table 2-17: Xeph Monk**

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+2	+2	+2	Bonus feat*, flurry of blows, monk weapons*, unarmed strike
3rd	+2	+3	+3	+3	Resistant mind
6th	+4	+5	+5	+5	Bonus feat*, ki blade

### Xeph Soulknife

Quick and graceful, the xeph respect the finesse that a soulknife can show. When a xeph travels down the path of the soulknife, he learns to use his natural speed to his benefit, striking at his enemy and darting away before his enemy realizes what happened.

**Hit Die:** d10

#### Requirements

To take a xeph soulknife racial specialty level, a character must be a xeph about to take her 1st, 3rd, or 6th level of soulknife.

#### Class Skills

Xeph soulknife racial specialty levels have the class skills of the standard soulknife class.

**Skill Points at Each Level:** 4 + Int modifier (or four times this number as a beginning character).

#### Class Features

All of the following are class features of the xeph soulknife racial specialty levels.

**Speed of Thought:** A xeph soulknife gains the Speed of Thought feat as a bonus feat.

This racial specialty feature replaces the standard soulknife's free Wild Talent feat. Since

xeph are naturally psionic, they do not need this feat to create their mind blade.

**Burst Strike (Ex):** When a xeph uses his racial burst ability, he adds a +1 competence bonus to attack and damage rolls with his mind blade for each 10 ft increase to his speed from the burst ability. This bonus lasts until the burst ends.

This racial specialty level replaces the psychic strike ability gained at 3rd level by a standard soulknife. Subsequent psychic strike increases are at 1d8 lower (+1d8 at 7th level, +2d8 at 11th level, etc).

**Mind Blade Enhancement (Su):** At 6th level, a xeph soulknife gains the ability to enhance his mind blade, like a normal soulknife. However, treat the following weapon abilities as if they were on the soulknife's list of available enhancement options:

- Flaming - +1
- Frost - +1
- Shock - +1
- Thundering - +1
- Flaming Burst - +2
- Icy Burst - +2
- Shocking Burst - +2

**Expeditious Skirmish (Ex):** When using the attack action with a mind blade, a xeph soulknife can move both before and after the attack, provided that his total distance moved is not greater than his speed. This can be used with Throw Mind Blade, but cannot be used with the full attack action.

This racial specialty level replaces the Speed of Thought bonus feat gained by the standard soulknife.

**Table 2-18: Xeph Soulknife**

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+0	+2	+2	Mind blade, Speed of Thought, Weapon Focus (mind blade)
3rd	+2	+1	+3	+3	Burst strike
6th	+4	+2	+5	+5	Mind blade enhancement +1*, expeditious skirmish



Psionics! The mere mention of the word stirs the soul. Tales of individuals capable of reshaping reality in some way through will alone are common enough in some areas, and the stuff of dreams and nightmares in others. Such stories have grown more and more common since the appearance of Rajrin, although some folklorists claim that the stars of these stories have always been here, and only now have decided to make their presence – and their psionic ability – known to the world.

While the psion's focused stare, the psychic warrior's meditative focus, and the wilder's unbound emotion are instantly recognizable hallmarks of the mind's power over matter, they are not the only path to mental power. This chapter presents two new base classes for psionic manifesters, along with a variant to the psion class detailed in the *Expanded Psionics Handbook*. Like all base classes, they can be played from first character level, or entered later via multiclassing.

### **Devoted Psion (Variant)**

*"Sure, there are other disciplines. What's your point?"*

- Hrolgar, duergar devoted kineticist

A psion chooses a discipline to specialize in and gains access to powers restricted to that devotion. A devoted psion has the entire scope

of his manifesting prowess shaped by that choice. Once a devoted psion has started down his path, he permanently denies himself the flexibility of other psions for the increased power of his devotion.

The devoted psion is a variant designed to supplement the existing psion class. It is quite possible to have both devoted and standard psions in the same game, or even the same adventuring party, although the option of replacing the standard psion remains open as well. A character cannot multiclass between devoted psion and the standard psion (as they are both, technically, the same class), much like how the nomad/egoist combination is impossible.

### **Making a Devoted Psion**

The role of a devoted psion in a party varies greatly depending on which devotion he follows. A devoted nomad might be the party's travel expert, while a devoted kineticist will be the party's most offensive participant. Because a devoted psion has access to powers of other disciplines, he can often fill in other roles as needed, although not necessarily as well as one who has chosen to become devoted to another discipline (or even as well as a normal psion). A devoted kineticist, for example, would likely not be a great choice for an information gatherer.

**Abilities:** Intelligence determines what level of psionic power a devoted psion can manifest, how hard his powers are to resist, and his bonus power points. A high Constitution is also

important for the devoted psion, who otherwise has a small amount of hit points.

**Races:** Because devoted psions come from all races, each individual tends to have a different view of the other races. Due to their inherent magical nature, elves can tend to view devoted psions with distrust; although elven devoted psions do exist. Elans tend to be found most commonly among the ranks of devoted psions, as do humans.

**Alignment:** Because of the varied nature of devoted psions, all alignments are found among their numbers. The introspection required to understand their own abilities can sometimes stymie their view of the outside world, causing them to tend toward neutrality as opposed to other alignments, but not overwhelmingly so.

**Hit Die:** d4.

### Game Rule Information

Devoted psions have the following game statistics.

#### Class Skills

The devoted psion's class skills are Concentration, Craft, Knowledge (all skills, taken individually), Profession, and Psicraft.

In addition, a devoted psion gains access to additional class skills based on his devotion.

**Seer:** Gather Information, Listen, and Spot.

**Shaper:** Bluff, Disguise, and Use Psionic Device.

**Kineticist:** Autohypnosis, Disable Device, and Intimidate.

**Egoist:** Autohypnosis, Balance, and Heal.

**Nomad:** Climb, Jump, Ride, Survival, and Swim

**Telepath:** Bluff, Diplomacy, Gather Information, and Sense Motive.

**Skill Points at 1st level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier

#### Class Features

All the following are class features of the devoted psion.

**Weapon and Armor Proficiency:** As the psion class.

**Power Points/Day:** As the psion class. This is also given on Table 3-1: The Devoted Psion.

**Devotion:** Every devoted psion must decide at 1st level which psionic discipline he will



Illustration by Kevin Miller

*A Devoted Psion: seeker of the deeper secrets of one discipline*

specialize in. Specializing in a discipline provides a psion with access to the class skills associated with that discipline's devotion (see above), as well as the powers restricted to the appropriate devotion. However, specializing in a discipline also means that the psion cannot learn powers that are restricted to other devotions. He can not manifest such powers even through the use of psionic items.

**Discipline Expertise (Ex):** The devoted psion's choice of discipline determines his

devotion, as described above. The effects of this choice directly impact the devoted psion's manifestations. Any power of the devoted psion's chosen discipline is manifested as if his manifester level was one higher, including range, duration, and power penetration. This includes the ability to add another power point into augmentation if the power is capable of being augmented. The devoted psion must still pay the extra point cost.

Powers of disciplines other than the devoted psion's chosen discipline are treated as if his manifester level was one lower than it is, to a minimum of 0. A devoted psion cannot manifest such powers until his manifester level increases.

Discipline expertise applies to powers the devoted psion manifests from his own mind or from psionic items, but only if he is manifesting as a devoted psion. A multiclass devoted psion with levels in another manifesting class, such as psychic warrior, manifests powers from his other class or classes normally.

For example, Hrolgar, a 3rd-level devoted kineticist, manifests psychokinesis powers as if

he had a manifester level of 4 in all regards. However, his dedication to psychokinesis means that he manifests powers of other disciplines as if his manifester level were only 2.

At 10th level, a devoted psion manifests powers of his discipline with a +1 bonus to their save DC (if applicable), and for one power point less than they normally cost, to a minimum of 1. This ability does not stack with other such effects, such as a *torc of power preservation*. At 20th level, the save DC bonus on applicable powers increases to +2, and he manifests powers of his chosen discipline for 2 fewer points than normal (minimum 1).

For example, Hrolgar, now a 20th level devoted kineticist, manifests any power of the psychokinesis discipline at a manifester level of 21, and such powers cost him 2 power points fewer to manifest. He may spend up to 21 power points on any single psychokinesis power, and any psychokinesis power he uses costs him 2 fewer power points than usual – a psychokinesis power he 'spends' 21 power points on would deduct only 19 power points from his daily

**Table 3-1: The Devoted Psion**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	+0	+0	+0	+2	Devotion, discipline expertise (+1 ML / -1 ML), bonus feat	2	3	1st
2	+1	+0	+0	+3	-	6	5	1st
3	+1	+1	+1	+3	-	11	7	2nd
4	+2	+1	+1	+4	-	17	9	2nd
5	+2	+1	+1	+4	Bonus feat	25	11	3rd
6	+3	+2	+2	+5	-	35	13	3rd
7	+3	+2	+2	+5	-	46	15	4th
8	+4	+2	+2	+6	-	58	17	4th
9	+4	+3	+3	+6	-	72	19	5th
10	+5	+3	+3	+7	Discipline expertise (+1)	88	21	5th
11	+5	+3	+3	+7	-	106	22	6th
12	+6/+1	+4	+4	+8	-	126	24	6th
13	+6/+1	+4	+4	+8	-	147	25	7th
14	+7/+2	+4	+4	+9	-	170	27	7th
15	+7/+2	+5	+5	+9	Bonus feat	195	28	8th
16	+8/+3	+5	+5	+10	-	221	30	8th
17	+8/+3	+5	+5	+10	-	250	31	9th
18	+9/+4	+6	+6	+11	-	280	33	9th
19	+9/+4	+6	+6	+11	-	311	34	9th
20	+10/+5	+6	+6	+12	Discipline expertise (+2), discipline apotheosis	343	36	9th

reserve. If this power had a saving throw, it would gain a +2 bonus to its save DC beyond any augmentation or other effects.

**Powers Known:** A devoted psion begins play knowing three psion powers of his choice that he could manifest (he can choose powers for which his manifester level is 0, although he cannot use them until his manifester level increases to at least 1, such as through Overchannel). Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psion power list, or from the list of powers of his devotion. He cannot know more powers of any other discipline than his chosen discipline, and he cannot choose powers from devotion lists other than his chosen devotion, even through means such as Expanded Knowledge or *psychic surgery*, although such means may grant him access to powers on the lists of other classes as normal.

For example, Hrolgar, a 3rd-level devoted kineticist, chooses to spend his 3rd level feat on Expanded Knowledge. He could choose *attraction* for the power learned, even though it is a telepathy discipline power, since it is on the psion/wilder list, but could not choose *mindlink*, as it is on the telepath devotion list. He must know more psychokinesis powers than powers of any other discipline, including powers learned through means such as Expanded Knowledge.

A devoted psion can manifest any power that has a power point cost equal to or lower than his manifester level. The number of times a devoted psion can manifest powers in a day is limited only by his daily power points.

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

The Difficulty Class for saving throws against devoted psion powers is 10 + the power's level + the devoted psion's Intelligence modifier.

**Maximum Power Level Known:** A devoted psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a devoted psion may gain the ability to master more complex powers.

To learn or manifest a power, a devoted psion must have an Intelligence score of at least 10 + the power's level.

**Bonus Feat:** At 1st, 5th and 15th level, a devoted psion gains a bonus feat. This feat must be either a psionic, metapsionic or item creation feat. The devoted psion must meet all prerequisites for the feat.

**Discipline Apotheosis (Ex):** By 20th level, a devoted psion has learned to completely understand his selected discipline. His devotion and sacrifice to bending his efforts toward this facet of psionics grants him a unique ability depending on his devotion:

**Egoist:** All psychometabolism powers that affect only the devoted psion and have a duration longer than instantaneous have their duration doubled. This increase stacks with effects such as Extend Power.

**Kineticist:** Any psychokinesis powers that deal damage deals +1 damage per die.

**Nomad:** Any psychoportation power with a range greater than touch has that range increased by 50%. This effect stacks with effects such as Enlarge Power.

**Seer:** Any clairsentience power with an experience point cost has that cost reduced by half.

**Shaper:** Any metacreativity power with a duration longer than instantaneous has its duration doubled. This increase stacks with effects such as Extend Power.

**Telepath:** If a devoted psion spends 6 additional power points while manifesting a mind-affecting telepathy power, that power may affect non-mindless creatures normally immune to mind-affecting effects (such as intelligent undead or creatures under a *mind blank*).

Discipline apotheosis only applies to powers the devoted psion manifests from his own mind (it does not apply to those from a psionic item or to psi-like abilities). A multiclass devoted psion with levels in another manifesting class, such as wilder, may apply the benefits of his discipline apotheosis to powers he manifests from any of his classes.

## Playing a Devoted Psion

Devoted psions adventure to improve their psionic abilities. Particularly, adventures that focus on utilizing or studying their chosen discipline tend to attract devoted psions.

**Religion:** Devoted psions as a group have little use for religion. Most are intelligent enough to realize that should the worst befall them and they journey into the afterlife, that it is likely best to choose a faith that most suits their needs. Those devoted psions who do choose to

follow a religion tend to follow those deities who embody knowledge or characteristics related to their devotion (deities of travel for devoted nomads, for instance).

**Other Classes:** The life of a devoted psion is spent focusing on his chosen discipline. Because of this specialization, the devoted psion understands that there will be functions he cannot perform. A devoted shaper, for example, will likely not be very good at healing or transporting allies, and is most likely to work with allies that are able to perform those functions. Although the devoted psion focuses his time and energy on a single discipline, he recognizes the need for other classes who can handle the responsibilities his devotion does not address. However, devoted psions tend to view standard psions with some disdain, for they are seen as dabblers, instead of true devotees.

**Combat:** Each of the six different devoted psion subtypes tend to handle combat differently. All typically rely on their manifesting capability, although the method of engagement can vary. Egoists are more likely to wade directly into the fray, while nomads tend to prefer moving around the battlefield, offering aid where most worthwhile. Seers will use their powers of foresight to know what spot will be the most beneficial soon, while kineticists will simply send in a barrage of energy, a telepath seeking to control his enemies' minds, and the shaper creating tools and creatures to overcome adversaries.

**Advancement:** Although there are good reasons for a devoted psion to multiclass, the progression of his discipline expertise is often times a strong reason to remain in the class without taking levels in any other. The six varieties of devoted psions all tend to focus on manifesting over other aspects of the class, although devoted egoists sometimes find themselves as more combat-centric than manifesting-centric, and, as such, may find multiclassing favorable despite the loss in later class features.

## DEVOTED PSION STARTING PACKAGES

### Duergar Devoted Egoist Starting Package

(Note: This devoted egoist makes use of the Duergar Egoist specialty level from Chapter 2: Races.)

**Armor:** Leather (+2 AC, speed 20 feet, 15 lbs)

**Weapons:** Club (1d6, crit 20/x2, range inc. 10 ft, 3lbs, bludgeoning), light crossbow (1d8, crit 19-20/x2, range inc. 80 ft, 4lbs, piercing)

**Skill Selection: Pick a number of skills equal to 2 + Int modifier**

Autohypnosis 4 ranks  
Balance 4 ranks  
Concentration 4 ranks  
Heal 4 ranks  
Knowledge (Psionics) 4 ranks  
Profession 4 ranks  
Psicraft 4 ranks

**Feat:** Psionic Body

**Powers Known:** *hammer, synesthete, vigor*

**Extra Powers Known:** *biofeedback, expansion, thicken skin*

**Gear:** Backpack with bedroll, waterskin, sack, one day's trail rations, flint and steel. Map case, three sheets of parchment, ink, inkpen. Case with 20 crossbow bolts.

**Gold:** 3d6 gp

### Xeph Devoted Nomad Starting Package

As Duergar Devoted Egoist, except:

**Armor:** Leather (+2 AC, speed 30 ft, 15 lbs)

**Skill Selection: Pick a number of skills equal to 2 + Int modifier**

Climb 4 ranks  
Concentration 4 ranks  
Jump 4 ranks  
Knowledge (Psionics) 4 ranks  
Psicraft 4 ranks  
Ride 4 ranks  
Survival 4 ranks

**Feat:** Overchannel

**Bonus Feat:** Speed of Thought

**Powers Known:** *deceleration, energy ray\*, skate.* \*This nomad must overchannel to manifest this power.

**Extra Powers Known:** None.

**Gear:** Backpack with bedroll, waterskin, sack, one day's trail rations, 50' hemp rope, flint and steel. Bullseye lantern, 3 pints of oil. Case with 20 crossbow bolts.

**Gold:** 2d6 gp

## Marksmen

*"I would stand with my back turned while my arcane colleague completed his incantations to turn a single snowflake blood red. In an instant, I would turn, nock my bow, and let an arrow fly. Each time, I unerringly hit the snowflake.*

*I don't see why anyone was impressed with this. I wasn't even blindfolded."*

- Ceruth, half-elf marksman

Combat at a distance has held appeal to warriors since the first thrown rocks. Today is no different – military units take pride in their



sharpshooters, archery contests are regular mainstays at fairs, and common folk exchange stories of legendary precision with ranged weapons. Such stories are often of adventuring marksmen (who, despite the name, are as often women as men), those who have honed their minds as well as their bodies into a unified whole. The sniper, the crack shot, the showman, the assassin: all are marksmen, and all are deadly.

### Making a Marksman

Marksmen are astonishingly good at ranged combat, and have a natural home in the party's second line with their bow, crossbow, or bandoleer of thrown weapons. As much about perception as precision, several of their key abilities relate to sensing "the shot" and pulling off the impossible. Additionally, marksmen have a small array of psionic powers to supplement their ranged prowess. Many marksman abilities also rely on psionic focus – gaining, maintaining, and expending it.

**Abilities:** Dexterity is important for a marksman, as it helps them ensure their aim is accurate. A good Wisdom score is also important for manifesting powers, and several class features improve with high Wisdom. Constitution helps improve the marksman's toughness.

**Races:** Marksmen are represented in all races, although those with a penchant for ranged combat or mental discipline are more likely to take up this path. Among the common races, humans, elves, half-elves, maenads and xephs are most likely to take up the marksman role.

**Alignment:** Marksmen tend towards no alignment; the best and worst are found amongst them. Lawful marksmen are likely to belong to the military as snipers or crack shots, while chaotic marksmen usually wander from town to town, taking jobs as they come as a mercenary.

### Game Rule Information

Marksmen have the following game statistics.

**Alignment:** Any

**Hit Die:** d6

**Starting Gold:** 5d4 x 10 (125 gp)

**Starting Age:** Moderate (as fighter)

#### Class Skills

The marksman's class skills are Balance, Climb, Concentration, Craft, Escape Artist, Hide, Intimidate, Jump, Knowledge (Psionics), Listen,

Perform, Profession, Sense Motive, Spot, Survival, Use Psionic Device, and Use Rope.

**Skill Points at 1st level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional 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 and ranged 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 3-2: 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.



Illustration by Kevin Miller

*A Marksman: deadly with her ranged weapon of choice*

**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 feats Expanded Knowledge and Epic Expanded Knowledge do 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 manifester 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.

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

**Wind Reader (Su):** A marksman's intuition enables her to read the actions those around her may take, as well as the flow of the wind in her line of sight. This intuition is similar to a mantra, enhancing her combat ability while honing her thoughts. When the marksman gains psionic focus, she adds her Wisdom bonus as a competence bonus on ranged attack rolls for

**Table 3-2: The Marksman**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points	Powers Known	Maximum Power Level Known
1	+1	+0	+2	+2	Point Blank Shot, wind reader	1	0*	1st
2	+2	+0	+3	+3	Evade arrows	2	1	1st
3	+3	+1	+3	+3	-	3	2	1st
4	+4	+1	+4	+4	Cover fire	4	2	1st
5	+5	+1	+4	+4	Psionic Meditation	6	3	2nd
6	+6/+1	+2	+5	+5	-	8	4	2nd
7	+7/+2	+2	+5	+5	Signature style	10	5	2nd
8	+8/+3	+2	+6	+6	Bonus feat	12	5	2nd
9	+9/+4	+3	+6	+6	-	16	6	3rd
10	+10/+5	+3	+7	+7	-	20	7	3rd
11	+11/+6/+1	+3	+7	+7	Signature style	24	8	3rd
12	+12/+7/+2	+4	+8	+8	-	28	8	3rd
13	+13/+8/+3	+4	+8	+8	-	32	9	4th
14	+14/+9/+4	+4	+9	+9	Bonus feat	40	10	4th
15	+15/+10/+5	+5	+9	+9	Signature style	48	11	4th
16	+16/+11/+6/+1	+5	+10	+10	-	56	11	4th
17	+17/+12/+7/+2	+5	+10	+10	-	64	12	5th
18	+18/+13/+8/+3	+6	+11	+11	-	76	13	5th
19	+19/+14/+9/+4	+6	+11	+11	Signature style	88	14	5th
20	+20/+15/+10/+5	+6	+12	+12	Bonus feat	100	15	5th

a number of rounds equal to her class level as long as she maintains psionic focus, starting on her next action. If a marksman already gains her Wisdom modifier to attack rolls, she gains no additional benefit from this ability.

This class ability counts as a Mantra feat (see Chapter 4: Feats).

**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 dodge bonus to Armor Class against ranged attacks (but not ranged touch attacks) equal to half her Wisdom bonus (minimum 0).

**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 Concentration check or a Reflex save (opponent's choice, 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 or dreamborn <sup>HC</sup> target).

**Psionic Meditation:** A marksman of 5th level gains the Psionic Meditation feat as a bonus feat. She must still meet the requirements to gain the benefits of the feat.

**Signature Style:** Experienced marksmen generally favor a single weapon type over others, and specialize in its use (similar to a ranger's choice of combat style). At 7th level, a marksman chooses one of Bows, Crossbows, or Thrown Weapon, and gains the first-tier ability of this chosen style. Every four levels afterward (11th, 15th, and 19th), she may either select a new signature style, and gain its first-tier ability, or advance to the next tier of an existing weapon choice. Once this choice is made, it remains fixed.

Additionally, any feats a marksman has selected that require her to choose a ranged weapon (except Martial Weapon Proficiency and Exotic Weapon Proficiency) may now apply to any weapon type that falls within her chosen signature styles, provided that she is proficient with the weapon. The list of compatible weapons may be expanded with proficiency feats or at your GM's option.

For instance, Ceruth, a 9th level marksman, has chosen the Crossbow as her signature style. She may apply her Improved Critical (Light Crossbow) feat to any weapon listed under the crossbow style that she is proficient with. When she attains 11th level, she may choose to learn the first-tier ability of another style (and apply Improved Critical to any weapon within that style as well), or she may master the second-tier ability of the Crossbow style.

#### *Crossbow Style*

Crossbow-using marksmen are consummate snipers, able to deliver immensely powerful single shots, often from great distance. Impeccably patient, crossbow specialists are frequently loners, or at least maintain an aloof image.

**Weapons:** light crossbow, heavy crossbow, hand crossbow, repeating crossbow.

**1st: Augmented Shot (Su):** If you spend a standard action to attack with your crossbow and expend your psionic focus, the bolt becomes an instrument of your will and deals augmented damage. You may add +1d8 points of damage to the crossbow bolt for each crossbow style tier you have. 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.

**2nd: Unstoppable Force (Ex):** If your crossbow bolt would deal enough damage to a target to make it drop (typically by dropping it to below 0 hit points or killing it), you may choose to have the bolt continue on a straight line through your target's location until it hits another target, at which point you make 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 bolt (although bonus damage that would not be multiplied on a critical hit only applies to the first target). This process repeats until a target does not drop, you miss with an attack roll, or your bolt strikes an object or reaches its maximum range.

**3rd: Call the Shot (Ex):** If you spend a full-round action sighting your target, you can deliver

a single, precisely aimed bolt to a critical part of the target's anatomy. While sighting a target, you cannot move from the spot you occupy and must maintain line of sight to your target; if you move or line of sight is broken, your sighting has no effect. If your target leaves the maximum range of your weapon while sighting, your sighting fails as if line of sight were broken. After sighting a target, your first single crossbow attack made the following round ignores all range increment penalties (though is still bound by the crossbow's maximum range), and if this attack hits, it automatically threatens a critical hit (regardless of the actual die roll). After using Call the Shot, you cannot attack for the remainder of the round.

*4th: One Shot, One Kill (Ex):* As Call the Shot, except you may attempt to instantly kill your opponent. To use One Shot, One Kill, you must prolong your sighting period to three full-round actions before your attack (all restrictions on sighting still apply). If you do, and successfully hit your opponent, in addition to the normal effects of Call the Shot, your target must make a Fortitude saving throw (DC 10 + one-half your class level + your Wisdom modifier) or die. Creatures immune to critical hits take normal damage and are immune to the death effect.

#### *Bow Style:*

Bowyer marksmen are notoriously good at attacking large areas at once, and are most frequently found in military service. A unit of archers led by marksmen could hold off an entire advancing army.

*Weapons:* shortbow, longbow, composite shortbow, composite longbow

*1st: Force-charged Fletching (Su):* You may channel psychokinetic force through your arrows, overwhelming your opponents. To use this ability, you must expend your psionic focus. Until the beginning of your next turn, you may spend 1 power point as you fire an arrow to have it deal non-lethal bludgeoning damage instead of lethal piercing, as you charge the arrows with a psychokinetic buffer. If you do so, the charged arrow has a chance of hammering its target off balance. On a successful hit, a charged arrow initiates a free trip attack on your foe, using your Wisdom score in place of your Strength score (and granting no bonuses or penalties to your check based on your size).

Charged arrows can be used against prone targets as well. A prone target struck by a charged arrow finds it more difficult to stand up during the subsequent round: it takes a standard

action to stand from prone unless the target makes a Strength check of DC 10 + your Wisdom modifier. Prone targets hit by multiple charged arrows in the same round have this DC increased by 2 for each subsequent arrow. One round after being struck by a charged arrow, its force dissipates, and a target may stand normally.

*2nd: Lightning Draw (Ex):* Bowyer marksmen eventually learn to fire their bows far faster than nearly anyone else without significantly reducing their accuracy. When using the Manyshot or Greater Manyshot feats, you may fire one more additional arrow than otherwise indicated, without increasing the penalty to attack beyond what it would normally be for you. When you use the Rapid Shot feat, you may make another additional attack at your highest attack bonus (without increasing your attack penalty).

You may only benefit from Lightning Draw while you maintain psionic focus.

*3rd: Burst Arrows (Su):* Originally developed to break up marching formations, the technique for firing burst arrows is only capable of being performed by dedicated marksmen. To fire burst arrows, you must expend your psionic focus. If you do, until the end of your turn, you may spend 1 power point as you fire an arrow to have it psychokinetically explode with a flash and bang at the end of its flight, dealing its damage to all targets in a 5' radius burst and studding the ground in that area with arrow shrapnel (treat as a caltrop spread). Targeting a given area with this attack only requires an attack roll hitting AC 10 (modified by range), although targets within the area of effect may make a Reflex saving throw (DC 10 + one-half your class level + your Wisdom modifier) to negate the damage.

Burst arrows can be used to deliver additional damage from magical sources, but mundane additions, such as poison or alchemist's fire, along with non-damaging effects of any sort, do not spread with the burst. Burst arrows cannot deliver critical hits, nor can they directly target creatures (only squares).

*4th: Rain of Arrows (Su):* True masters of the bow may psychokinetically adjusting the air around the bowstring, making their arrows more vicious. Once per day per point of Wisdom bonus (minimum 1), you may expend your psionic focus when making a full attack with your bow, make two attack rolls per arrow and take the best of the two. Each arrow fired until the start of your next turn deals double damage.

Thrown Weapon Style:

Marksmen who follow the thrown weapon style are usually the subject of many tales amongst the common folk, but history isn't clear whether this is because few warriors normally choose throwing weapons or because thrown-weapon marksmen are frequently show-offs. In either case, the mockery stops once the marksman demonstrates his prowess in controlling the field of battle.

*Weapons:* dagger, club, shortspear, spear, dart, javelin, throwing axe, light hammer, trident, sai, bolas, shuriken, *mind blade*. This only applies if you are throwing the weapon.

In the special case of the sling, this style operates normally, treating the bullet as your thrown weapon.

1st: Ricochet (Su): To use this ability you must expend your psionic focus. Until the end of your turn, if a thrown weapon you fire would hit a wall, you may psychoportatively redirect its momentum up to 90 degrees, allowing it to continue its path as if it were thrown in that new direction. Each time you do, you impose a -2 penalty on the weapon's attack rolls and damage rolls. 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. If you select the thrown weapon signature style again, each redirection can be up to 180 degrees.

2nd: Push by Proxy (Ex): Through a combination of exceptional throwing talent and raw strength (of arm or of will), you may attempt to rearrange your foes with your thrown weapons. If your thrown weapon would successfully hit a creature, you may choose to have your weapon deal no damage and instead resolve that attack as a bull rush, starting with the opposed Strength checks (you do not fall back if you fail). Since you do not move with the defender, you may only move someone back 5' with each individual attack, but additional attacks may be made to push them back further. Exactly which direction constitutes "back" is dependent on which direction the attack came from (see Ricochet). If your ranged bull rush would push an opponent into another creature (or a wall), the opponent doesn't move, and both take damage equal to your Strength modifier.

This bull rush uses your size modifier as

normal, but is further modified by the weapon you use. Light weapons reduce your check by -4, while two-handed thrown weapons grant it a +4 bonus.

If you are psionically focused, you may choose to substitute your Wisdom score for your Strength score for the opposed checks and damage on a collision.

3rd: Psychoportative Momentum Mastery (Su): While you are psionically focused, every weapon you throw may, at your option, be treated as a teleporting weapon, described in the *Expanded Psionics Handbook*. These weapons may even reappear in their sheaths instead of in your hand, should you wish. If you expend your psionic focus as part of a thrown weapon attack, your weapon teleports to the other side of your opponent with its momentum reversed, coming back toward you. Unless your opponent cannot be flanked, they are denied their Dexterity bonus to AC against this attack. After your attack, this weapon teleports back to your hand or its sheath instantaneously, leaving no weapon for your opponent to find, and an impact wound coming from the wrong direction.

4th: Psychokinetic Momentum Mastery (Ex): Your weapons' psychokinetic properties are augmented many-fold. Your thrown bull rush attempts (see Push by Proxy) extend in power and ferocity: if your Strength (or Wisdom) check would allow you to move a target further back than 5 feet, you may do so, up to a maximum number of additional squares equal to your Strength or Wisdom modifier (whichever you used to resolve the attempt). Additionally, if you expend your psionic focus to activate Ricochet, two effects occur: Push by Proxy can now bull rush foes in any direction away from the direction the attack came from (that is, an attack from the north could send the target east, southeast, south, southwest or west), and thrown weapons can continue on to another target as if the first target were a wall (see Ricochet).

**Bonus Feat:** A marksman gains a bonus archery-related feat at 8th level and every 6 levels afterward. She must meet all the prerequisites of this feat, and the feat must require Point Blank Shot.

**Playing a Marksman**

Marksmen travel for the same reason other warriors travel: to find a place for their skills. Like rangers, marksmen can get along in the wilds fairly easily, although they lack the

specialized training to thrive alone in such an environment.

As a marksman, you attack from a distance. You lack staying power in melee, and even lack powers that directly boost your armor class – although from a distance, tactics such as cover and concealment are viable and easier to establish. Learn the lay of the land and master the myriad aspects of ranged combat, and you will emerge victorious.

**Religion:** There is no single deity or faith that attracts more marksmen than any other, not even the absence of faith. Her faith, like much about a marksman, is her own. A few deities – particularly those that encourage individual prowess and don't place too many demands on their worshippers – may be more common than others, but most gods count a few marksmen among their faithful.

**Other Classes:** Many marksmen tend to be loners, choosing their ranged prowess to excel as hunters or assassins. Some, however, do join military organizations, and many can be found working with other classes as members of adventuring parties. Because marksmen have very limited defensive and close range abilities, when they do work with others, they tend to rely on melee oriented classes, such as fighters, psychic warriors, or soulknives. However, marksmen in stealthy parties (usually consisting of rogues, rangers, soulknives, or monks) can be a force to be reckoned with, striking from the shadows and vanishing as quickly as they came.

**Combat:** Marksmen are amazing ranged combatants, rivaling and perhaps exceeding the fighter, psychic warrior, and ranger at this role. What strength and elegance they have in distance combat, however, is matched by their fragility in melee. As such, awareness and reaction is as important as placement and timing. A marksman's psionic powers and related abilities are limited in both scope and effect, but when applied at a critical point, they can make or break an encounter.

**Advancement:** Marksmen progress most favorably by continuing as a marksman, although multiclassing (potentially taking a prestige class) remains a valid option, especially in the early levels. Members of other classes who wish to improve their ranged combat (including spellcasters and manifesters who favor ray effects, and soulknives who enjoy throwing their mind blades) may even take the first few levels of marksman.

As a marksman, your class features are almost exclusively based on ranged combat, so

mastering every nuance of this field will become essential to your adventuring career. As you gain experience, your psychic intuition may make or break an encounter – trust your instincts and learn to make optimal use of your wind-reading ability and your various psionic powers. A tactic many marksmen find useful is to expend their psionic focus just before battle to take 15 on the Concentration check to refocus, thus entering the fray with wind reader active. While you frequently serve a warrior's role, you cannot defend your party in the same way an armored combatant could, so remember to back up your team whenever you get the chance. Should you need to strike it out alone, however, you make a respectable stealthy fighter, and are quite adept at the sniper's role (see the Hide skill). Feats that enable you to get the drop on your opponents, such as Improved Initiative, and feats which improve your combat prowess, such as Rapid Shot, should be high your list of priorities. One of the first feats that most marksmen take would be Precise Shot; consider the usefulness of this feat early in your career.

## MARKSMAN STARTING PACKAGES

### HALF-ELF MARKSMAN

**Armor:** Studded Leather (+3 AC, armor check penalty -1, speed 30 ft, 20 lbs). Buckler (+1 AC, armor check penalty -1, 5lbs).

**Weapons:** Light Crossbow (1d8, crit 19-20/x2, range inc. 80 ft, 4 lbs, piercing). Short Sword (1d6, crit 19-20/x2, 2 lb, piercing). Two daggers (1d4, crit 19-20/x2, range inc. 10 ft, 1 lb each, piercing).

**Skill Selection:** Pick a number of skills equal to 4+Int modifier.

Hide 4 ranks

Concentration 4 ranks

Spot 4 ranks

Listen 4 ranks

Climb 4 ranks

Use Rope 4 ranks

Survival 4 ranks

Move Silently (CC) 2 ranks

**Feat:** Precise Shot.

**Gear:** Backpack with bedroll, waterskin, sack, one day's trail rations, 50' hemp rope, flint and steel. Hooded lantern, 3 pints of oil. Case with 20 crossbow bolts.

**Gold:** 1d4 gp.

### HALF-ORC MARKSMAN

**Armor:** Chain shirt (+4 AC, armor check penalty -2, speed 30 lbs, 25 lbs)

**Weapons:** Four daggers (1d4, crit 19-20/x2,

range inc. 10 ft, 1 lb each, piercing), three javelins (1d6, crit 20/x2, range inc. 30 ft, 2lbs each, piercing), kukri (1d4, crit 18-20/x2, 2lbs, slashing)

**Skill Selection:** Pick a number of skills equal to 4+Int modifier.

Concentration 4 ranks

Spot 4 ranks

Listen 4 ranks

Perform 4 ranks

Climb 4 ranks

Balance 4 ranks

Use Rope 4 ranks

Escape Artist 4 ranks

**Feat:** Quick Draw.

**Gear:** Backpack with bedroll, waterskin, sack, one day's trail rations, 50' hemp rope, flint and steel. Hooded lantern, 3 pints of oil. Dartboard.

**Gold:** 1d4 gp.

### Marksmen in the World

*"...wow. Even from all the way over here, I can tell that hurt."*

--Jaieth, human society mind, to his frequent adventuring partner Ceruth

Marksmen fill the role of a ranged combatant in a way that no other warrior class can. With proper selection of feats, powers, and signature styles, a marksman can fill a great many archetypes; no single unifying trend unites them. A few general suggestions are described below.

**Daily Life:** Most marksmen, regardless of background, are dedicated to their art. Expressions of this dedication vary, and can take the form of intense practice, coolly calculated arrogance, or through the application of her trade to everyday tasks. This dedication likely serves as a meditative aid, much as reading the wind serves as a focus, although most marksmen wouldn't exactly describe it as "meditative." Marksmen come from many walks of life; essentially no background is common between them all. One may have noticed a knack for throwing things when growing up, while another learned the tricks of reading the wind from her parents. Still another may have trained from birth to be a specialist in a particular weapon in the military, stirring their innate psychic potential to further this goal. No matter where they come from, they usually end up in the same place – which is frequently somewhere far away, with a ranged weapon in their hands.

**Notables:** Several effective marksmen don't actively spread their name around, being a method of security and stealth. Others are

impeccable showoffs and have quite a reputation in various lands.

In an unusual twist of fate, since the island of Rajrin existed for so long in the collective unconscious of many societies, several of these tales actually trace back to the deeds of one legendary elven marksman from the Dreamy Isle, known only as the Thrush. Although they have been altered through continuous retelling, if the stories are to be believed, the Thrush's hobby was firing a bow, blindfolded, from the peak of a central mountain towards a target at the coast, and consistently hitting the target. What made this truly impressive was that the "target" was the shaft of another arrow, fired by novices at the coastal archery range. An impeccable sailor with a wanderer's heart and a rogue's wit, the Thrush would often disappear for months at a time, although his return was often considered a sign of hope by the common folk. Tales from Rajrin's shores vary on whether or not the Thrush was on the island when it was cast adrift in the Region of Dreams.

**Organizations:** Marksmen have no exclusive organizations. They exist individually or as part of other teams, although armies known for strength in archery or more direct assassin guilds may count more marksmen amongst their ranks than other groups. Not surprisingly, adventuring parties remain one of the largest demographics that marksmen belong to.

If any singular organization of marksmen exists, it remains extremely well-hidden through both mundane and psionic means, just like many successful marksmen. Rumors persist about a mercenary unit of snipers wandering the lands to the west, but no proof of this has ever been located – not even stories of what such a group could accomplish.

**NPC Reactions:** Due to the diversity in background and reputation, marksmen are seen in many different lights, typically on an individual basis by deed. If a marksman has been cultivating a reputation as a renegade sharpshooter and a champion of the common folk, she may be welcomed warmly in many taverns, but must work hard to stay at least one step ahead of the law. If a marksman instead is known as an assassin, he likely keeps a cover identity or a working alias (such as "The Black Veil") and hides his true nature. In societies biased against the psionic arts, a marksman's powers are subtle enough that she may even operate openly (likely hiding displays) without taking special notice.

**MARKSMAN LORE**

Characters with Knowledge (History), Knowledge (Local), or Knowledge (Psionics) may research marksmen to learn more about them. When a character makes a successful Knowledge check, use the phrases or variations of them from below, including any information from lower DC checks, should there be any:

**DC 10:** Many people call themselves marksmen, but those best suited to the title truly live up to the name. Expect spectacular results if one of them readies a weapon.

**DC 15:** Marksmen have a variety of tools at their disposal ranging from supernatural talent to a knack with intuition, and, of course, the myriad weapons they use. If it can kill at a distance, it's probably in the hands of a marksman somewhere.

Use this DC to recall basic stories about local or famous marksmen, although the accuracy of such tales is questionable.

**DC 20:** The powers a marksman has that lie beyond the mundane are psionic in nature, and generally subtle. They are warriors first and foremost, though, and their manifestations are a small but significant part of their arsenal.

**DC 25:** Information about notable marksmen, particularly those in the area. This information will be more accurate than the basic stories learned at lower DCs, and may include the truth behind marksman notoriety described above.

**Marksmen in the Game**

Marksmen should have no difficulty being added to any existing game world, given the simplicity of their niche. Even low-psionic worlds are easy enough to adapt to, given the minor nature of the marksman's psionic abilities (in worlds like these, they often are described as incredible luck or insight rather than psionic power). Marksmen can appear first as specialist NPCs, perhaps as members of an army the PCs work for, fellow competitors in an archery contest, or even just a flamboyantly good darts-player at the tavern. Any or all of these work well for PC marksmen introducing themselves to the party as well. Adversarial marksmen work best in a sniper's role, but remember – an enemy the party doesn't spot is an enemy they don't learn to recognize.

**Adaptation:** Marksmen are relatively easy to adapt, as they exist in such a wide niche of flavor. Instead of relying on intuition, perhaps marksmen in your game are the chosen of the deities of luck, and draw their power from

there. Maybe there are no organized marksmen, instead it being a solitary path. Perhaps, in your game, the marksmen are one of the products of a breeding program for elite psionic supersoldiers.

Forcing marksmen to choose a single signature style (instead of choosing at each stage) forces the class into a more rigid structure, as does altering the signature style options. If your campaign features other broad classes of ranged weapons -- for instance, gunpowder pistols or rifles -- then marksmen certainly should have new signature styles for each broad weapon class, reflecting the nuances of such a style.

**Encounters:** NPC marksmen likely are either colorful characters encountered in nonlethal (yet preferably competitive) environments such as archery competitions or the dartboard at the local pub, or deadly professionals that the PCs may never actually see in person, striking from the distant shadows. Although marksmen (especially crossbow marksmen) make excellent snipers, the PCs should have some method of identifying their foe at some point – an enemy that remains hidden and nameless isn't an enemy that the PCs will recognize later.

***Society Mind***

*"Care to share your thoughts?"*

- Jaieth, human society mind

A network is a pattern that naturally arises whenever multiple objects interact with each other with shared consequences. All organic life is a network of such patterns, blood and flesh and wood and earth working unconsciously towards the goal of survival. Even unliving things, the dancing stars in the sky and the slow geologic gathering of mountains follow certain guidelines. Thinking beings follow patterns far more complex, of emotions, dreams and ideas. These networks, and the mind they form, are what power a society mind.

**Making a Society Mind**

Society minds must choose their powers known every day after resting and meditating on the greater pattern of things. Like a wilder, a society mind has very few powers known, but a society mind can change his powers known from day to day. A society mind uses power points and can augment his powers like any other manifesting class.

In addition, society minds also have the unique



ability to enter into a worldthought network with other beings, through which the society mind can strengthen his allies, as well as weaken and subvert his foes.

**Abilities:** Wisdom determines what level of psionic power a society mind can manifest, how hard his powers are to resist, and his bonus power points per day. Charisma is useful to a few society mind abilities and a number of society mind skills, and a society mind needs Constitution for more hit points.

**Races:** Society minds tend to show up mostly in the social races, or in the nomadic races that travel and see many lands. Humans and halflings, qualifying on both accounts, produce numerous society minds. Dromites make great society minds, as the power of the class is often a simple extension of their hive mind paradigm onto the rest of the world.

**Alignment:** Society minds tend most often to be neutral in both ethical and moral perspectives; the constant view of the larger trends leaves many society minds impartial and aloof. This is not always the case, though. Good

society minds seek to harmonize with the flow of others' thoughts and bring all conflicts to a constructive resolution, while evil society minds leech off the mental powers of the communities they live in and feel that their powers and unique position within the greater mind marks them as obviously superior.

## Game Rule Information

Society minds have the following game statistics.

**Alignment:** Any

**Hit Die:** d6

**Starting Gold:** 4d4 x 10 (100 gp)

**Starting Age:** Complex (as psion)

### Class Skills

The society mind's class skills are Autohypnosis, Bluff, Craft, Concentration, Diplomacy, Gather Information, Heal, Intimidate, Knowledge (Psionics), Knowledge (History), Knowledge (Local), Listen, Perform, Profession, Psicraft, Sense Motive, Speak Language, Survival.

**Skill Points at 1st level:** (4 + Int modifier) x 4

Table 3-3: The Society Mind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points	Powers Known	Maximum Power Level Known
1	+0	+0	+0	+2	Worldthought network, cooperative healing	2	1	1st
2	+1	+0	+0	+3	Social Insight, spirit of many	6	2	1st
3	+1	+1	+1	+3	Soulbinding gaze, telepathy	11	2	2nd
4	+2	+1	+1	+4	Network range (close)	17	3	2nd
5	+2	+1	+1	+4	Network sense	25	3	3rd
6	+3	+2	+2	+5	-	35	4	3rd
7	+3	+2	+2	+5	Network range (medium)	46	4	4th
8	+4	+2	+2	+6	Mystic echo	58	5	4th
9	+4	+3	+3	+6	-	72	5	5th
10	+5	+3	+3	+7	Network range (long)	88	6	5th
11	+5	+3	+3	+7	Inner language	106	6	6th
12	+6/+1	+4	+4	+8	-	126	7	6th
13	+6/+1	+4	+4	+8	Network range (miles)	147	7	7th
14	+7/+2	+4	+4	+9	Subconscious gaze	170	8	7th
15	+7/+2	+5	+5	+9	-	195	8	8th
16	+8/+3	+5	+5	+10	Network range (any)	221	9	8th
17	+8/+3	+5	+5	+10	Divert concentration	250	9	9th
18	+9/+4	+6	+6	+11	-	280	10	9th
19	+9/+4	+6	+6	+11	Network range (planar)	311	10	9th
20	+10/+5	+6	+6	+12	Efficient network	343	11	9th

**Skill Points at Each Additional Level:** 4 + Int modifier

#### *Class Features*

Your psionic powers and your worldthought network are your most vital abilities. Helping your allies - whether by enhancing them or making your enemies weaker - is what you do best.

**Weapon and Armor Proficiency:** Society minds are proficient with all simple weapons and light armor. Armor does not, however, interfere with the manifestation of powers.

**Power Points/Day:** A society mind's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 3-3: The Society Mind. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items.

**Powers Known:** A society mind begins play knowing one society mind power of your choice at the time. At every even-numbered class level after 1st, he unlocks the ability to know more powers at any given time.

Choose the powers known from the society mind power list. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge do allow a society mind to learn powers from the lists of other classes.) A society mind can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a society mind can manifest in a day is limited only by his daily power points.

A society mind never needs to prepare powers ahead of time; he draws them from his mind when needed. When a society mind recovers his daily power points after resting, he may choose to rotate one or more powers he knows for new ones. These powers must always be chosen from the society mind power list, and the maximum number of powers the society mind may know at any one time in this fashion is listed on Table 3-3: The Society Mind. If a society mind learns a power through other means, such as the Expanded Knowledge feat or *psychic surgery*, this power is known in addition to his normal powers. He may never exchange it for another power from the society mind list when he chooses his powers known, and it

doesn't count against his limit of powers known at any one time.

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

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

**Worldthought Network (Su):** A society mind can connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a society mind can join up to his class level in willing targets into his network. The society mind must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within range (see Table 3-4). A society mind's network can never have more members than his class level. The society mind is always considered a member of his own network, and does not count against this limit.

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

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

multiclass society mind), any compatible spell or power with a range greater than touch can also be used through the network.

If a member of the network dies, the member is removed from the network and the society mind must make a Fortitude save (DC 15) or lose 10 XP and 1 power point for every Hit Die of the fallen member.

The society mind must maintain a power point reserve of at least one point to maintain the network. If he does not, the network and all attendant benefits end immediately.

**Cooperative Healing (Su):** Whenever a willing member of the society mind's worldthought network could regain lost hit points or ability damage, that member may choose to redirect any or all of that healing to one or more other willing members of the network as a free action. This can transfer instantaneous healing (such as a *cure light wounds spell*) and even hit points gained from rest (in which case, a member of the network would rest for a period of time as normal, and the amount of hit points and ability damage healed would go to another). Healing from ongoing healing effects, such as the fast healing special quality or *true metabolism*, cannot be transferred.

In any case, the original recipient of the healing effect chooses who gets to receive the diverted healing, and does not gain the benefits of any healing he grants to another. The type of healing (positive energy, negative energy, construct repair, etc.) is unchanged from the original source for determining who or what can be healed.

*Example: Darius the soulknife is a willing member of Jaieth the society mind's worldthought network. He drinks a potion of cure light wounds that would normally heal him for 6 hit points, but he decides to redirect 4 of*

*those points to Jaieth. As a result Darius is healed for 2 hit points, and Jaieth is healed for 4. If there were more members in Jaieth's worldthought network, Darius could spread the healing from that potion out even more as long as the sum of hit points healed was no greater than 6.*

**Spirit of Many (Su):** A society mind gains special abilities when manifesting powers with the Network descriptor. He can manifest these powers on any member of his network, even if they are out of the power's range or would normally be immune to the power. Whenever a society mind manifests a power with the Network descriptor targeting only members of his worldthought network, the power loses the mind-affecting descriptor (if it had it) and is treated as a supernatural ability (bypassing power resistance and becoming immune to dispel attempts), although it still provokes an attack of opportunity to manifest as normal. A society mind still cannot spend more power points than his manifester level on this power. Network powers manifest only on members of the network never allow saving throws -- their saving throw entry becomes "None," although if the power specifies a subsequent saving throw (such as an augmented *ability as one* <sup>UT</sup>), subjects attempt those saves normally. The society mind also adds the following augment to all powers with the Network descriptor:

**Augment:** For every additional power point you spend, you can choose an additional target, so long as the target is a member of your worldthought network.

**Social Insight (Su):** As long as a society mind of 2nd level or higher maintains psionic focus, they gain a super-intuitive understanding of interpersonal interactions. This subtle telepathic and clairsentient ability manifests itself as a +2 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

**Soulbinding Gaze (Su):** At 3rd level, the society mind gains the ability to add unwilling targets to his network. As a standard action, the society mind can choose to expend his focus to forcibly bind one or more targets within close range (25 ft + 5 ft/2 class levels) into his worldthought network. The society mind can affect a maximum of one target per three class levels with a single attempt. Each target may attempt a Will save (DC 10 + half the society

**Table 3-4: Range of the Worldthought Network**

Level	Range	Distance
1	30 ft	30 ft
4	Close	25 ft. + 5 ft. per two class levels
7	Medium	100 ft. + 10 ft. for every class level
10	Long	400 ft. + 40 ft. for every class level
13	Miles	1 mile per class level
16	Any	Any distance as long as they remain on the same plane
19	Planar	Any distance, even over planar and dimensional boundaries.

mind's class level + the society mind's Charisma modifier) to resist this mind-affecting effect. If the target fails, he is considered an unwilling member of the society mind's worldthought network and counts against the maximum number of creatures that can be in the network (no more than the society mind's class level).

An unwilling member of the network is unable to leave the network at will, but can do so by either leaving the range of the network or by taking a full-round action (that provokes an attack of opportunity) to grant himself an additional save at the original DC (success removes him from the network). Any creature added to the network in this way gets no benefit from the cooperative healing or telepathy class features of the society mind, and cannot count as a "willing" target for a Network power (even if the creature would otherwise be considered willing). Likewise, if a creature added to the network in this way dies, the society mind does not suffer an experience penalty or power point loss.

At 11th level, the society mind may use this ability as a move action. At 14th level, the society mind no longer needs to expend his psionic focus to use this ability.

**Telepathy (Su):** When a society mind reaches 3rd level, all willing members of his worldthought network (including the society mind himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a society mind's worldthought network (including the society mind himself) may manifest unknown powers from powers known by another willing psionic creature in the network as if they were making physical contact (see the *Expanded Psionics Handbook*, page 64).

**Network Sense (Su):** At 5th level, the society mind's network awareness improves, gaining a passive form of clairsentience. While psionically focused, a society mind gains a +1 bonus on Bluff, Sense Motive, Intimidate, Spot, Listen, and Knowledge checks against members of his network, similar to a ranger's favored enemy bonus against creatures he understands well. This bonus improves by +1 for every 5 levels class levels. The society mind can also expend his psionic focus as a move action to pinpoint the location and identity (as he knows it, much like recognizing a face) of every creature in his network, as well as any conditions affecting each subject.

**Mystic Echo (Su):** At 8th level, the society mind gains the ability to copy non-permanent magical and psionic effects within his network. If a member of the network is affected by a magical or psionic effect with a duration greater than 1 round, the society mind can "echo" it onto another member of his worldthought network. To do so, the society mind must first identify the power properly (see the *Psicraft* skill description).

Echoing a magical or psionic effect is a standard action that provokes attacks of opportunity and costs the society mind a number of power points equal to the original effect's caster or manifester level (whichever applies). As a supernatural ability, a society mind is permitted to spend more power points than his manifester level on this effect. The new target must be legal for the effect in question (for instance, if you attempt to echo an unaugmented *psionic charm* on a dog, the echo will fail). If the effect allows a saving throw, the new target is entitled to a saving throw when the effect is echoed (same DC as the original power).

Only the basic effect and augmentation are echoed -- metamagic and metapsionic feats do not echo. The echo has all the same decisions made as the original -- for instance, *specified energy adaptation* echoes would guard against the same energy type, while a 5pp *psionic charm* (extended duration) could not be echoed as a 5pp *psionic charm* (affects aberrations).

The echo takes effect at the same caster or manifester level as the originator. When the original ends or leaves the network, all echoes of it also end. An echo can be dispelled as normal without terminating the original.

A society mind can spend power points to augment this supernatural ability. For every 4 additional power points spent, the echo may reach an additional target. If this augment would raise the cost of the echo above the society mind's manifester level, the echo attempt fails (although he may still attempt to echo it onto a single target). The society mind knows if an effect is beyond his ability to echo this way when he identifies it.

**Inner Language (Su):** At 11th level, a society mind becomes able to perceive the connections between minds during communication, picking up on the mental energies generated by conversation. While he is psionically focused, the society mind can understand any spoken language, including secret languages, and even multiple languages at once. He still hears the original syllables, so he may or may not be able

to place what language is being used even while he fully understands the meaning. Inner Language only functions on perceived mindwaves -- it does not grant the ability to read, write, or speak the languages in question.

**Subconscious Gaze (Su):** At 14th level, the society mind's soulbinding gaze improves dramatically, working off of the same subconscious connections that provide his powers. When he uses his soulbinding gaze, he may choose to expend his psionic focus. If he does so, it is not treated as a mind-affecting effect, and can affect any creature with an Intelligence score. However, the subconscious mind naturally resists being linked to others, and the DC against the soulbinding gaze is reduced by 5 (to a total of 5 + half class level + the society mind's Charisma modifier).

**Divert Concentration (Su):** As a move action, a society mind of 17th level or higher can choose to expend his psionic focus and transfer the bulk of the responsibilities for concentrating on a single power to a touched willing member of his worldthought network. The chosen member must prepare to accept control of the power by readying an action to concentrate. While maintaining concentration, the target is limited to move actions in each round and is subject to the usual methods of disrupting concentration as normal. The society mind must still provide some psychic support to the target: if the target moves more than 50 feet from the society mind, he loses concentration on the power and it ends immediately.

**Efficient Network (Su):** At 20th level, the society mind's mastery over his worldthought network and the closely associated Network powers reaches legendary proportions. A society mind can maintain concentration on a Network power with only a move action. He can even manifest other powers while concentrating,

though doing so requires a Concentration check (DC 15 + the level of the power he's concentrating on + the level of the power he intends to manifest). If this check fails, the new power fails (and the power points spent on it are lost) and the society mind must make a second Concentration check or lose concentration on the original power, ending it immediately.

The DC to maintain concentration on any power as a move action is 5 higher than normal.

### Playing a Society Mind

The society mind develops psychic power by pulling on the giant networks of consciousness in other beings. Anything that can understand its environment and react to stimuli can become part of a larger cognitive entity, and thus power the society mind's manifesting. Whereas a normal person would look at a large community such as a city and see the chaos of thousands of different people with their own lives and motivations, or examine a forest and assume that its growth and sustenance depended on 'natural' patterns and 'instinctual' behavior, a society mind would see in both cases a giant, conglomerate entity arising from the wills of others.

Society minds travel to experience more of the universe and world they live in. Much like a psion, they realize knowledge is power - but where a psion seeks self-knowledge, society minds focus themselves outward and seek knowledge of the bigger picture. As a society mind, you are always aware of larger patterns and trends in the world around you. You are always examining everything, especially the people you travel with or meet on your journeys. The ideas other people hold and what brought them to think that way are fascinating to a society mind. For this reason, you will rarely travel alone. Especially interesting to you is how people interact with each other.

**Religion:** Society minds feel no particular draw to any deity, so their faiths tend to be

#### Society Minds, NPCs, and Network Deaths

There are some GMs who feel there should be a lifeline, to avoid the penalty to the society mind should a willing network member die. This works particularly well for NPC society minds serving the party as patrons or cohorts, and it is perfectly reasonable for a GM to allow this feat only to NPCs.

#### Sheltered Soul [Psionic]

You are able to shield yourself from the psychic backlash caused by a network member's untimely demise.

**Prerequisites:** Wis 13+, Worldthought Network

**Benefit:** When a willing member of your worldthought network dies, you do not lose any experience points or power points. Instead, you lose your psionic focus, if any -- including any other focus you could expend (such as your psicrystal's through Psicrystal Containment).

varied depending on their personal views of the world. Good society minds are often drawn to the faiths of deities who focus on healing and helping the unfortunate of society. Some evil society minds worship gods of blackmail or deceit. Society minds most in tune with nature may worship those gods whose portfolios include nature or wilderness.

**Other classes:** The self-supportive and individualist classes, such as monks, rangers, and psions, tend to strike a society mind as odd. They are more at ease with social classes focused on teamwork, such as the bard. Society minds love listening to bards share their tales and news of far-off lands and events, as such information develops a society mind's abilities.

**Combat:** Society minds are best at helping others fight. Class features such as cooperative healing and mystic echo help make sure the party is always fighting at full potential. The Network powers are particularly good at helping your allies share their strengths, and thus making the party as a whole a more dangerous fighting force.

Some of a society mind's powers and class features can also be used offensively. In the few cases where a society mind might be forced to fight alone, forcing enemies to share their weaknesses will be vital. You will still fight much better when you can stand behind more martial companions, but that doesn't mean offensive use of your powers is not a great boon to your companions. The party fighter will have a much easier time taking out that ogre if the ogre is suddenly as weak as his goblin lackey.

**Advancement:** The powers of the society mind start to develop slowly in adolescence. The young society mind is the one who is 'in tune' with things, and incredibly apt at noticing trends or patterns. People who have caught the society mind insight are often very good at predicting events or the actions of others, and may turn to gambling, civic leadership, military tactics, or business instead of developing their psychic powers. They also make excellent healers, being able to connect so well to their patients. Those who realize their potential, however, and start traveling to learn more about everything will come into mastery of the basic society mind powers well into adulthood. Sometimes a society mind will notice a younger society mind who is just beginning to realize his abilities, and take the youth as an apprentice. As you can cycle out your powers known daily, you are already flexible to begin with. Advancing in levels increases this flexibility by granting you more powers known at a time, and access to

higher levels of power. Finding what powers work for your play style is important - as a support class, your tactics will depend on how your party works.

### SOCIETY MIND STARTING PACKAGES HUMAN SOCIETY MIND

**Armor:** Studded Leather (+3 AC, armor check penalty -1, speed 30 ft, 20 lbs)

**Weapons:** Heavy Crossbow (1d10, crit 19-20/x2, range inc. 120 ft, 8 lbs, piercing). Dagger (1d4, crit 19-20/x2, range inc 10 ft, 1 lb, piercing). Morningstar (1d8, crit 20/x2, 6lbs, bludgeoning and piercing).

**Skill Selection:** Pick a number of skills equal to 5+Int modifier.

Concentration 4 (Con)

Psicraft 4 (Int)

Heal 4 (Wis)

Diplomacy 4 (Cha)

Sense Motive 4 (Cha)

Gather Information 4 (Cha)

Intimidate 4 (Cha)

Survival 4 (Wis)

Knowledge (Local, History, or Psionics) 4 (Int)

**Feat:** Psicrystal Affinity.

**Bonus feat:** Psionic Body.

**Power Known** (changes daily): *Precognition*.

**Gear:** Backpack with bedroll, waterskin, sack, one day's trail rations, flint and steel. Hooded lantern, 3 pints of oil. Case with 10 crossbow bolts. Chalk.

**Gold:** 1d4 gp.

### DROMITE SOCIETY MIND

As Human, except:

**Armor:** Studded Leather (+3 AC, armor check penalty -1, speed 20 ft, 20 lbs)

**Weapons:** Heavy Crossbow (1d8, crit 19-20/x2, range inc. 120 ft, 8 lbs, piercing). Dagger (1d3, crit 19-20/x2, range inc 10 ft, 1 lb, piercing). Morningstar (1d6, crit 20/x2, 6lbs, bludgeoning and piercing).

**Skill Selection:** Pick a number of skills equal to 4+Int modifier.

Concentration 4 (Con)

Psicraft 4 (Int)

Heal 4 (Wis)

Diplomacy 4 (Cha)

Sense Motive 4 (Cha)

Gather Information 4 (Cha)

Intimidate 4 (Cha)

Survival 4 (Wis)

Knowledge (Local, History, or Psionics) 4 (Int)

**Bonus feat:** none.

**Power Known** (changes daily): *Unearthly Terror* <sup>UT</sup>.

## Society Minds in the World

*"I know I can focus on the task at hand - Jaieth will take care of the bigger picture."*

- Ceruth, half-elf marksman

Almost every society mind is a people person. While not often as social or persuasive as skilled bards or rogues, society minds excel at helping or hindering people in ways they can hardly understand. Support is the way a society mind works and a cornerstone of every society mind's philosophy. The fact that they are piece of a much larger structure is never far from a society mind's thoughts, and a society mind views all his actions and the changes they affect in terms of strengthening support in one part or weakening it in another.

**Daily Life:** More likely than not, a society mind is traveling. That is the best way for them to see more and more of the network that gives them their power. Seeing new sights and asking questions of new people are like eating fine food to a society mind. Very often they take to the business of being healers, storytellers, diplomats, or scholars. Some like to examine networks in nature, and others prefer observing people in more urban areas - busy ports and large cities.

**Notables:** Kevuwan the Whisperer in the Alleys is rumored to be a ghost who has haunted many major cities through history. In truth, Kevuwan is an ancient elan society mind of tremendous power. Motivated by curiosity and boredom, Kevuwan usually disguises himself among the poor and dispossessed of his cities. Through the centuries he watches them rise and fall, committing to memory the stories and culture of each one, and may be one of the few alive today who knew of Rajrin before its arrival. It may also be that Kevuwan is the long-lost original founder of the Cosmic Echoes (see Chapter 6: Organizations), as it would take someone of his power and experience to hide from that organization. Other society minds of note include the human freedom fighter Yuowe, a former slave who led several rebellions against tyrants in various countries, and Hizo Veremeh, a renowned intellectual and philosopher from the dromite hives on Rajrin.

**Organizations:** The question is not if society minds form organizations, but whether or not others recognize what organizations society minds consider themselves members. When a society mind meets and befriends another, they often keep in touch. These friendships can form networks that span countries and even the planes, making for constant communication.

Added to their tendency to travel, this means that society minds are often the first to hear of news from faraway lands. For the most part, society minds prefer to work in the organizations of others, be it as leader or follower. There are quite a few successfully run towns with society mind mayors.

**NPC Reactions:** The vast majority of people do not understand what a society mind is, nor would recognize one by their talents if they met one. Society minds who make obvious use of their powers are commonly mistaken for psions; in lands where psions bear special honor or stigma, a society mind might share it. For the most part, though, society minds know how to work well with people and often travel bearing news from far off, and will be treated with similar hospitality to bards.

## SOCIETY MIND LORE

Characters with Knowledge (Psionics) or Knowledge (History) can research society minds to learn more about them. When a character makes a successful Knowledge check, use the phrases or variations of them from below, including any information from lower DC checks, should there be any:

**DC 10:** There are some people who are so good at working with others they can call power forth from the thoughts of a group. They call themselves society minds.

**DC 15:** Society minds have powers like psions, but theirs work differently. Those who count a society mind as an ally can act with each others' strength or skill as surely as it were their own.

**DC 20:** A society mind's greatest power is his special network. They can bring both friends and enemies into their network, and communicate through thought and even heal injuries as a single person. Also, a society mind can change his powers from day to day, although he is more limited than a psion in his powers.

**DC 30:** Information about notable society minds, drawn from the section above.

## Society Minds in the Game

Society minds are unique among the psionics classes in their position as a support class. Thus the society mind works well in a psionics-heavy campaign, and if all the other characters are psionic you will be filling a very important role. The society mind also works somewhat better with the nonpsionic classes than the other psionic classes do, especially the support classes. The society mind can work in a campaign with very little psionics, but he will feel a bit odd.

A society mind character has to be happy with the helping role. Delivering the killing blow or making the vital skill check is not something society minds do very often - it's something they help others do. That said, it may very well be the society mind's help that makes those more

dramatic actions possible at all. Like the character, a society mind player does well to pay attention to the larger picture in encounters and adventures, and look for the vital points at where he can apply his abilities and bring victory to his party.



*Illustration by Brandon Glore*

*A society mind: the soul of the team, his allies are his greatest asset*



**Adaptation:** The society mind's flavor is very campaign-neutral, and lacks the exotic touch of the other psionic classes. That said, the society mind can be adapted just like anything else psionic. Possibilities could include a class that calls upon the ghosts of its ancestors, or a cleric-like psion who draws upon the minds of gods. Changing the power list or even changing the powers known mechanic to work like a psion's or psychic warriors could do the trick.

**Encounters:** It is very unlikely that the party will encounter a society mind NPC on his or her own. When a society mind is encountered, it's almost always a part of a group. Whether the society mind is a friend or foe may depend on the outlook of his teammates. A different kind of villain, however, would be the traitorous benefactor. This is an evil high-level society mind who supports the party to act towards helping his plans, but betrays them if necessary.





This chapter contains new feats for use in your games. The vast majority (but not all) are Psionic feats (introduced in the *Expanded Psionics Handbook*), which are supernatural abilities that require the psionic subtype to take. Most of these relate to psionic focus in some way.

Additionally, a new type of psionic feat is introduced below – the Mantra feat. A mantra is a subconscious meditative aid or routine that provides a short-term benefit when one meditates to gain psionic focus, and an immediate benefit if one ends the mantra early. For more information, see below.

## New Feats

### ASSASSIN TRAINING [General]

You have learned the deadly art of poison delivery, and can gauge, roughly, how effective such an attack will be.

**Prerequisites:** Nongood alignment, Sneak Attack +4d6 or the Signature Style class feature or 3rd Favored Enemy.

**Benefit:** You never poison yourself when applying poison to a weapon. You may also attempt to read, roughly, a target's Fortitude save against poison by spending a full-round action in observation within 30 ft of your target. Every 5 ranks you have in a single Knowledge skill relevant to your target (for instance, Knowledge (Dungeoneering) against aberrations) adds 30 ft this range. The possible results are on the following table.

Target's Fortitude save bonus against poison	Your reading
+3 or less	Weak
+4 to +9	Healthy
+10 to +15	Moderately strong
+16 to +21	Strong
+22 or higher	Practically immune

### COURSE CORRECTION [Psionic]

You have great control over your hurdles.

**Prerequisites:** Jump 7 ranks, Wisdom 13+

**Benefit:** To use this feat, you must expend your psionic focus while making a Jump check. You need not move in a straight line during your jump. You can change your horizontal direction in midair as readily as if you were moving on the ground, and may even jump out and directly back. Your total jump distance is still bound by your check result.

### CRAFT COGNIZANCE CRYSTAL [Item Creation]

This feat originally appeared in the *Expanded Psionics Handbook*. It is expanded here.

**Prerequisite:** Manifester level 3rd.

**Benefit:** In addition the effects listed for this feat in the *Expanded Psionics Handbook*, you gain the following benefits:

You can create *impression crystals*, which store imprinted forms for use with Formbound effects (see Chapter 7: Powers). The base price for an *impression crystal* is the maximum number of forms it can hold multiplied by 2000 gp. For example, if you wanted to craft an *impression crystal* to hold up to 10 forms, it would cost 20,000 gp. Crafting an *impression crystal* takes

**Table 4-1: NEW FEATS**

FEATS	PREREQUISITES	BENEFIT
Assassin Training	Non-good, Sneak Attack +4d6 OR Signature Style OR 3rd Favored Enemy OR Poisoned Blade	Use poison safely, gauge (roughly) target's vulnerability to poisons
Poison Mastery	Assassin Training OR Poison Use	Deliver poisons in new ways
Course Correction	Wis 13, Jump 7 ranks	Adjust direction mid-jump
Communal Exemplar	Dromite, Sense Motive 2 ranks	Improved Aid Another
Craft Cognizance Crystal**	Manifester level 3	Create <i>cognizance crystals</i> , <i>impression crystals</i> , or <i>mindstones</i>
Craft Crystallic	Manifester level 6	Create crystallic grafts
Deceptive Blade	Ability to generate a mind blade	Master of mind blade feints
Duck and Weave***F	Dex 13, Dodge	Improve AC while moving
Dueling Blade	Ability to generate a mind blade	Parry and riposte with mind blade
Durable Mind	Duergar	<i>Thought shield</i> as a psi-like ability
Exotic Mind Blade	Shape mind blade class feature	Alter <i>mind blade</i> into a new weapon
Falling With Style	Intelligence, Wisdom, or Charisma 13+, Balance 6 ranks OR Tumble 6 ranks	Defy gravity by force of will
Fill the Blade	Psychic strike +4d8	Expend focus to charge your mind blade
Focused Dreamer	Psionic Meditation, ability to dream	Gain focus while dreaming, guarded sleep
Formbinder	Caster or manifester level 3, one imprinted form (see chapter 7)	Store additional, stronger imprints for Formbound effects
Master Formbinder	Formbinding, either Bluff 15 ranks and Spellcraft 15 ranks OR Heal 15 ranks and Psicraft 15 ranks	Quickly imprint willing forms, or imprint unwilling forms, at a distance
Harmonic Resonance	Worldthought network, Psicraft 6 ranks	Borrow network members' powers more easily
Hawkeye F	Point Blank Shot, Far Shot	Increase precision attack range, +1 to spot checks.
Lend Health	Cooperative healing, Fast healing special quality, Heal 5 ranks, ability to manifest <i>empathic transfer</i>	Heal others reflexively with your fast healing, instead of yourself
Luck Doesn't Stop Me	Base attack bonus +8, one or more of Deep Impact, Fell Shot, or Unavoidable Strike.	Attacks bypass luck and insight bonuses, may bypass miss chances.
Master of Mantras	Concentration 12 ranks, Psionic Meditation, any two Mantra feats	Activate and benefit from two mantras at once
Mental Dampening	Wis 13, Autohypnosis 3 ranks, Move Silently 4 ranks	Subconsciously dampen sounds of movement
Mentally Inconspicuous	Wis 13, Autohypnosis 3 ranks, Hide 4 ranks	Thinking creatures may not notice you
Out of Mind, Out of Sight	Mental Dampening, Mentally Inconspicuous	You make yourself invisible to those with conscious thought
Mind Blade Finesse	Shape Mind Blade class feature, Weapon Finesse, Knowledge (Psionics) 4 ranks, Balance 3 ranks	Use weapon finesse regardless of your mind blade's form
Mind Blade Kensai	Psychic Strike +1d8	Mind blade improves if multiclassed
On Fire	Cha 13, Psionic Body	Your actions literally light up the room
Personality Purge*	Concentration 8 ranks, Psicrystal Affinity, Improved Psicrystal	Psicrystal stores unwanted personality aspect; can draw upon it in battle
Poisoned Blade	Mind Blade class feature, Autohypnosis 6 ranks, Con 13	Absorb poison and charge it into your mind blade
Power by Proxy	--	Manifest powers through mental bonds
Improved Power by Proxy	Power by Proxy	Leap multiple mental bonds to target

FEATS	PREREQUISITES	BENEFIT
Web of Influence	Power by Proxy, Improved Power by Proxy	Affect multiple bonded targets with the same power
Psicrystal Affinity**	Manifester level 1	Gain a personality fragment
Psychic Substitution	Any other metapsionic feat, ability to manifest an <i>energy</i> power, Concentration 9 ranks	Your energy powers are mentally damaging
Psychokinetic Fists	Improved Unarmed Strike, Cha 13	Make ranged unarmed attacks
Quickshaper	Free Draw and Shape Mind Blade class features	Shape mind blade as swift action
Reckless Blade	Ability to generate a mind blade	All-out offensive mind blade charge
Renewal	Elan, Constitution 13, Concentration 4 ranks	Enter trancelike state to restore self once per day
Shieldwarden of Maenae	Maenad, proficiency in any armor	Armor is a second skin to you
Shuriken Mind Blade	Free Draw and Shape Mind Blade class features	Fragment your mind blade into multiple shuriken-like projectiles
Soul Buffer	Worldthought network, network sense, Psicraft 12 ranks, ability to manifest <i>psionic revivify</i>	Instantly infuse some of your life force into a dying teammate to save them
Subconscious Containment	Wisdom 13+, Psionic Body, Concentration 6 ranks	Your subconscious mind is able to hold psionic focus
Subconscious Reflexes***	Xeph, Speed of Thought	+6 to Initiative
Vigilance of the Giants	Half-Giant, Improved Initiative	Act when surprised
Xeph Bladestorm	Xeph, ability to generate a mind blade	Flurry of mind blade strikes, possibly dancing between foes

\*This feat may be taken multiple times. See the feat for special rules.

\*\*Added functionality from *Expanded Psionics Handbook*

\*\*\*This feat may count as a different one for purposes of other requirements. See the feat for details.

F— A fighter may select this feat as a fighter bonus feat.

one day for each 1,000 gp in its base price. To craft an *impression crystal*, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-half of its base price. You may also create *mindstones*, which allow a manifestor to use a psionic power that he does not otherwise know. The base price for a *mindstone* is the level of the highest-level power it could bestow with its power point limit, squares, times 1000 gp. For instance, to create a *mindstone* that allows up to 13 power points to be spent on its stored power, you would need 49,000 gp (as 13pp is high enough to manifest up to 7th level powers). Crafting a *mindstone* takes one day for each 1,000 gp in its base price. To craft a *mindstone*, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-half of its base price. This feat also lets you mend any broken or damaged *cognizance crystal*, *impression crystal*, or *mindstone* that you could create.

Doing so takes half the XP, half the raw materials, and half the time it would take to craft the item in the first place.

For more information on *impression crystals* and *mindstones*, see Chapter Eight: Items.

### CRAFT CRYSTALIC [Item Creation]

You can construct and attach crystalics to willing entities.

**Prerequisite:** Manifester level 6th.

**Benefit:** You can create any crystalic whose prerequisites you meet. Crafting a crystalic takes one day for each 1,000 gp in its base price. A creature may only have five crystalics on its form at any given time. To craft a crystalic, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-half of this price.

You can also mend a broken crystalic if it is one that you could make. Doing so costs half the XP,

half the raw materials, and half the time it would take to craft that crystallic in the first place. Some crystallics incur extra costs in XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create a crystallic or to mend a broken one.

### COMMUNAL EXEMPLAR [Psionic, Racial]

You have learned to read others' actions as if they were an extension of your own, allowing you to better support your allies.

**Prerequisites:** Dromite, Sense Motive 2 ranks

**Benefit:** Whenever you use the Aid Another action or are the recipient of an Aid Another action, increase the bonus you give or receive by 2. This bonus is cumulative with other Communal Exemplars – if another ally also has this feat and aids you, you gain a +6 bonus instead of +4.

**Special:** A fighter may select this feat as a fighter bonus feat.

### DECEPTIVE BLADE [Psionic]

You have developed a style of mind blade combat that focuses on trickery. Materializing your mind blade just before you strike, blinking your blade from one hand to the other, springing blades forth from elbows and knees... such techniques would be impossible for any other weapon.

**Prerequisite:** Ability to generate a mind blade

**Benefit:** You may feint in combat as part of the action used to materialize your mind blade. You add Bluff to your list of soulknife class skills.

**Special:** If you possess the Improved Feint feat and the psychic strike class feature, you may also charge your psychic strike as part of the action used to materialize your mind blade.

### DUCK AND WEAVE [Psionic]

Your natural quickness allows you to more nimbly avoid attacks aimed at you.

**Prerequisites:** Dex 13+, Dodge

**Benefit:** Your natural speed and agility grants you a +2 dodge bonus to your AC during any round in which you move at least 10 feet. This bonus only applies as long as you maintain your psionic focus.

**Special:** Duck and Weave can be used in place of Mobility to qualify for a feat, prestige class, or other special ability.

### DUELING BLADE [Psionic]

Your mind blade reacts to threats in ways no other weapon could, blinking between parries and ripostes at the slightest thought. Even veteran warriors have difficulty fending off your supernatural counterattacks.

**Prerequisite:** Ability to generate a mind blade

**Benefit:** If you are fighting defensively with your mind blade, and an opponent misses you in melee, you may make an attack of opportunity against that opponent with your mind blade. Ignore the penalty to attack rolls from fighting defensively for this attack.

**Special:** If you possess the Combat Expertise feat, you may use this ability while using that feat instead of fighting defensively. You may also increase the penalty from Combat Expertise up to your base attack bonus (exceeding the normal limit of -5), provided you are attacking with your mind blade.

### DURABLE MIND [Psionic, Racial]

Your mind naturally resists others who attempt to exert their will over yours.

**Prerequisite:** Duergar

**Benefit:** Once per day, you may manifest *thought shield* as a psi-like ability. Your manifester level is equal to your hit dice (minimum 3rd). Any effects that affect your racial psi-like abilities, such as levels in duergar paragon, also affect this ability.

### EXOTIC MIND BLADE [Psionic]

You can shape your mind blade into different types of weapons.

**Prerequisite:** Shape Mind Blade class feature.

**Benefit:** Choose one melee weapon, such as the flail. You can use your shape mind blade ability to reshape your mind blade into the form of this weapon.

If you choose a light weapon, you may shape your mind blade into two identical copies of that weapon, although its enhancement bonus is reduced as it would be for shaping two short swords. If you choose a double weapon, each end has an enhancement bonus one lower than normal.

**Special:** You may select this feat multiple times. Each time you do, you may select a different melee weapon to shape your mind blade into.

### FALLING WITH STYLE [Psionic]

When other succumb to gravity, you keep your cool and are able to control your fall better than most.

**Prerequisites:** Intelligence, Wisdom, or Charisma 13+, Balance 6 ranks OR Tumble 6 ranks.

**Benefit:** As an immediate action, you may expend your psionic focus to control your fall. You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter per point of Intelligence, Wisdom, or Charisma bonus (your choice) than it actually is. Additionally, you can angle your fall, moving up to five feet horizontally for every ten feet you fall. This movement need not be in a straight line. This feat affects you and anything you carry or hold (up to your maximum load).

### **FILL THE BLADE [Psionic]**

You can charge up your mind blade swiftly.

**Prerequisite:** Psychic strike +4d8

**Benefit:** By expending your psionic focus, you can imbue your mind blade with the energy for a psychic strike as a swift action.

**Normal:** You can only imbue your mind blade with the energy for a psychic strike as a move action.

### **FOCUSED DREAMER [Psionic]**

Your dreaming mind can hold a focus.

**Prerequisites:** Psionic Meditation, ability to dream (elves and elans automatically fail this requirement).

**Benefit:** If you fall asleep with at least one power point remaining, your subconscious mind automatically attempts to gain psionic focus by taking 20 on the Concentration check.

Your dreaming mind is considered psionically focused after this, and you gain any benefit of being psionically focused for as long as you remain asleep. You are also no longer automatically considered willing for powers or spells while asleep, and may attempt saving throws normally if you choose.

Upon waking, this focus persists for one round before fading. Most focused dreamers expend it to take 15 on the Concentration check to refocus themselves.

**Normal:** You cannot be psionically focused while asleep. Unconscious targets are automatically considered willing targets for the purposes of spells or powers.

### **FORMBINDER [General]**

Your training in the supernatural allows you to better attune your body to the forms of others, and draw upon their powers in times of need.

**Prerequisite:** Ability to imprint forms (see the

Formbound descriptor in Chapter 7: Powers)

**Benefit:** You may imprint additional creatures, and more powerful forms than before. Instead of imprinting one additional form per five character levels, you instead may imprint one additional form per three character levels. Additionally, you are considered to be three levels higher than you actually are when imprinting forms (for purposes relating to Hit Dice and number of forms imprinted).

**Normal:** You may only have one creature's form imprinted, plus one per five character levels.

### **HARMONIC RESONANCE [Psionic]**

You can attune your mind to the subtle inner workings of other psionic beings, and gain a more intimate knowledge of their powers.

**Prerequisites:** Worldthought network, Psicraft 6 ranks.

**Benefit:** To use this feat, you must have an active worldthought network when you choose your society mind powers known for the day. Choose a number of powers equal to your wisdom modifier that members of your worldthought network know. If you are psionically focused, you may treat those powers as if they were on your power list for the purposes of manifesting another's powers known (see the *Expanded Psionics Handbook*, page 64). You may change these powers as often as you change your powers known.

**Special:** The nature of this connection requires constant focus. If you expend your focus during the manifestation (for instance, to add a metapsionic feat to a borrowed power), the manifestation fails. If you have the Psicrystal Containment feat, you can expend your crystal's focus and maintain your own, and the manifestation will not fail in this way.

**Normal:** If you try to manifest a power that is not on your power list from another's powers known, the attempt automatically fails.

### **HAWKEYE [General]**

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

**Prerequisites:** Point Blank Shot, Far Shot

**Benefit:** You gain a +1 bonus on Spot checks. Additionally, attacks that require precision and are limited to a range of 30 ft, such as Point Blank Shot and Sneak Attack, have this range increased by 20 ft.

**Special:** You may gain this feat multiple times. Each time you do, your bonus to Spot increases by 1 and your precision range increases by 20 ft. If you have other options that relate to precision and are limited to ranges of 30 ft (such as the cover fire marksman feature) their ranges are extended by this feat as well. Speak to your GM when determining exactly which abilities Hawkeye will extend. A fighter may take Hawkeye as one of his fighter bonus feats.

## IMPROVED POWER BY PROXY

### [Metapsionic]

You gain insight into the mental bonds between targets and your powers more easily ride these links to their final goal.

**Prerequisite:** Power by Proxy

**Benefit:** As Power by Proxy except the effect of the power may follow a chain of independent mental bonds to its final target. Only the final target is affected; the proxies are unharmed. You do not need to know the specific identity of any creature within the chain of links except for your final target.

This feat also provides feedback, just before you manifest the power. You learn if a chain of independent links between the subject and your intended target exists, and may choose to change the target of your power if no such chain exists (although the power points spent to use this feat are still spent, reducing how many points you could spend on the power as normal). You don't learn the identity of any other creature in the chain, nor do you learn the number or nature of the links between you and the target.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

## LEND HEALTH [Psionic]

You may passively absorb the injuries of members of your worldthought network and instantly heal them with your fast healing.

**Prerequisites:** Cooperative healing, fast healing special quality, Heal 5 ranks, ability to manifest *empathic transfer*.

**Benefit:** Each round, as a free action, you may choose to freely distribute any amount of your fast healing to members of your worldthought network, instead of using that healing yourself, exactly as if it were an instantaneous healing effect. Fast healing is considered natural healing for the purposes of which creatures can be



Illustration by Kevin Miller

*A society mind with the Power by Proxy feat chain can manifest powers through mental links such as her worldthought network*

healed by it. This otherwise works as the cooperative healing class feature.

**Normal:** Fast healing and continuous healing effects do not transfer through cooperative healing.

## LUCK DOESN'T STOP ME

### [Psionic]

They may be lucky. They may be chosen by fate. They may insist they're *that* good. No matter – you're still going to beat them. And you won't break a sweat doing it.

**Prerequisites:** Base attack bonus +8, one or more of the following feats: Deep Impact, Fell Shot, Unavoidable Strike.

**Benefit:** Luck Doesn't Stop Me applies to any attack made with a melee weapon if you have Deep Impact, a ranged weapon if you have Fell Shot, and unarmed strikes and natural weapons if you have Unavoidable Strike. During your turn, you may declare one opponent you can see. While you maintain your psionic focus, attacks

you make with appropriate weapons ignore any luck and insight bonuses to this opponent's Armor Class. Additionally, if your declared target is subject to a miss chance of any sort, roll twice: if either is successful, you have successfully bypassed the target's miss chance. You may declare a new opponent at the start of your next turn.

## MASTER FORMBINDER [General]

You are a master at creating your own imprints from creatures without their consent.

**Prerequisites:** Formbinder, either Bluff 15 ranks and Spellcraft 15 ranks OR Heal 15 ranks and Psicraft 15 ranks.

**Benefit:** You may attempt to imprint a creature's form (see the Formbound descriptor in Chapter 7: Powers) in 1 round instead of 1 minute, and you don't need to touch the creature in question. You must stay within 60 ft of the creature, maintaining line of sight at all times, however, and if your concentration is disrupted you must start again.

Additionally, you may imprint unwilling forms through supernatural charm and deception, or create an artificial imprint through your expertise at anatomy. This process still takes 1 minute, despite the decreased time granted from this feat. Make a Bluff check or a Heal check (whichever you used to meet the requirements) at a DC of 15+the creature's Hit Dice at the end of your formbinding attempt. If you are successful, you have stolen that creature's form and successfully imprinted it. Although no display appears while you attempt this (you may appear as innocuous as you like during the actual imprint), whether you succeed or fail in stealing the form, the creature knows that you've stolen or attempted to steal its form without its consent, and is treated as one NPC attitude worse toward you.

Finally, you may hold two additional imprints beyond what would normally be allowed with the Formbinder feat.

**Special:** You must abide by all other restrictions on imprinting forms when using this feat, including the limits on maximum imprints, Hit Die limits, and valid types.

## MASTER OF MANTRAS [Psionic]

Few follow multiple schools of thought regarding mantra meditation, and even fewer learn to reconcile the differences between them. You are among these rare heroes.

**Prerequisites:** Concentration 12 ranks,

Psionic Meditation, any two Mantra feats

**Benefit:** You may activate and benefit from two mantras simultaneously. Meditating to activate two mantras at once requires a Concentration check 10 higher than normal (in addition to the sum of the increases the two mantras themselves call for, if any). Meditating to activate two mantras at once requires a full-round action even with Psionic Meditation.

**Normal:** You can only activate and benefit from one mantra at a time. Psionic Meditation allows you to gain psionic focus as a move action.

**Special:** If you have the ability to expend your psionic focus while remaining focused (for instance, the Psicrystal Containment feat), you may end one of the mantras by expending your psionic focus while maintaining the other.

## MENTAL DAMPENING [Psionic]

Through the power of your mind, you reduce the intensity of the sounds you make.

**Prerequisites:** Wisdom 13+, Autohypnosis 3 ranks, Move Silently 4 ranks.

**Benefit:** As long as you are psionically focused, you gain a +6 bonus to your Move Silently checks.

## MENTALLY INCONSPICUOUS

[[Psionic]

You make yourself less noticeable to other minds.

**Prerequisites:** Wisdom 13+, Autohypnosis 3 ranks, Hide 4 ranks.

**Benefit:** As long as you are psionically focused, you gain a +6 bonus to your Disguise and Hide checks made against anything not immune to mind-affecting effects.

## MIND BLADE FINESSE [Psionic]

You can handle large mind blades with grace rather than savagery.

**Prerequisites:** Shape Mind Blade class feature, Weapon Finesse, Knowledge (Psionics) 4 ranks, Balance 3 ranks.

**Benefit:** The benefits of your Weapon Finesse feat now extend to the mind blade, even when it is in forms that cannot normally be the subject of Weapon Finesse (including two-handed forms).

**Normal:** Weapon Finesse only applies to light weapons and specially-indicated one-handed weapons. A mind blade can only gain its benefit while in a light weapon's form.



### **MIND BLADE KENSAI [Psionic]**

Your mind blade continues to improve despite the following of a different path.

**Prerequisite:** Psychic strike +1d8

**Benefit:** Add four to your effective soulknife level for the purposes of determining your mind blade's enhancement bonus and the mind blade enhancement class feature, to a maximum of your character level.

The increased effective level stacks where applicable to the increase in effective soulknife level from prestige classes (see Chapter 5: Prestige Classes).

**Special:** If you take levels in a class that provides similar abilities, such as the Enlightened Protector (see chapter 5), the extra levels stack where applicable.

### **ON FIRE [Psionic]**

When you do something particularly amazing, your confidence manifests itself as bright flames.

**Prerequisites:** Charisma 13+, Psionic Body

**Benefit:** While in situations where taking 10 on skill checks is impossible, if you make a successful attack roll, saving throw, or skill check, and the result of that roll is at least equal to your character level +20, your surge in confidence causes you to burst into psionic flames. These flames do not harm you or anything you hold, shed light as a torch, and last for a number of rounds equal to your Charisma bonus (minimum 1).

While On Fire, you gain a +1 morale bonus, +1 per 5 character levels, to attack rolls, saving throws, and skill checks. You also deal 1 point of fire damage, +1 per 5 character levels, to enemies who strike you with a natural or unarmed attack and to enemies whom you strike with a natural or unarmed attack. Finally, your spells or powers gain a +1 bonus to their save DC, if any. You may choose to not benefit from this feat even if you fulfill the conditions required.

Additionally, you may artificially elate yourself enough to start fires by expending your psionic focus as a move action. Doing so causes your hand to ignite as a torch for one round, during which time you may use it to light any nonmagical, unattended, flammable objects on fire if you succeed on a touch attack. These flames do not injure you or anything you carry either, unless you want them to.

**Special:** Particularly spectacular or cinematic actions in difficult situations, as determined by

the GM, may also activate this feat, even if the normal activation condition isn't met. As a general guideline, if it's especially awesome, and it's successful, it's worth going On Fire.

### **OUT OF MIND, OUT OF SIGHT [Psionic]**

You make yourself thoroughly invisible to creatures with minds.

**Prerequisites:** Mental Dampening <sup>UT</sup>, Mentally Inconspicuous <sup>UT</sup>, Autohypnosis 5 ranks, Hide 10 ranks, Move Silently 10 ranks

**Benefit:** While psionically focused, you can use the Hide skill even while being observed and even if you do not have cover or concealment. This feat does not function against creatures immune to mind-affecting effects.

### **PERSONALITY PURGE [Psionic]**

Seeking to purify your mind and hone your thoughts, you have wrenched an unwanted aspect of your mind from your consciousness and transferred it, in its entirety, to your psicrystal.

**Prerequisites:** Concentration 8 ranks, Psicrystal Affinity, Improved Psicrystal.

**Benefit:** Your psicrystal gains an additional personality type from the list below, altering its behaviour accordingly (and thus possibly turning it into an antagonist, although it still willingly and totally serves you).

As a standard action that provokes attacks of opportunity, you may touch your psicrystal and reclaim the lost aspect of your mind. Doing so grants you a powerful contact benefit (as this negative aspect of your mind is amplified by the crystal), but comes with a serious drawback unique to each personality. Severing contact with the psicrystal is a full-round action that provokes attacks of opportunity and requires a DC 20 Concentration check (retry allowed), as the psicrystal resists the loss of control. This check becomes more difficult if you have acted out of line with your adjusted philosophy; see the individual descriptions for details.

**Special:** You may take this feat multiple times. If you do, you may activate any number of contact benefits when you touch your psicrystal. Each separate antagonistic personality must be severed individually; the DC for the Concentration check increases by 2 for each additional personality you have in contact.

### **AGGRESSIVE**

By transferring your desire to end lives to your

psicrystal, you liberate your thoughts to more philosophical matters. Your crystal, however, develops a pathological murderous streak, and is likely to carry a knife and cut the bodies of the fallen while urging you to kill some more.

**Benefit:** You gain a +1 bonus to your Armor Class. Removing your aggressive traits allows you to fight more defensively.

**Contact:** You thirst for battle, overcome by your formerly severed aggression. This allows you to continue fighting without penalty while at or below 0 hit points, and even to survive below -10 hit points. Add your key manifesting ability score to 10 to determine how far below 0 hit points you can reach before dying. For example, a psion with an Intelligence score of 16 would die at -26 hit points instead of -10.

However, your bloodlust corrupts your mind, distorting the distinction between friend and foe. At the start of your turn, unless you make a Will save (DC15), you are convinced that your allies are enemies, and you must act according to this perception. The save DC decreases by 5 when not in a combat situation.

**Sever:** The DC to sever your aggressive psicrystal's thoughts from yours increases by 5 if you have delivered the killing blow to any creature in the last hour. If you sever your aggression while at negative hit points, you are treated normally – including dying if you are at or below -10 hit points.

### UNSTABLE

The bane of many manifesters is insanity, so by wrenching your own instability into your psicrystal, your psyche becomes as stable as a rock. The same cannot be said of your psicrystal, which is prone to spouting gibberish, seeing things which aren't there, and suggesting courses of action that would seem comical if the crystal wasn't being serious.

**Benefit:** You gain a +4 bonus on saving throws against mind-affecting effects.

**Contact:** You become nearly impossible to compel, existing within your own bubble of perception. If under the influence of any mind-affecting effect that allows a saving throw, there is a 50% chance every round that you gain an additional saving throw against that effect (which includes the +4 bonus from above).

The fusion of your mind with the psicrystal's unstable thoughts can be extremely confusing -- so confusing, in fact, that you are confused while in contact with the crystal. This is less severe than the effects of the *id insinuation* power -- if your roll would indicate you close with or flee

from the manifester, you instead act normally.

**Sever:** The DC to sever your unstable psicrystal's thoughts from yours increases by 5 if you have attacked any creature that you would not normally consider an enemy in the past hour.

### ANTISOCIAL

The inability to relate to others is disruptive to normal psychological development -- in fact, it is the direct anathema to the society mind's manifesting prowess. Removing the desire to undermine the works of others and your own antisocial personalities clears your thoughts for more solid interaction, but your psicrystal magnifies them to a tremendous extent. The first thoughts that enter its mind when seeing something new are usually five different ways to ruin it.

**Benefit:** You gain a +3 bonus to Gather Information and Diplomacy checks. Gather Information checks take half as long and cost half as much as normal.

**Contact:** You become incredibly disruptive to those around you. While in contact with your antisocial psicrystal, creatures you threaten cannot use abilities on the defensive. Attempts to do so fail, although they may still perform the action they were attempting to use defensively without penalty other than the attack of opportunity. Any creature you threaten that provokes an attack of opportunity gains a -4 penalty to its Armor Class for that attack of opportunity. If you possess an active worldthought network and are actively threatening another creature, this benefit extends to any ally contained within the network.

While under the influence of your antisocial psicrystal, you develop a deficiency of language. You are treated as if under the effects of an *alienation*<sup>UT</sup> power while in contact with your psicrystal.

**Sever:** The DC to sever your antisocial psicrystal's thoughts from yours increases by 5 if you have not engaged in social conversation in the past hour. The GM is encouraged to be lenient when determining this.

### DISTRACTED

Being able to focus on a single thing to the exclusion of all others is something many strive toward. By removing the mind's natural tendency to turn its attention to another focal point, you are able to focus on the task at hand to the exclusion of everything else. Sadly, your

psicrystal is wont to turn its attention to anything shiny, much to your chagrin.

**Benefit:** You gain a +3 bonus to Concentration checks. This ability stacks with the Single-Minded psicrystal personality.

**Contact:** You are able to focus on a wide variety of things at once, which allows you to make ranged attacks of opportunity within 30 ft, so long as you have line of sight and a way to make the attack. If you possess the Opportunity Power feat, you may use that feat with rays as well as touch powers.

However, taking in so many stimuli costs you your reaction time, imposing a -6 penalty to Initiative checks. Gaining psionic focus while in contact takes one round instead of one full round action. If you have the Psionic Meditation feat, gaining psionic focus takes a full round action instead of a move action.

**Sever:** The DC to sever your distracted psicrystal increases by 5 if you have targeted more than one creature in the same round during the past hour. Area of effect effects do not count as targeting multiple creatures for this increase; only those effects that target specific creatures, such as *mindlink* or *energy missile*, count, as does taking attacks of opportunity or multiple attacks from a full attack against more than one foe.

Additional personality fragments beyond these may be purged at your GM's discretion, requiring this feat to be taken an extra time for each one.

### POISON MASTERY [Psionic]

You hold within you the potential to be the greatest assassin the world has ever known.

**Prerequisites:** Poisoned Blade or Assassin Training or the Poison Use class feature, base attack bonus +8.

**Benefit:** You may prepare weapons coated in poisons that normally only affect enemies via ingestion or inhalation. If you expend your psionic focus when delivering an attack with such poisoned weapons, the poison affects the target on a successful hit as though it were an injury-transmitted poison.

**Normal:** Poison can only be delivered using the method contained in the poison's description.

### POISONED BLADE [Psionic]

You are able to absorb poison into your body and deliver it with your mind blade.

**Prerequisites:** Mind Blade class feature, Autohypnosis 6 ranks, Constitution 13+

**Benefit:** As a move action, you may absorb one dose of poison in your possession into your body. No mortal magic can detect the presence of this poison unless you wish it.

Any time you hit an enemy with your mind blade, you can choose to deliver an absorbed dose of poison as if you had struck them with the poison applied to the blade. This may be used with the Throw Mind Blade ability, but in that case you must decide to deliver the poison before you throw your mind blade. When performing a bladewind, you may also deliver poison, and the poison from a single dose is applied to each blade fragment.

You may only have one dose of poison absorbed per point of Constitution bonus (minimum 1) at any one time, and delivering a poisoned strike uses up the absorbed poison as normal. If your Constitution modifier decreases (for instance, due to ability damage), an appropriate amount of stored poison becomes unavailable until your modifier returns to its higher value.

**Special:** If you have the Shuriken Mind Blade <sup>UT</sup> feat, you may absorb an additional twenty doses of poison, although these can only be used when throwing shuriken mind blades. Shuriken mind blades can use your regular poison reserve as well as this unique reserve if necessary.

You may select this feat multiple times. Each time you do, you may store a number of additional doses of poison at any one time equal to your Constitution modifier.

### POWER BY PROXY [Metapsionic]

You are capable of exploiting mental links between others, and are able to channel your powers through these links to other targets.

**Benefit:** To use this feat you must expend your psionic focus. If you are aware of a special mental bond between two entities, you can use that bond to project your powers where they couldn't go before. You may target even a normally invalid target within range when you use this feat; the power will not actually affect this target (your "proxy"). Instead, it will leap through any existing empathic or telepathic connection to its true target. You need to know the identity or nature of the true target, but you do not need line of effect to him (in essence, the mental bond replaces the line of effect).

Bonds that can be exploited by this feat include *mindlinks*, the empathic bond between a wizard and his familiar, a telepath's *dominate*, or anything else that explicitly allows empathic or telepathic communication (creatures joined in a society mind's worldthought network do not

have a direct link to each other, but are directly linked to the society mind). Power by Proxy only operates on powers that specify a single target, that affect creatures other than the manifester, and do not require an attack roll.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

### **PSICRYSTAL AFFINITY [Psionic]**

This feat originally appeared in the *Expanded Psionics Handbook*. It is expanded here.

**Prerequisite:** Manifester level 1st.

**Benefit:** As in the *Expanded Psionics Handbook*.

**Special:** If your psicrystal is destroyed, you may create a replacement (or restore the pieces of the old one, there is no mechanical difference) after 24 hours have passed by spending 100 XP. The new psicrystal has the same personality type as the lost one originally did (although it may look different), and any feats or features that modify your psicrystal affect the new one normally.

### **PSYCHIC SUBSTITUTION [Metapsionic]**

You can deal mental damage instead of physical damage with your *energy* powers.

**Prerequisites:** Any other metapsionic feat, ability to manifest an *energy* power, Concentration 9 ranks.

**Benefit:** To use this feat, you must expend your psionic focus. Whenever you manifest an *energy* power that lets you choose the type of energy damage it deals, you may choose to deal psychic energy instead. Psychic energy is not subject to energy resistance or immunity, and can discriminate between friend and foe. Any number of creatures you select within the power's area are unaffected by the power. The power gains the mind-affecting descriptor, and the saving throw (if any) is a Will save instead of a Reflex save. On a successful saving throw, the power's effect is negated (even if it would normally have only reduced the effect by half). Using this feat does not increase the power's power point cost.

**Special:** Psychic energy is similar to the *mind thrust* power, and thus is subject to effects such as the Mental Resistance feat. An *energy* power modified by this feat has no energy-related subtype, and thus cannot benefit from any of the energist's energy mastery abilities (see Chapter 5: Prestige Classes).

### **PSYCHOKINETIC FISTS [Psionic]**

You can punch people from across the room -- useful during debates.

**Prerequisites:** Improved Unarmed Strike, Charisma 13+

**Benefit:** You must expend your psionic focus to use this feat. When you do, you may use one of the two following options.

1. As a standard action which provokes attacks of opportunity, you may make a single unarmed strike against any target within medium range (100 ft plus 10 ft per character level). You must have line of sight and line of effect to this target. This unarmed strike uses your Charisma modifier in place of your Strength modifier for attack and damage rolls, and deals force damage (treat it as a power with the force descriptor that ignores power resistance) instead of bludgeoning damage.

2. As a swift action, your unarmed strikes or natural weapons extend their reach by 5 ft until the beginning of your next turn as they generate psychokinetic fields. Tiny creatures gain 5-foot reach, Small and Medium characters gain 10-foot reach, Large gain reach 15 feet, and so on. The close proximity of the target means the damage is unchanged.

Since both options are a psychokinetic effect, not a normal unarmed strike, you are not affected by spells, powers, or abilities that effect you as a natural consequence of coming into contact with their effects, such as the On Fire <sup>UT</sup> feat or the *rending rift* <sup>UT</sup> power, although such abilities that activate because you struck at all, such as *energy retort*, still activate as normal.

### **QUICKSHAPER [Psionic]**

You can quickly and easily change the shape of your mind blade.

**Prerequisites:** Free Draw and Shape Mind Blade class features

**Benefit:** You can change the shape of your mind blade as a swift action.

**Normal:** You must spend a full-round action to change the shape of your mind blade.

### **RECKLESS BLADE [Psionic]**

Reacting to your zeal for battle, your mind blade shifts slightly into a truly mighty, if unwieldy, weapon on the charge. While awkward, this temporary change is nevertheless devastating.

**Prerequisites:** Ability to generate a mind blade, Dex 13+

**Benefit:** When charging, you may choose to reduce your Dexterity bonus to your Armor

Class by any amount (up to your maximum Dexterity bonus to AC) to add this same amount to your mind blade damage. Both these changes last until the beginning of your next turn.

**Special:** If you possess the Power Attack feat and your mind blade is in a two-handed weapon form (or you are using a one-handed mind blade form in two hands), instead add twice this amount to damage.

### RENEWAL [Psionic, Racial]

Elans with a modicum of psionic talent may learn to revitalize their bodies even while conscious.

**Prerequisites:** Elan, Constitution 13+, Concentration 4 ranks.

**Benefit:** Once per day, while you maintain your psionic focus, you may spend 2 power points to enter a psionic trance similar to your nightly trances (although you remain conscious) by spending 1 minute in concentration in a calm environment. While in such a trance, you may take no actions, your body floats a short distance off the ground, light pours from your eyes and mouth (providing shadowy illumination out to 30 ft), and an unnatural bass hum resonates around you. Once a trance starts, you remain in such a state for 10 minutes; nothing short of falling unconscious or dying can end it prematurely. Every minute you remain in this trance, you recover a number of hit points equal to your Constitution bonus (minimum 1). At the end of the trance, any fatigue or exhaustion you suffered is removed, and you recover one power point per character level.

However, entering a renewal trance is draining mentally. After using this feat, you must trance for 8 hours the following night to gain the normal benefits of a night's sleep.

**Normal:** Elans trance for 4 hours every night and cannot enter this state so quickly.

### SHIELDWARDEN OF MAENAE [Psionic, Racial]

Maenads generally prefer to live and work in armor if it's available, but Shieldwardens like yourself have taken this to its logical conclusion.

**Prerequisites:** Maenad, proficiency in any armor.

**Benefit:** Your armor check penalties for armor you are proficient with are reduced by 1, and is not doubled on Swim checks. You are not automatically fatigued for sleeping in medium armor. While psionically focused and wearing armor you are proficient with, you gain a +1 deflection bonus to your Armor Class.

**Special:** If you possess both the Shieldwarden of Maenae and the Endurance feats, you are not fatigued if you sleep in heavy armor. A fighter who meets the prerequisites may select this feat as one of his fighter bonus feats.

### SHURIKEN MIND BLADE [Psionic]

You may fragment your thrown mind blades into a swarm of shuriken-like projectiles.

**Prerequisites:** Free Draw and Shape Mind Blade class features

**Benefit:** When throwing your mind blade, you may choose to fragment your blade into shuriken-shaped projectiles as a free action. Each projectile is treated exactly like a shuriken, dealing 1d2 points of damage for a medium soulknife with a 10 ft range increment. Your mind blade fragments into enough shuriken to make multiple attacks per round (up to your maximum number of attacks). Your mind blade automatically reverts to its normal form at the end of your turn, although you may revert it earlier as a free action.

**Special:** If you possess the Multiple Throw class feature, your mind blade shuriken have a range increment of 50 ft instead of 10 ft.

### SOUL BUFFER [Psionic]

Your link to members of your network is so strong that you can sacrifice your own vitality to restore life to the body, preventing their souls from passing on.

**Prerequisites:** Worldthought network, network sense, Psicraft 12 ranks, able to manifest *psionic revivify*.

**Benefit:** To use this feat, you must expend your psionic focus. You may manifest *psionic revivify* on a member of your network as an immediate action as soon as they die. The range of your network replaces the range of *psionic revivify* if used this way. In addition to the normal effect of the power, the target's connection to your network is preserved.

When you use this feat, you do not pay the 200 XP cost of the power, though the normal power point cost still applies. You also take 2 points of Constitution burn from the channeling of your life-force into their body. Ability burn is ability damage that cannot be magically or psionically healed (see the *Expanded Psionics Handbook*, page 67).

## SUBCONSCIOUS CONTAINMENT [Psionic]

You have honed your subconscious mind to the point where you can use it to hold another psionic focus.

**Prerequisites:** Wisdom 13+, Psionic Body, Concentration 6 ranks

**Benefit:** You can spend a full-round action attempting to psionically focus your subconscious. At any time when you need to expend your psionic focus, you can expend your subconscious' psionic focus instead, and feats that require you to maintain focus function if only your subconscious is focused; essentially, your subconscious psionic focus works just like your normal psionic focus. Psionically focusing your subconscious works just like focusing your mind as well, except that the Concentration DC to regain it is 25 instead of 20.

**Special:** This feat is psychophilosophically incompatible with the Psicrystal Containment feat; if you possess one of these feats, you can never take the other.

## SUBCONSCIOUS REFLEXES [Psionic, Racial]

Possessed of psionically-charged reflexes, you are almost impossible to surprise.

**Prerequisites:** Xeph, Speed of Thought

**Benefit:** While you maintain your psionic focus, you gain a +6 bonus to Initiative.

**Special:** Subconscious Reflexes can be used in place of Improved Initiative to qualify for a feat, prestige class, or other special ability.

## VIGILANCE OF THE GIANTS [Psionic, Racial]

Giantkin are frequently the subject of ambush attacks by smaller creatures. Knowing this, you have trained your body and mind to be ready for anything.

**Prerequisites:** Half-giant, Improved Initiative

**Benefit:** So long as you are not immobilized and are maintaining psionic focus, you may act during a surprise round as if you were not surprised (though you still roll initiative normally). If you do so, you lose your psionic focus. Declare that you are using this feat when initiative for the surprise round is rolled.

**Normal:** If you are caught by surprise, you must wait out the surprise round before rolling initiative and acting normally.

## WEB OF INFLUENCE [Metapsionic]

Your powers are like spiders, navigating the threads between minds and planting their effects in more targets than would otherwise be possible.

**Prerequisites:** Improved Power by Proxy, Power by Proxy

**Benefit:** To use this feat, you must expend your psionic focus. It alters an appropriate power as Improved Power by Proxy, except that you may declare one additional target along the chain of mental bonds per two manifester levels. The feedback provided by this feat also grants you instant knowledge of the creatures in the mental chain (it is brief, much like glimpsing a flashcard, but enough to target the power), which supplants the need to know the identity of the final target.

The sheer number of targets may tax your attention. If a power provides information, requires your direction, or requires you to concentrate, you may only focus on one target during any given round (though you may switch between targets as an immediate action). Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

## XEPH BLADESTORM [Psionic, Racial]

One mind, a blur of motion, and a thousand strikes: This is the way of the xeph soulknife.

**Prerequisites:** Xeph, ability to generate a mind blade

**Benefit:** When you make a full attack with your mind blade you may make an additional attack at your highest base attack bonus, but all your attack rolls suffer a -2 penalty until the start of your next turn.

If you have the Spring Attack feat or the expeditious skirmish ability (see the xeph soulknife specialty levels in Chapter 2: Races), and are under the effects of your racial burst ability during this full attack action, you may move up to your speed (including the additional speed from the burst) before, after, or in between your attacks this round, and may split this movement up as desired.

## MANTRAS

*As the psionic arts developed, different ways of meditating were discovered. Students of one master may learn completely different ways of centering their minds and bodies in a state of*

*psionic focus than acolytes at a different school. Certain techniques of meditation, however, actively engage the psionic energy of becoming focused and apply it to the world around them. Students particularly adept at these "psionic mantras" may even manifest psionic effects when they focus themselves -- effects reflected in Mantra feats.*

Mantra feats are psionic feats that provide no bonus until you meditate you gain your psionic focus (which may require a more difficult concentration check than normal) at which point they engage a supernatural effect for a set duration. If you lose your psionic focus during a mantra's effect, the effect ends immediately. Every mantra has a secondary effect that requires you to expend your psionic focus to activate: using this effect always ends the mantra's passive benefit (even if you use the Psicrystal Containment feat). Characters may normally only benefit from a single mantra feat a time. The Marksman's wind reader class feature is treated in all regards as a Mantra feat.

### **BLADE OF THE CHAMPION** [Psionic, Mantra]

Your mind blade resonates while you maintain psionic focus, enhancing your psionic strike.

**Prerequisite:** Psychic strike +2d8, ability to manifest a *mind blade*

**Benefit:** To activate Blade of the Champion you must meditate to gain psionic focus. Once activated, this mantra lasts for 1 minute, as long as you maintain psionic focus. While active, when you make an attack utilizing your psychic strike ability, instead of being fully discharged, the psychic strike remains charged, but reduced by one die. You may expend your psionic focus as a swift action to recharge your psychic strike to full power (though you may still charge your blade normally during the mantra).

For example, Darius is a 6th level soulknife. He charges his mind blade with psychic strike and then meditates to gain psionic focus and activates blade of the champion. On his next attack, he deals 2d8 additional points of damage from psychic strike, but because Blade of the Champion is active, his mind blade still has 1d8 damage charged, and can deal this damage on his next attack. At any time, Darius may choose to expend his focus as a swift action and instantly recharge his psychic strike back to 2d8 points of damage.

**Normal:** After making an attack, your psychic strike is discharged and you must take a move

action to recharge your mind blade.

**Special:** If you have converted your psychic strike into ability damage through knife to the soul, the ability damage discharges immediately rather than lingering.

### **BURST OF THE CHEETAH** [Psionic, Mantra]

By focusing your psionic power, you are able to move at incredible speeds.

**Prerequisites:** Base attack bonus +4, Speed of Thought, Concentration 4 ranks

**Benefit:** To activate Burst of the Cheetah you must meditate to gain psionic focus. Once activated, this mantra lasts for 1, minute as long as you maintain psionic focus. When active, your land speed increases by 10 feet. You may expend your psionic focus while charging to move four times your speed, including the speed modifiers for *speed of thought* and *burst of the cheetah*.

### **CLAWS OF THE TIGER** [Psionic, Mantra]

Two hands for two blades... it's only natural. Your ferocity while wielding multiple weapons is devastating, much like the pouncing attacks of a tiger.

**Prerequisites:** Base attack bonus +10, Two Weapon Fighting, Improved Two Weapon Fighting

**Benefit:** To activate Claws of the Tiger you must meditate to gain psionic focus. This mantra lasts for 1 minute as long as you maintain psionic focus. While active, apply your full strength bonus to damage rolls with off hand attacks. During this mantra, you may expend your psionic focus as part of a full attack action reduce the penalties to attack rolls from two weapon fighting by 2 for one round, or you may expend your psionic focus as part of a charge to make one attack with a weapon in each hand at the end of the charge (instead of one attack).

**Special:** A fighter who meets the prerequisites may select Claws of the Tiger as one of his fighter bonus feats.

### **EYE OF THE STORM** [Psionic, Mantra]

You have mastered using subtle psychokinesis to protect yourself from ranged attacks

**Prerequisites:** Base attack bonus +6, Deflect Arrows, Concentration 7 ranks

**Benefit:** To activate Eye of the Storm you must meditate to gain psionic focus. Focusing in this fashion requires a concentration check 5 higher

than normal. Once activated this mantra lasts for 1 minute as long as you maintain psionic focus. When active you may use the deflect arrows feat even if you don't have hand free to do so. You may also deflect multiple projectiles in a single round. Each projectile beyond the first deflected counts against your attacks of opportunity for the round, and you may not deflect an additional arrow if you could not make an attack of opportunity. During this mantra you may expend your psionic focus as an immediate action to gain a +4 deflection bonus to Armor Class against a single ranged attack that you would normally be unable to deflect (such as a massive projectile or ray attack).



Illustration by Kevin Miller

*A practitioner of the Eye of the Storm mantra has no fear of ranged attacks.*

### **FANGS OF THE COBRA [Psionic, Mantra]**

You assume the patience and quickness of a cobra, waiting for the perfect moment to strike.

**Prerequisites:** Base attack bonus +4, Sneak Attack +1d6, Combat Reflexes

**Benefit:** To activate Fangs of the Cobra you must meditate to gain psionic focus. Once activated this mantra lasts for 1 minute as long as you maintain psionic focus. While active you

gain an additional +2 on attack rolls while flanking your target (for a total bonus of +4). During this mantra you may expend your psionic focus as part of a melee attack. Your additional precision damage (such as Sneak Attack) for this attack, if any, deals its maximum possible damage.

### **FINAL STRIKE OF THE EXECUTIONER [Psionic, Mantra]**

Your weapon, as an instrument of your will, delivers devastating attacks, frequently destroying your target in a single blow.

**Prerequisites:** Base attack bonus +8, Improved Critical with chosen weapon

**Benefit:** To activate Final Strike of the Executioner, you must meditate to gain psionic focus. Once activated, this mantra lasts for 1 minute as long as you maintain psionic focus. While active, your critical multiplier for any weapon tied to the Improved Critical feat increases by 1 (from x2 to x3, for instance). During this mantra, if you roll a critical threat, you may expend your psionic focus to automatically confirm this threat, delivering a critical hit. You must declare you are using this ability before you roll to confirm your threat.

### **PATIENCE OF THE HUNTER [Psionic, Mantra]**

You know the precise moment to strike to cripple your prey.

**Prerequisites:** Base attack bonus +6, Precise Shot, Hide and Move Silently 5 ranks

**Benefit:** To activate Patience of the Hunter you must meditate to gain psionic focus. Focusing in this fashion requires a concentration check 5 higher than normal. Once activated this mantra lasts for 10 minutes as long as you maintain psionic focus. While active you gain a +2 bonus to Hide and Move Silently checks and take no penalty for hiding and moving silently while moving at full speed. During this mantra, you may expend your psionic focus as part of a ranged attack. If that attack successfully deals damage to the target, its movement speed (in any mundane movement mode it possesses) is halved for 5 rounds.

### **PRESENCE OF THE MASTER [Psionic, Mantra]**

The combination of your martial prowess and psionic talents make you a terrifying opponent and you know how to use your supernatural edge to unnerve even the most stubborn foes.



**Table 4-2: MANTRA FEATS**

MANTRA FEATS	PREREQUISITES	BENEFIT
Blade of the Champion	Psychic Strike +2d8, ability to manifest a <i>mind blade</i>	Psychic Strike discharges slower. End mantra to recharge psychic strike.
Burst of the Cheetah	Base attack bonus +4, Speed of Thought, Concentration 4 ranks	Land speed increases +10 ft. End mantra to quadruple speed on a charge.
Claws of the Tiger*	Base attack bonus +10, Two-Weapon fighting, Improved Two-weapon Fighting,	Full strength bonus on offhand weapon. End mantra to reduce penalties on a full attack or to attack twice on a charge.
Eye of the Storm	Base attack bonus +6, Deflect Arrows, Concentration 7 ranks	Deflect arrows without a free hand and more than once per round. End mantra to increase AC against one ranged attack.
Fangs of the Cobra	Base attack bonus +4, Sneak Attack +1d6, Combat Reflexes	Improve flanking bonuses. End mantra to maximize precision damage once.
Final Strike of the Executioner*	Base attack bonus +8, Improved Critical	Improve weapon's critical multiplier. End mantra to confirm one critical hit.
Patience of the Hunter	Base attack bonus +6, Precise Shot, Hide 5 ranks, Move Silently 5 ranks	No penalty to stealth for moving. End mantra to slow target on a ranged attack.
Presence of the Master*	Base attack bonus +6, Intimidate 11 ranks	Demoralize foe as a free action. End mantra to intimidate all nearby foes.
Riding the Waves	Base attack bonus +4, Wisdom 13+, Concentration 5 ranks	Use Wisdom for melee attacks rolls. End mantra to add Wisdom bonus to damage.
Roots of the Mountain*	Base attack bonus +4, Strength 13+, Constitution 13+	Become extraordinarily stable. End mantra to hold a moving foe in place.
Spirit of the Attuned	Manifester level 5, Concentration 5 ranks, ability to manifest any <i>energy</i> power	Attune to one energy type, gain save bonus against it. End mantra to gain resistance against that energy type.
Student of the Mind	Concentration 11 ranks, ability to manifest 3rd level powers	Manifest powers more efficiently. End mantra to gain PR against one effect.
Swift as the Shadows*	Dex 13+, Dodge, Mobility	+4 bonus on Reflex saves. End mantra to gain Evasion once.
Way of the Empty Palm*	Base attack bonus +4, Improved Unarmed Strike, Stunning Fist, Concentration 4 ranks	Improve DC of Stunning Fist. End mantra to prolong stunning duration.
Way of the Warrior*	Base attack bonus +6, Combat Expertise	Resist disarms and grapples easier. End mantra to immediately counterattack.
Wrath of the Dragon*	Base attack bonus +6, Power Attack	+4 to confirm critical hits. End mantra to make an extra attack.

\*A fighter may select this feat as a fighter bonus feat.

**Prerequisites:** Base attack bonus +6, Intimidate 11 ranks,

**Benefit:** To activate Presence of the Master you must meditate to gain psionic focus. Once activated this mantra lasts for 1 minute as long as you maintain psionic focus. When active you may attempt to demoralize an opponent in combat using the Intimidate skill as a free action once per round. During this mantra, you may expend your psionic focus as a swift action to attempt to demoralize all foes within a 20 foot radius of yourself, if you succeed, these foes are shaken for 1d6 rounds instead of 1.

**Special:** A fighter who meets the prerequisites may select this feat as one of his fighter bonus feats.

### RIDING THE WAVES [Psionic, Mantra]

You attune your mind to your surroundings, rolling intuitively with the motions of those around you, your strikes find every weakness, and perceive even the slightest hole in your opponent's defenses.

**Prerequisites:** Base attack bonus +4, Wisdom 13+, Concentration 5 ranks

**Benefit:** To activate Riding the Waves you must meditate to gain psionic focus. Focusing in this fashion requires a concentration check 5 higher than normal. Once activated this mantra lasts for 1 minute as long as you maintain psionic focus. While active, you add your Wisdom modifier to your melee attack rolls instead of your Strength modifier. You may expend your psionic focus as a swift action during this mantra to add your Wisdom modifier to melee damage rolls for one round.

## ROOTS OF THE MOUNTAIN

### [Psionic, Mantra]

You can focus your mind and body around a single point, warding yourself against harm. Foes break upon you with all the effect of gentle waves against the cliffs.

**Prerequisites:** Base attack bonus +4, Strength 13+, Constitution 13+

**Benefit:** To activate Roots of the Mountain you must meditate to gain psionic focus. Once activated this mantra lasts for 2 minutes as long as you maintain psionic focus. While active, you gain a +4 bonus on rolls to oppose a trip or bull rush attempt. During this mantra if an opponent provokes an attack of opportunity by moving through your threat range you may expend your psionic focus as part of that attack of opportunity. If that attack of opportunity successfully deals damage to the opponent, that opponent must succeed a Reflex save (DC 10 + damage dealt) or halt as if he had used up his move actions for the round.

**Special:** A fighter who meets the prerequisites may select this feat as one of his fighter bonus feats.

## SPIRIT OF THE ATTUNED

### [Psionic, Mantra]

You are naturally predisposed to handling energy.

**Prerequisites:** Manifester level 5, Concentration 5 ranks, ability to manifest an energy power.

**Benefit:** To activate Spirit of the Attuned you must meditate to gain psionic focus. Focusing in this fashion requires a concentration check 5 higher than normal. Once activated, this mantra lasts until you lose your psionic focus. Select one of the four energy types: cold, electricity, fire or sonic. You are attuned to this energy type while Spirit of the Attuned remains active, gaining a +4 bonus to saving throws against effects of this energy type. During this mantra, you may

expend your psionic focus as an immediate action to gain energy resistance equal to your character level against one attack of your attuned energy type.

**Special:** While you have an attuned energy, you lose the ability to manifest powers of the opposing energy type: cold opposes fire, electricity opposes sonic.

## STUDENT OF THE MIND

### [Psionic, Mantra]

Your mastery of the psionic arts is unequalled. When you attune you mind you can manifest powers with remarkable ease.

**Prerequisites:** Concentration 11 ranks, able to manifest 3rd level powers

**Benefit:** To activate Student of the Mind you must meditate to gain psionic focus. Focusing in this fashion requires a Concentration check 8 higher than normal. Once activated this mantra lasts for 5 rounds as long as you maintain psionic focus. While active, powers you manifest cost one power point less than normal. This does not allow you to augment powers more than you would otherwise be able to. During this mantra you may expend your psionic focus as an immediate action to gain power resistance of 10 + your manifester level against a single power that affects you (either by targeting you or affecting an area you occupy).

## SWIFT AS THE SHADOWS

### [Psionic, Mantra]

You charge your body with psionic energy heightening your reflexes to inhuman levels

**Prerequisites:** Dex 13, Dodge, Mobility

**Benefit:** To activate Swift as the Shadows you must meditate to gain psionic focus. Once activated this mantra lasts for 1 minute as long as you maintain psionic focus. While active you gain a +4 bonus on Reflex saves. During this mantra, you may expend your psionic focus as an immediate action when you make a Reflex save to avoid damage. If you do you gain the Evasion ability (or Improved Evasion if you already have Evasion) against the effect that provoked the Reflex save. You must declare you are using this ability before you know the result of your Reflex save.

**Special:** A fighter who meets the prerequisites may select this feat as one of his fighter bonus feats.

## WAY OF THE EMPTY PALM [Psionic, Mantra]

You focus your psychic energy into your unarmed strikes so that they overwhelm their target when they strike.

**Prerequisites:** Base attack bonus +4, Improved Unarmed Strike, Stunning Fist, Concentration 4 ranks

**Benefit:** To activate Way of the Empty Palm you must meditate to gain psionic focus. Once activated this mantra lasts for 1 minute as long as you maintain psionic focus. While active the save DC of your Stunning Fist attacks increases by 2. During this mantra you may expend your psionic focus as part of a Stunning Fist attack to increase the duration of stunning effect on a failed save to 1d4+1 rounds.

**Special:** A fighter who meets the prerequisites may select this feat as one of his fighter bonus feats

## WAY OF THE WARRIOR [Psionic, Mantra]

When you focus your mind you gain a brief moment of martial perfection, no warrior on earth can match your fluid and precise movements.

**Prerequisites:** Base attack bonus +6, Combat Expertise

**Benefit:** To activate Way of the Warrior you must meditate to gain psionic focus. Once activated this mantra lasts for 1 minute as long as you maintain psionic focus. While active you gain a +4 bonus on checks to resist disarming

and to resist or escape a grapple. During this mantra you may expend your psionic focus as an immediate action to make an attack of opportunity against a foe that attempted a melee attack against you and missed. This attack's threat range is doubled, but it counts against your allowed attacks of opportunity this round.

**Special:** A fighter who meets the prerequisites may select this feat as one of his fighter bonus feats.

This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as *keen edge* or the Improved Critical feat).

## WRATH OF THE DRAGON [Psionic, Mantra]

You focus your mind into a state of unchecked rage, no foe can stand before the fury of your assault.

**Prerequisites:** Base attack bonus +6, Power Attack

**Benefit:** To activate Wrath of the Dragon you must meditate to gain psionic focus. Once activated this mantra lasts for 1 minute as long as you maintain psionic focus. When active you gain a +4 bonus on attack rolls to confirm critical hits. During this mantra, you may expend your psionic focus as part of a full attack action to make an additional attack at your highest base attack bonus.

**Special:** A fighter who meets the prerequisites may select this feat as one of his fighter bonus feats.





This chapter presents ten prestige classes intended for psionic characters, many appropriate for manifesting classes. While most of these classes are oriented toward the psion or psychic warrior, other kinds of characters should find some choices that appeal to them.

### **PICKING A PRESTIGE CLASS**

Psionic power tends to motivate those who wield it to pursue hours of introspective study. Prestige classes that grant abilities or features that would not normally be possible in another way serve as a manifestation of how these studies unlock unusual talents.

Should a player be interested in one of these new prestige classes, he should first understand the requirements for entry. Many of the new classes in this book have unusual or strict requirements that can require multiple character levels of planning. Before choosing any of these classes, the player should decide what kind of psionic character he is trying to create. The table below shows the prestige classes from this chapter, summarizes their signature abilities, and identifies what sort of category of psionic character they would best match.

If a character should, through either voluntary or involuntary choices, no longer meet the requirements of a prestige class, he loses all

special abilities granted by levels in the prestige classes. Class features such as Hit Dice, base attack bonus, and base save bonus are not included in this loss.

### **SOULKNIVES AND PRESTIGE CLASSES**

Sometimes, a soulknife may qualify for a prestige class with "+1 level of existing manifesting class" as part of a normal class benefit. 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 Mind Blade and Mind Blade Enhancement.

It's less common, but sometimes a multiclass soulknife enters one of these prestige classes with a bit of manifesting talent. In this special case, each indicated level of the prestige class advances both the soulknife's mind blade and mind blade enhancement as above, and his existing manifesting prowess by one level.

### **Reading Prestige Class Descriptions**

The majority of prestige classes in this book are presented in a traditional, shorter format. The enlightened exemplar, enlightened protector, and sighted seeker are presented in an expanded format, which contains additional information for GMs and players seeking to integrate these prestige classes into their games (information such as organizational resources or adventure

<u>PRESTIGE CLASS</u>	<u>SUMMARY</u>	<u>BEST FOR</u>
<b>Amalgamist</b>	Master of crystalics and the crystalic limb	Psychic Warriors
<b>Anyform Savant</b>	Infinite flexibility in form	Egoists
<b>Energist</b>	Energy powers are his forte	Kineticists
<b>Enlightened Exemplar</b>	Scholarly student of peace and reason	Psions (all devotions), Wilders, Society Minds
<b>Enlightened Protector</b>	Guardians of the exemplars	Psychic Warriors, Soulknives
<b>Knight Meditant</b>	Calm of mind, strong of body	Marksmen, Psychic Warriors, Soulknives, Monks, Wilders, Fighters, Rangers, Paladins
<b>Maverick Voidshaper</b>	Reality bends at her whimsy	Nomads, Wilders
<b>Phenotype Impressionist</b>	Reshape constructs as you do your body	Shapers
<b>Psicrystal Imprinter</b>	Psicrystal becomes more like its master	Psions (all devotions), Wilders, Society Minds
<b>Psychic Acrobat</b>	Movement is her ultimate weapon	Monks, Rogues, Soulknives
<b>Seidmadr</b>	Becomes those whose bodies she steals	Telepaths, Society Minds
<b>Sighted Seeker</b>	Ultimate inquisitive and bounty hunter	Seers, Rangers, Rogues, Society Minds

hooks). Each prestige class is also presented with a sample encounter, to showcase the class to a new party. All material introduced in this book is marked with the <sup>UT</sup> symbol; other rules elements are found in the *Expanded Psionics Handbook*.

References to “mode checks” and “resting modes” refer to the Mindscapes psionic combat system; if you are not using this variant from *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell, you may ignore all such entries, as they are not critical to any encounter.

### Amalgamist

*“It’s actually far more comfortable than it looks.”*

The body’s ability to adapt and accept physical alterations are central to the tenets of the amalgamist. Through the medium of crystalics (a new item type introduced in Chapter 8), he reshapes his body and those of his patients – sometimes out of necessity, sometimes out of desire. An amalgamist’s defining feature is his own unique crystalic limb, which can be altered through metacreativity on the fly to better suit the task at hand. This limb serves as both an extension of the body and as a multipurpose tool – even a weapon if need be.

Amalgamists in Rajrin emerged among the crystal-skinned maenads. Crystalics in general also are a maenad invention, and the concept behind them appears in more common races as hook-hands or peg-legs. However, the

amalgamist’s art is so much more advanced than these simple effects that they would put even magical surgery to shame, and unlike less supernatural grafts, crystalics – and the amalgamist discipline – frequently serve to enhance the bearer in combat.

**Hit Die:** d6

#### **ENTRY REQUIREMENTS**

To qualify to become an amalgamist, a character must fulfill the following criteria.

**Base Attack Bonus:** +3

**Skills:** Heal 4 ranks, Knowledge (Psionics) 8 ranks

**Feats:** Craft Crystalic <sup>UT</sup>

**Manifesting:** Able to manifest *body adjustment* and either *metaphysical claw* or *metaphysical weapon*.

**Special:** Must have successfully grafted at least one crystalic on yourself

#### **Class Skills**

The amalgamist’s class skills are Autohypnosis, Climb, Concentration, Craft, Heal, Intimidate, Jump, Knowledge (Psionics), Profession, Psicraft, and Swim.

**Skill Points at Each Level:** 2 + Int modifier.

#### **Class Features**

All of the following are class features of the amalgamist.

**Weapon and Armor Proficiency:** Amalgamists gain no additional proficiency in any weapon or armor.

**Manifesting:** At every level indicated on the table, the amalgamist gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of amalgamist to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifest level accordingly. If a character had more than one manifesting class before he became an amalgamist, he must decide to which class he adds the new level of amalgamist for the purpose of determining power points per day, powers known, and manifest level.

Illustration by Kevin Miller



Sucari, maenad amalgamist, after his most recent augmentation

**Crystalline Limb (Su):** The amalgamist learns how to completely transform his arm into a fully-functional crystalline appendage. Most amalgamists choose to replace their secondary arm, although some do replace their primary. This crystalline gives the basic functionality of the limb being replaced (including sensory feedback) and resembles a skeletal limb made completely out of crystal. The crystalline limb acts as a focus for metacreativity effects, which can be used to enhance the limb (see Restructure Limb, below). A crystalline limb is psionically rather than naturally animate, and is as tough as crystal. As such, it can endure some areas which would normally harm a normal limb, but falls limp and inanimate in areas such as a *null psionics field*. Unlike a normal crystalline, an amalgamist does not have to pay for his crystalline limb, although it does take a week (as if creating a psionic item) to reshape his arm into a crystalline limb.

**Restructure Limb (Su):** The amalgamist can configure his crystalline limb in a variety of ways. Adjusting the limb's form involves the amalgamist calling ectoplasm around the crystalline arm, and condensing it into the shape of his desire, using his limb as a framework. An amalgamist may not form just anything using this ability, though – he is limited by his own prowess with the limb, which is represented by restructuring points. An amalgamist has a number of restructuring points equal to his key ability modifier for manifesting, plus one restructuring point per class level. Restructuring points are not lost once they are used to shape a crystalline limb; the next time the limb is reconfigured, all the points are regained and new options may be chosen. Restructuring a crystalline limb normally takes ten minutes of concentration, but experienced amalgamists may perform this task in less time (see below). Sample configurations are listed below, along with their cost in restructuring points. These are all actual extensions of a limb, and as such cannot be disarmed or dropped. An amalgamist cannot invest more restructuring points in any one of these options than his class level.

**Tool (1 point):** The ectoplasm forms any of the metal tools or basic equipment (as found on Table 7-8 in the *Player's Handbook*) that the amalgamist could comfortably carry in one hand. He may rotate between a hand form and a tool form as a free action. If this ability is selected more than once, the amalgamist may only emulate one tool at a time, but can switch between them with a free action.

**Extension (1pt):** As a move action, an amalgamist may elongate his wrist to up to 50 ft, granting his hand the ability to affix to objects. The arm is suitable for use as rope in this form (treat it as a steel chain), but is not strong enough to move independently while extended. Another move action may be spent to retract the hand, if it is not attached to anything, returning the arm to normal. If the arm is sundered in this form, the amalgamist takes 2 points of Strength damage, and his total available restructuring points are reduced by however many points he had invested in *extension* until he repairs the limb through the Craft Crystalic <sup>UT</sup> feat (as if repairing a psionic item).

If the amalgamist instead invests 2 points, by concentrating, he may slowly move his extended arm as if it were his normal arm, accomplishing anything he could with the *far hand* power (although the limb must be able to physically reach the object and the amalgamist is still limited by his senses). Each additional point invested beyond the base cost increases the length by 20 ft.

**Claw (2 points):** The amalgamist calls ectoplasm around his crystalic limb in the form of a claw, gaining a claw attack that deals 1d6 slashing damage if he is Medium-sized. If he is a larger or smaller size, adjust the damage accordingly to the size difference. This claw has a +1 enhancement bonus to attack and damage rolls, is treated as psionic for purposes of damage reduction, and may be used as a primary or secondary natural attack as normal.

For every additional two points used, the claw's enhancement bonus increases by 1.

**Enhanced strength (2 points):** An amalgamist may psychokinetically increase the strength of his crystalic limb, gaining a +2 competence bonus on all Strength checks and Strength-

based skill checks involving the use of the crystalic limb. For each 2 additional points invested, the competence bonus increases by 2.

**Sensor (3 points):** The amalgamist gain the ability to see from his hand as if it had the Sighted ability of a psicrystal while he concentrates. This means, in part, that he could look around corners by holding his hand out or combining it with the *extension* option. If the amalgamist's normal visual or auditory senses are somehow impeded, the *sensor's* input for that sense automatically replaces them (without the need to concentrate), allowing him to remain functioning normally.

If the amalgamist instead invests 5 points, in addition to the normal *sensor* benefits, he also gains tremorsense out to 20 ft. from his hand by placing it on the ground. Every additional point invested in *sensor* increases the range of the Sighted ability (and tremorsense, if available) by 10 ft.

**Shield (1 point):** Ectoplasm forms a thick, wall-like surface extending from the forearm, forming a buckler or a small or large shield (chosen at the time of restructuring) with a +1 enhancement bonus. For each additional point invested, the shield's enhancement bonus increases by 1, to a maximum of +5.

**Sonokinesis (3 points):** The amalgamist's fist becomes broader and his wrist reinforces its connection to the arm. While making an attack with his crystalic limb (either an unarmed strike or using the *claw* or *weapon* options), an amalgamist using *sonokinesis* may imbue it with sonic energy. Doing so imposes a -2 penalty to damage (and does not change the damage type), but allows him to ignore up to 10 points of an object's hardness. This is most frequently used when sundering weapons or breaking doors. If he were to use *sonokinesis* while attempting a

**Table 5-1: THE AMALGAMIST**

Level	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+2	+0	+0	Crystalic Limb, Restructure Limb	-
2	+1	+3	+0	+0	-	+1 level of existing manifesting class
3	+2	+3	+1	+1	Enhanced Prosthesis	+1 level of existing manifesting class
4	+3	+4	+1	+1	Rapid restructuring ( <i>full round action</i> )	-
5	+3	+4	+1	+1	-	+1 level of existing manifesting class
6	+4	+5	+2	+2	Multi-Function Crystalic	+1 level of existing manifesting class
7	+5	+5	+2	+2	Rapid restructuring ( <i>move action</i> )	+1 level of existing manifesting class
8	+6	+6	+2	+2	Efficient Crafting	-
9	+6	+6	+3	+3	-	+1 level of existing manifesting class
10	+7	+7	+3	+3	Rapid restructuring ( <i>swift action</i> )	+1 level of existing manifesting class

Strength check to break an object of hardness 10 or less, he gains a bonus to the check equal to the object's hardness.

**Weapon (3 points):** The amalgamist's crystallic limb takes the form of any light or one-handed melee weapon. If he is not proficient with the weapon, the amalgamist takes standard penalties. Feats and abilities that are tied to a specific weapon can be used with the crystallic limb while in this form. The weapon has a +1 enhancement bonus on attack rolls and damage rolls, and is treated as psionic for purposes of damage reduction.

For every two additional points used, the weapon's enhancement bonus increases by 1. An amalgamist may choose weapon special abilities in place of an equivalent additional enhancement bonus.

For example, Sucari, a psychic warrior 5 / amalgamist 6 with a Wisdom of 16, has 9 restructuring points. He could choose his limb to take the form of a +1 *longsword* by investing 3 restructuring points and then invest another 4 points to make it a +2 *psychokinetic longsword*. He would still have two restructuring points left to invest into other options.

Other options for your limb are available, as determined by your GM.

**Enhanced Prosthesis (Ex):** Through intense study of the psionic limbs he is able to create, the amalgamist is able to enhance this prosthesis as if a normal limb. He may apply any crystallic that requires an arm or hand to his crystallic limb as if it was a normal limb. These crystallics do not count toward the normal limit of five per creature, but an amalgamist may only add up to his class level in additional crystallics to the crystallic limb.

**Rapid Restructuring (Su):** The amalgamist is able to quickly reconfigure his crystallic limb. At 4th level, he may reconfigure his crystallic limb as a full round action that provokes an attack of opportunity. At 7th level, he may perform this as a move action, and at 10th level he may do so as a swift action.

**Multi-Function Crystallic (Ex):** At 6th level, an amalgamist is able to create a dual-function crystallic that only takes up one body piece and one attachment process. This crystallic only applies the larger of the penalties between the two crystallics. The cost for this dual-function crystallic is one and a half times the cost of the

sum of the two crystallics' costs.

For example, Sucari could make *adamantine rending claws* (a combination of the *adamantine fists* <sup>UT</sup> and the *rending claws* <sup>UT</sup> crystallics) that would provide the wielder's unarmed attacks with slashing damage and allow them to overcome damage reduction as an adamantine weapon, but would only impose the penalty of *rending claws* (the bigger penalties of the two) for a cost of 10,125 gp.

**Efficient Crafting (Ex):** At 8th level, an amalgamist is able to create crystallics more efficiently than normal. He pays only two-thirds the normal amount of XP and gp he would pay to create any crystallic. This does not change the crafting time.

### Sample Encounter

Amalgamists make for versatile melee opponents; having a weapon that can be customized on the fly for the task at hand is a nice tactical advantage. GMs can create memorable and challenging encounters by finding the right set of combat maneuvers and matching them to an amalgamist's weapon configuration; see the mantra feats in the Chapter 4 for inspiration.

**EL 12:** Sucari was made an outcast from his former psionic academy due to his unethical experimentation with crystallics. He is likely to ambush the party as soon as they leave an area or building known to house psionics merchants, and will go straight for the PC carrying the most equipment. An aggressive maenad, Sucari will attempt to purchase any crystal items the party has at much lower than their actual value. If the party refuses, he may attempt to take the items forcefully if he feels he can succeed. His primary weapon – his crystallic limb itself – normally is in the form of his hand, but if combat breaks out he restructures it into a weapon as a move action (his preferred form is a +2 *psychokinetic longsword*, included below, but if he needs to restructure his limb to counter specific foes or tactics, he will). Succumbing to his demands or letting him know of their equipment in another way is a very bad idea for the party; he may follow them around, waiting for them to build up a larger stockpile of valuable crystal goods before striking for the big haul.

### SUCARI

Male maenad psychic warrior 5 / amalgamist 7  
NE Medium humanoid (psionic)

**Init** +4; **Senses** Listen +4, Spot +4



**Languages** Common, maenad  
**Mode** +3 (Force Multiplier +4)

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**AC** 22, touch 13, flat-footed 19  
 (+2 Dex, +6 armor, +3 shield, +1 deflection)  
**hp** 88 (12 HD); **DR** 2/cold iron  
**Fort** +11, **Ref** +6, **Will** +5

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**Speed** 40 ft. (8 squares)  
**Melee** +2 *psychokinetic longsword (crystalic limb)* +14/+9 (1d8+5+1d4, 18-20/x2)  
**Melee** touch +12 (as power)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +8 / **Grp** +12  
**Atk Options** Greater Psionic Weapon, Deep Impact

**Special Actions** Restructure limb (move action), Psionic Meditation, Psicrystal Containment, outburst

**Combat Gear** Crystalics: *lumidermis*<sup>UT</sup>, *quickenings bands*<sup>UT</sup>, *crystalic limb (+2 psychokinetic longsword)*

**Power Points Remaining** 41 of 46; **Psychic Warrior Powers Known** (ML 10, DC 12 + levels + augment):

4th – *weapon of energy*  
 3rd – *dimension slide*<sup>A</sup>, *hostile empathic transfer*<sup>A</sup>, *psionic keen edge*<sup>\*</sup>  
 2nd – *body adjustment*<sup>A</sup>, *hustle, physical acceleration*<sup>A UT</sup>  
 1st – *biofeedback*<sup>A</sup>, *detect psionics, metaphysical weapon*<sup>A</sup>

<sup>UT</sup> – New power described in Chapter 7  
 \* – Already manifest (at power points indicated)

**Psi-like abilities** (ML 6)  
 1/day – *energy ray* (sonic, 6d6)

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**Abilities** Str 18, Dex 14, Con 14, Int 10, Wis 15, Cha 8

**SQ** Multi-function crystalic, enhanced prosthesis, naturally psionic (2)

**Feats** Craft Crystalic<sup>UT</sup>, Deep Impact<sup>B</sup>, Greater Psionic Weapon, Psicrystal Affinity (Nimble)<sup>B</sup>, Psicrystal Containment, Psionic Body<sup>B</sup>, Psionic Meditation, Psionic Weapon

**Skills** Balance +2, Concentration +15, Heal +8, Knowledge (Psionics) +8

**Possessions** combat gear plus *amulet of health* +2, *belt of giant strength* +2, *grafting needle*<sup>UT</sup>, +2 *mithral shirt*, +2 *light steel shield*, *ring of protection* +1, and 885 gp.

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**Restructure Limb (Su):** Sucari can arrange 9 points worth of abilities as he sees fit in his limb as a move action. See above for various options.

**Outburst (Ex):** Sucari can subjugate his mentality once per day with a standard action. For up to 4 rounds, he suffers -2 Intelligence and Wisdom but gains +2 Strength.

**Hook** “What am I, you ask? I’m simply a maenad. Although you might say I’ve been ‘enhanced’.”

## Anyform Savant

“Blessed heavens! What did she become NOW?”

Psychometabolism teaches those who have learned to change their physical structure that the body is but a vessel. Those who go beyond this understanding become what others term anyform savants. For an anyform savant, the physical body is as mutable as one’s attitude or beliefs. While others may draw upon the forms of a few beasts to serve as a shapechanging basis, an anyform savant draws upon the vast diversity of the world she lives in – she is as far ahead of other shapechangers in this field as the average egoist is ahead of a commoner.

Hemanyaliz the pathos dragon<sup>UT</sup> was an avid trickster and rogue philosopher fond of humiliating thinkers he felt were too stuffy and strict. In his rivalry with the logos dragon<sup>UT</sup> Karvamanius, he developed most of the metamorphic techniques that mark the anyform savant’s abilities today. He admitted that he might not be the first, although his insights into the nature of existence and of form remain essentially incomprehensible to modern scholars, so his claim is difficult to verify.

**Hit Die:** d6

### ENTRY REQUIREMENTS

To qualify to become an anyform savant, a character must fulfill the following criteria.

**Skills:** Heal 5 ranks, Knowledge (Psionics) 8 ranks, Knowledge (Nature) 4 ranks

**Feats:** Formbinder<sup>UT</sup>, Psionic Body

**Manifesting:** Able to manifest *assume form*<sup>UT</sup> and at least 2 other powers of the Shapechanging subdiscipline (see Chapter 7: Powers for more information).

### Class Skills

The anyform savant’s class skills are Autohypnosis, Concentration, Craft, Disguise, Heal, Knowledge (Psionics), Knowledge (Nature), Profession, and Psicraft.

**Skill Points at Each Level:** 2 + Int modifier

**Class Features**

All of the following are class features of the anyform savant.

**Weapon and Armor Proficiency:** Anyform savants are proficient with the natural attacks of the forms they assume. They do not gain any proficiency with armor.

**Manifesting:** At every level indicated on the table, the anyform savant gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of anyform savant to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly.

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

**Additional Imprint (Ex):** Anyform savants can imprint more forms than others with the Formbinder <sup>UT</sup> feat. At 1st level and every three levels thereafter, an anyform savant adds one to his maximum limit on stored forms. (For more information on this process, see the Formbound descriptor in Chapter 7: Powers).

**Abandon Limits (Su):** The anyform savant starts to ignore her body's limitations. When

manifesting powers from the Shapechanging subdiscipline, her manifester level is treated as one higher than normal for every two class levels she has (minimum 1).

**Expanded Shapechanging (Su):** At 2nd level and every 3 levels thereafter (5th and 8th), the anyform savant may add any one power of the Shapechanging subdiscipline to her list of powers known, regardless of whether or not it appears on the normal list of powers available to her. The power cannot be a higher level than the highest level of powers she can currently manifest.

**Superior Assume Form (Su):** At 3rd level, the anyform savant can manifest the *assume form* <sup>UT</sup> power with the following additional augments:

1. If you spend an additional 6 power points, this power's duration becomes "1 hour (D)".
2. If you spend an additional 2 power points, you gain all the natural and extraordinary senses of the form you assume, including blindsense, blindsight, darkvision, low-light vision, scent, and tremorsense, as applicable. You also gain the creature's racial bonuses on skill checks.

**Superior Animal Affinity:** At 6th level, the anyform savant can manifest the *animal affinity* power with the following additional augments:

1. For an additional 6 power points, this power's duration becomes "1 hour (D)".
2. If you spend one additional power point, you gain a +2 competence bonus to whichever physical ability score(s) *animal affinity* is providing an enhancement bonus to. Every

**Table 5-2: THE ANYFORM SAVANT**

Level	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+0	+0	+2	Additional imprint, abandon limits	-
2	+1	+0	+0	+3	Expanded shapechanging	+1 level of existing manifesting class
3	+1	+1	+1	+3	Superior assume form	+1 level of existing manifesting class
4	+2	+1	+1	+4	Additional imprint	-
5	+2	+1	+1	+4	Expanded shapechanging	+1 level of existing manifesting class
6	+3	+2	+2	+5	Superior animal affinity	+1 level of existing manifesting class
7	+3	+2	+2	+5	Additional imprint	-
8	+4	+2	+2	+6	Expanded shapechanging	+1 level of existing manifesting class
9	+4	+3	+3	+6	Superior assume ability	+1 level of existing manifesting class
10	+5	+3	+3	+7	Additional imprint, infinite variety, evershifting soul	-

additional power point spent increases this bonus by 2. This competence bonus cannot increase an ability score beyond the norm for whatever form you are in.

For instance, this augment provides no additional benefit if you are in your normal form. If you assume the form of a stronger creature, this augment may allow you to increase your Strength to any value up to that form's strength. This benefit is redetermined each time you change shape.

If the savant does not know the *animal affinity* power, this ability has no effect until she learns it.

**Superior Assume Ability:** At 9th level, the anyform savant can manifest the *assume ability* <sup>UT</sup> power with the following additional augments.

1. For an additional 6 power points, this power's duration becomes "1 hour (D)"
2. For every additional power point you spend, you may assume an additional extraordinary ability of the imprinted creature. This augment supersedes *assume ability's* existing augment.

If the savant does not know the *assume ability* power, this ability has no effect until he learns it.

**Infinite Variety (Ex):** At 10th level, the anyform savant is no longer restricted to adopting the abilities of a single creature at a time. When manifesting Formbound powers of the Shapechanging subdiscipline while under an effect that grants another creature's form, the savant can choose a different imprinted creature than the one that she is currently transformed into, ignoring the restrictions of the power.

**Evershifting Soul (Ex):** While any shapechanger can assume the body of another being, it takes an experienced anyform savant to copy the soul. At 10th level, an anyform savant adds *fluidic form*<sup>UT</sup> and *borrow essence* (see below) to her list of powers known, even if she cannot manifest them. At any point when her manifester level (including the increase from Abandon Limits, above) is at least 17, she may manifest these powers normally, even if she is not normally capable of manifesting other 9th level powers at the time.

The *borrow essence* power is not available to members of other classes except through the use of the feats Expanded Knowledge and Epic Expanded Knowledge.



Illustration by Gerald Lee

Jehenna, an anyform savant bodyguard, about to shapeshift

### Borrow Essence

Psychometabolism (Shapechanging)  
[Formbound]

**Level:** Anyform Savant 9

**Display:** Vi

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Power Points:** 17, xp

As a master anyform savant, you are able to not only assume the physical form of a creature, but also to mimic its soul. You gain all the extraordinary and supernatural special abilities of a single imprinted creature. If an extraordinary or supernatural ability would require unusual anatomy, it doesn't function unless you also have that anatomy.

If you are not an anyform savant and are under the effect of another Formbound power that grants you characteristics of an imprinted form (such as *assume form*), you may only assume abilities from the imprinted form that the existing effect is using. For instance, if you are under the effect of *assume form* using the

imprint of an archon, *borrow essence* could only grant you an archon's abilities, and not the abilities of any other imprint.  
XP COST: 200 xp.

### Sample Encounter

Anyform savant NPCs make great encounters for surprising the party with. Versatile opponents with tons of options available to them from the numerous forms they have imprinted, savants can quite literally pull a rabbit (or dragon or man-eating beast) out of their hat when no one expects it.

**EL 9:** Jehenna is a strictly professional bodyguard who works for the highest bidder. The party might have to fight her if the villain they're facing has hired her ahead of time. Her skill as an anyform savant grants her a number of useful tactics that she puts to good use in her career. She is often carried by her client while in the shape of a bracelet or charm, thanks to *inanimate transformation*. Already protected by *inertial armor* and *detect hostile intent*, she stays connected to the client or another bodyguard with *sense link* and communicates with *missive*. At the first sign of trouble, the client throws Jehenna on the ground, where she will immediately transform into a fighting shape – usually a dire lion – and respond immediately. If necessary, she will enhance herself further with other powers or protect the client with *wall of ectoplasm*. If hopelessly outmatched, she manifests *inanimate transformation* again to regain the form she started the encounter in. If the PCs are not thorough in their investigations, they may mistake her for a psionic item.

#### JEHENMA (HUMAN)

Female human egoist 5 / anyform savant 4  
TN Medium humanoid (psionic)

**Init** +0; **Senses** Listen +4, Spot +6

**Languages** Common, dwarven, elven, orc

**Mode** +5 (Brain Hammer +0)

**AC** 17, touch 10, flat-footed 17  
(+7 armor)

**hp** 44 (9 HD); **DR** 2/cold iron

**Fort** +4, **Ref** +2, **Will** +9

**Speed** 40 ft. (8 squares), Speed of Thought, Up the Walls

**Melee** Masterwork dagger +6 (1d4+1, 19-20/x2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +5

**Atk Options** Psionic Charge

**Combat Gear** *impression crystal* (carries two forms)<sup>UT</sup>, Crystalic: *lumidermis*<sup>UT</sup>, 3 *crawling tattoos of concussion*, *crawling tattoo of ego whip*

**Power Points Remaining** 35 of 55; **Egoist Powers Known** (ML 7, DC

13+level+augments), *Overchannel*, *Talented*, *abandon limits*, *superior assume form*, *superior animal affinity*:

4th – *inanimate transformation*<sup>\*S</sup><sup>UT</sup>, *wall of ectoplasm*

3rd – *assume form*<sup>AS</sup><sup>UT</sup>, *body adjustment*<sup>A</sup>, *dispel psionics*<sup>A</sup>, *physical acceleration*<sup>A</sup><sup>UT</sup>

2nd – *animal affinity*<sup>AS</sup>, *biofeedback*<sup>AS</sup>, *chameleon*<sup>S</sup>, *detect hostile intent*<sup>\*</sup>, *everyman*<sup>AS</sup><sup>UT</sup>

1st – *control flame*<sup>A</sup>, *inertial armor*<sup>\*(7)</sup><sup>A</sup>, *missive*<sup>A</sup>, *sense link*<sup>\*A</sup>, *thicken skin*<sup>AS</sup>

<sup>UT</sup> – New power described in Chapter 7

<sup>S</sup> – Shapechanging power

<sup>\*</sup> – Already manifest (at base power point cost unless otherwise indicated)

**Abilities** Str 12, Dex 10, Con 14, Int 17, Wis 13, Cha 8

**SQ** Additional imprint (2)

**Feats** *Formbinder*<sup>UT</sup>, *Overchannel*<sup>B</sup>, *Psionic Body*, *Psionic Charge*, *Speed of Thought*<sup>B</sup>, *Talented*, *Up the Walls*

**Skills** *Concentration* +14, *Disguise* +11, *Heal* +13, *Knowledge (psionics)* +9, *Knowledge (nature)* +9

**Possessions** combat gear plus masterwork dagger and 98 gp

**Abandon limits (Su):** Jehenna manifests Shapechanging powers as a 9th level manifester.

**Superior animal affinity (Su):** Jehenna has special augment options when manifesting *animal affinity*. See above for more information.

**Superior assume form (Su):** Jehenna has special augment options when manifesting *assume form*. See above for more information.

**Hook** “Perhaps something in claws...”

#### JEHENMA (DIRE LION)

TN Large humanoid (psionic)

**Init** +1; **Senses** Low-light vision, scent; Listen +4, Spot +6

**AC** 17, touch 10, flat-footed 17  
(+1 Dex, -1 size, +7 armor)

**hp** 67 (9 HD); **DR** 2/cold iron

**Fort** +5, **Ref** +3, **Will** +8

**Speed** 60 ft. (12 squares), Speed of Thought, Up the Walls

**Melee** 2 claws +14 melee (1d6+8, 20/x2) and bite +9 melee (1d8+4, 20/x2)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +4; **Grp** +12

**Power Points Remaining** 30 of 55

**Abilities** Str 19, Dex 12, Con 17, Int 17, Wis 13, Cha 8

The above statistics block is for Jehenma in her unmodified form and her dire tiger form. Between all her imprinted forms and her impression crystal, she has eight different forms (on top of the dire lion) she can have imprinted. It's up to the GM what options she should have. More likely than not the PCs will encounter her in dire lion form, having dropped her disguise from *inanimate transformation*. It is her favorite combat form, made especially deadly with the mobility granted from the Psionic Charge and Up the Walls feats.

### **Energist**

*"That's not like any fireball that I've ever seen..."*

Manipulating energy is core to those psions of the kineticist devotion. All manifesters have the potential to turn that energy into devastating weapons or potent defenses. Those who seek to utilize the power of the different energies they are able to tap to the exclusion of other avenues become energists. Most frequently entered by kineticists or devoted kineticists, a few experienced and dedicated wilders or psions of other devotions may find the path of the energist intoxicating.

The dromites of Rajrin train the best energists in the world, although it is hardly restricted to them. Many kineticists have come up with the basic tenets of their own. A dromite-trained energist – named an “archon” of the caste that trained it, such as “Voice Archon” or “Ice Archon” – is more likely to be encountered on

Rajrin, however, and will usually favor the energy type of its parent caste.

**Hit Die:** d4

### **ENTRY REQUIREMENTS**

To qualify to become an energist, a character must fulfill the following criteria.

**Skills:** Knowledge (Psionics) 15 ranks, Psicraft 15 ranks

**Feats:** Empower Power, Spirit of the Attuned <sup>UT</sup>

**Manifesting:** Ability to manifest *energy cone* and at least three other *energy* powers.

For the purposes of these requirements and the energist's class features, an *energy* power is one that requires the manifester to choose fire, cold, electricity, or sonic energy, and gains that subtype when used.

### **CLASS SKILLS**

The energist's class skills are Autohypnosis, Concentration, Craft, Disable Device, Intimidate, Knowledge (all skills, taken individually), Profession (any), and Psicraft.

**Skill Points at Each Level:** 2 + Int modifier

### **Class Features**

All of the following are class features of the energist.

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

**Manifesting:** At each level indicated, energists gain additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of energist to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly.

**Table 5-3: THE ENERGIST**

Level	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+0	+0	+2	Energy mastery, improved attunement	-
2	+1	+0	+0	+3	Energy mastery	+1 level of existing manifesting class
3	+1	+1	+1	+3	Energy mastery	+1 level of existing manifesting class
4	+2	+1	+1	+4	Energy mastery	+1 level of existing manifesting class
5	+2	+1	+1	+4	Energy mastery	+1 level of existing manifesting class

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

**Improved Attunement (Su):** The experience an energist has gained in dealing with manipulating energy allows him to exceed his normal limits. As long as the energist maintains an attuned energy (through the Spirit of the Attuned<sup>UT</sup> feat), he manifests powers with his attuned energy type as if his manifester level was one higher. This includes the ability to spend an additional power point in augmentation, if applicable.

**Energy Mastery:** An energist gains the opportunity to select a special ability from among those described below by permanently sacrificing power points from his daily power point pool. Every special ability has a minimum required power point cost, as specified in its description. An energist cannot choose to lose more than his manifester level in power points. *Energy* powers that do not have a saving throw (such as *energy ray*) modified by one of the energy mastery options that indicate a saving throw require a saving throw to resist the secondary effect, but not the damage. Saving throws for this secondary effect are calculated based upon the power's level.

*Composite Energy:* An energist is skilled at manifesting multiple energy types at once. When manifesting an *energy* power, he may choose the following options in addition to the normal four energy types, his powers thereby gaining the descriptors associated with each type: Rimefire [Cold, Fire], Plasma [Fire, Electricity], Ash [Fire, Sonic], Thunder [Sonic, Electricity], Frost [Cold, Electricity], and Gale [Cold, Sonic]. Because an energist no longer selects fire, cold, electricity or sonic, but instead chooses a composite type, the special effects of the initial energy types are not applied to the power. In addition to having these extra energy options available, each composite energy type grants an additional augment option to any power it is applied.

**Ash** – If you spend 4 additional power points, the target is nauseated unless he succeeds on a Fortitude saving throw.

**Frost** – If you spend 4 additional power points, the target takes a -2 penalty on his attack rolls and Armor Class for one round unless he

succeeds on a Fortitude saving throw.

**Gale** – If you spend 4 additional power points, the target is knocked prone unless he succeeds a Reflex saving throw.

**Plasma** – If you spend 4 additional power points, the target is blinded for 1d4 rounds unless he succeeds on a Reflex saving throw.

**Rimefire** – If you spend 4 additional power points, at the start of your next turn the subject takes half the energy damage it took from this power unless the target succeeds a Reflex saving throw.

**Thunder** – If you spend 4 additional power points, the target is deafened for 1d4 rounds unless he succeeds on a Fortitude saving throw. The damage dealt by a composite energy power is half of each type. For instance, if a power with the rimefire selection dealt 30 points of damage, 15 points would be cold damage, and 15 points would be fire damage.

Composite Energy requires a sacrifice of 7 power points to learn.

*Debilitating Energy:* The powers an energist wields have a devastating effect on his enemies, rendering them weaker. Any time an energist manifests an *energy* power, he gains the following augment options:

**Fire:** If you spend 2 additional power points, your fire burns as if the target was doused in oil. The following two rounds, the target takes one point of damage per die of damage from the initial effect. The target may make a Reflex saving throw to attempt to put the fire out as a move action.

**Cold:** If you spend 2 additional power points, your cold roots the target in place. Unless the target makes a Strength check (DC that of the power), it cannot move for one round. While rooted, it may still take other actions, but cannot move from its current space

**Electricity:** If you spend 2 additional power points, your electricity disrupts the target's actions. Unless it succeeds a Fortitude saving throw, it suffers a -1 penalty on attack rolls, saving throws, skill checks, and ability checks for the next round.

**Sonic:** If you spend 2 additional power points, your sonic damage stuns your target for one round unless it succeeds a Fortitude saving throw.

Debilitating Energy requires a sacrifice of 5 power points to learn.

*Diminished Power:* By manipulating energy for a long enough period of time, an energist is able to more closely regulate how much power is invested in any manifestation. Add the

following augmentation to each *energy* power known:

“For each power point spent less than the given power point cost, the power’s damage is decreased by 1 dice of damage and the save DC is decreased by 1.”

Diminished Power requires a sacrifice of 7 power points to learn.

**Distinguishing Energy:** An energist’s mastery of the energy he handles allows him to affect *energy* powers with an area of effect so that his allies do not get harmed. He may create pockets inside the area effect that the energy does not touch, thereby keeping that portion of the effect safe. The minimum dimension of these spaces is a 5-foot cube.

Distinguishing Energy requires a sacrifice of 11 power points to learn.

**Energized Feedback (Su):** When an energist is targeted by a power or effect with one of the four energy descriptors (fire, cold, electricity, or sonic), he may expend his psionic focus to rebound the effect back on its originator. If the energist is not the direct target, but is affected by the effect (for instance, a *fireball* or *energy cone*), the portion affecting the energist is still rebounded. If the energist has an attuned energy and the effect carries the same descriptor, all variable, numeric effects of the rebounded effect are increased by 50% (as if through the Empower Power feat).

Energized Feedback requires a sacrifice of 13 power points to learn.

**Energy Boost (Su):** Choose one *energy* power per class level; the power must allow the target a saving throw. This choice continues to grant additional powers as you gain energist levels; the number of energy powers chosen should always be equal to class level. Change the augmentation of “For each 2 additional dice of damage, increase the power’s save DC by 1” to “For each additional die of damage, increase the power’s save DC by 1”.

Energy Boost requires a sacrifice of 15 power points to learn.

**Enhanced Energy (Su):** All *energy* powers gain the following augment:

**Augment:** For every additional 2 power points you spend, the size of the damage die of this power increase by one step: d4 becomes d6, d6 becomes d8, d8 becomes d10, and d10 becomes d12 (the maximum). If the power deals damage other than energy damage, this augment only alters the dice that deal energy damage.

Enhanced Energy requires a sacrifice of 9 power points to learn.

**Heightened Attunement (Su):** While you maintain an attuned energy, you gain one free point of augmentation per energist level when you manifest *energy* powers with a descriptor matching your attuned energy. These free points cannot allow you to spend more points on the energy power than your manifester level. For example, if Ralkl, a kineticist 12/energist 3, is attuned to fire and spends 1 power point manifesting a fire *energy ray*, it behaves as if 4 power points had been spent. If instead 15 power points had been spent, (noting the increased manifester level for fire due to Improved Attunement), there would not be any benefit from Heightened Attunement (as Heightened Attunement cannot exceed manifester level).

Heightened Attunement requires a sacrifice of 7 power points to learn.

**Irresistible Energy:** When an energist manifests an *energy* power, it overcomes up to twice his class level in energy resistance of the target that would apply to the damage from the power. If the creature is vulnerable to this energy type, it takes twice as much (+100%) damage from the power (instead of +50%), regardless of the outcome of the saving throw (if any).

The energist may expend his focus while manifesting an energy power to ignore all energy resistance and energy immunity that would apply to the damage from the energy power.

Irresistible Energy requires a sacrifice of 11 power points to learn.

**Metaphysical Energy:** When an energist manifests an *energy* power, he may choose to metaphysically reorganize the energy according to the principles of order or madness. Powers imbued with metaphysical energy cost 2 additional power points to manifest.

An *energy* power imbued with order automatically does three-quarters of its maximum damage on a failed save and, if the enemy is immune or resistant to the damage type, half of the power’s damage ignores the immunity or resistance. Powers imbued with order deal an additional 2d6 points of damage to creatures with the chaotic subtype.

An *energy* power imbued with madness adds a random multiplier to the power. After manifesting the power, roll 1d6; on a 1, the power’s damage is unaffected, on a 2 or 3, the power’s damage is halved, on a 4 or 5, the power’s damage is increased by 50%, and on a 6, the power’s damage is doubled and behaves as if the energist had spent 1 more power point than

he actually did (potentially exceeding his manifest level). Powers imbued with madness deal additional 2d6 points of damage to creatures with the lawful subtype.

If you have selected Irresistible Energy, apply that ability before bypassing resistance.

Metaphysical Energy requires a sacrifice of 11 power points to learn.

**Penetrating Energy (Su):** The *energy* powers manifested by an energist are able to overcome power resistance more successfully than usual. An energist gains a +2 bonus per class level to bypass power resistance when manifesting an *energy* power. This bonus stacks with other bonuses such as Power Penetration.

Penetrating Energy requires a sacrifice of 9 power points to learn.

### Sample Encounter

Two kinds of challenges can be expected from energist NPCs – fights and tests of strength. The second will probably be the easiest for the party, as seeing a new explosive technique demonstrated can easily satisfy an energist. Impress the energist enough and the party may have a new friend. The fights will be harder and shorter; defeating an energist means having to finish him off before his powers do too much damage to the party. The players would be wise to beware the energist traveling in a group; many militaries value their capability as artillery pieces.

**EL 18:** The party may encounter Ralkl during a thunderstorm, when the lightning seems exceptionally close and stronger than usual. Predisposed to lightning, Ralkl tends to roam in search of storms and as such, tends to frequent the shores of Rajrin, enjoying the stormy ocean and the large squalls that are often brought to the coast. During these storms, Ralkl tends to add some lightning if the storm doesn't have enough on its own. Although not malicious, Ralkl enjoys a good duel or fight every so often and has been known to seek one out. The dromite is always seeking ways to test those powers in its repertoire against competent opponents, looking for new tactics or to hone skills. He usually begins the encounter attuned



Illustration by Kevin Miller

*The energist Ralkl manipulates energy as easily as it breathes the air*

to electricity, thanks to his Spirit of the Attuned <sup>UT</sup> feat. The PCs may manage to earn his respect by demonstrating the knowledge or ability to produce an extremely powerful electricity effect. If he feels the heroes to be too weak to waste his time on, Ralkl may just try to test them with intimidating powers. He will make the passage over the cliffs difficult with *control air*, *demoralize*, *psionic disintegrate*, and various *energy* powers – not with the intent to kill or harm the PCs, but rather to see if they frighten and run off, or stay the course.

### FAVORED ENERGY

The Favored Energy feat first appeared in *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell. It is reprinted below. If you are not using *Hyperconscious*, replace Ralkl's Favored Energy feat with Split Psionic Ray.

#### FAVORED ENERGY [Psionic]

You prefer a certain energy type over all others.

**Prerequisite:** Ability to manifest the *energy missile* power

**Benefit:** Choose one type of energy to become your favored energy: cold, electricity, fire, or sonic. Any time you manifest a power that deals damage of your favored energy type, the damage is +1 per die.



## RALKL

Dromite kineticist 12 / energist 5  
 CN Small monstrous humanoid (psionic)  
**Init** +1; **Senses** Scent; Listen +3, Spot +5  
**Languages** Common, dwarven, draconic  
**Mode** +12 (Mind Insurgency -4)

**AC** 25, touch 14, flat-footed 22  
 (+1 Dex, +1 size, +8 armor, +2 shield, +2 natural)

**hp** 78 (17 HD)

**Fort** +7, **Ref** +6, **Will** +12, Spirit of the Attuned

**Resist** electricity 5, Spirit of the Attuned

**Speed** 20 ft. (4 squares)

**Melee** Masterwork dagger +8/+3 (1d3-2, 19-20/x2)

**Ranged** masterwork light crossbow +11 (1d8+2/x3), Point Blank Shot, Precise Shot

**Ranged** touch +10 (as power), Point Blank Shot, Precise Shot

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +8; **Grp** +3

**Atk Options** Blind-fight

**Special Actions** Psionic Meditation, Spirit of the Attuned

**Combat Gear** *torc of power preservation*, 20 bolts

**Power Points Remaining** 217 of 233;

**Kineticist Powers Known** (ML 16), Overchannel, Talented, Favored Energy (Electricity), Quicken Power, Empower Power, improved attunement, debilitating energy, enhanced energy, heightened attunement, penetrating energy, shaped energy:

8th – *bend reality*<sup>X</sup>, *greater psionic teleport*, *psionic telekinetic sphere*

7th – *energy conversion*, *evade burst*<sup>A</sup>, *reddopsi*

6th – *co-opt concentration*, *psionic disintegrate*<sup>A</sup>, *retrieve*<sup>A</sup>

5th – *energy current*<sup>A</sup>, *kinetic aura*<sup>A UT</sup>, *power resistance*, *psionic true seeing*<sup>\*</sup>

4th – *energy adaptation*<sup>A\*</sup>, *energy ball*<sup>A</sup>, *psionic dimension door*, *psionic freedom of movement*

3rd – *energy burst*<sup>A</sup>, *energy cone*<sup>A</sup>, *produce image*<sup>A UT</sup>, *touchsight*<sup>A</sup>

2nd – *concealing amorpha*, *control air*<sup>A</sup>, *control sound*, *energy missile*<sup>A</sup>

1st – *control object*, *demoralize*<sup>A</sup>, *energy ray*<sup>A</sup>, *entangling ectoplasm*, *missive*

<sup>UT</sup> – New powers described in Chapter 7

<sup>\*</sup> – Already manifest (at base power point cost unless otherwise indicated)

**Psi-like abilities** (ML 8)

1/day – *energy ray* (electricity, 8d6)

**Abilities** Str 6, Dex 13, Con 14, Int 24, Wis 13, Cha 10

**SQ** Naturally psionic (1)

**Feats** Blind-fight<sup>B</sup>, Empower Power, Favored Energy (Electricity)<sup>HC</sup>, Overchannel<sup>B</sup>, Point Blank Shot, Precise Shot, Psionic Meditation<sup>B</sup>, Spirit of the Attuned<sup>UT</sup>, Talented, Quicken Power<sup>B</sup>

<sup>UT</sup> – New feat described in Chapter 4.

**Skills** Autohypnosis +22, Concentration +22, Intimidate +20, Knowledge (Psionics) +29, Psicraft +29

**Possessions** combat gear plus *headband of intellect* +6, +4 *mithral chain shirt*, *ring of force shield*, masterwork light crossbow, 6065 gp

**Improved Attunement (Ex):** While Ralkl is attuned to an energy type through Spirit of the Attuned, his manifester level is treated as one higher when manifesting *energy* powers matching that type.

**Heightened Attunement (Ex):** Ralkl freely augments his attuned *energy* powers by 5 additional power points. This increase cannot raise the power's cost above his manifester level.

**Enhanced Energy:** Ralkl may augment his *energy* powers to increase the size of the damage dice they deal. See above for more information.

**Debilitating Energy:** Ralkl may augment his *energy* powers to hinder opponents. See above for more information.

**Penetrating Energy (Su):** Ralkl's *energy* powers ignore energy resistance and energy immunity.

**Shaped Energy:** Ralkl may split an *energy* power's area into two regions within range.

**Hook** "The beauty of the storm is that it strikes indiscriminately. I am the storm."

## Enlightened Exemplar

"It is only by questioning everything that we can begin to understand."

-Tyril Lureth, enlightened exemplar

There exist a group who are instilled with a core belief of self-discovery and self-discipline. These enlightened beings strive to raise their own awareness as well as the awareness of those around them. The power of thought and the absolute of logic were the driving forces behind these enlightened exemplars, the intellectual sect of the Enlightenment (see chapter 6).

**BECOMING AN ENLIGHTENED EXEMPLAR**

The path to enlightenment is not for everyone. Most of those who take up the path of the enlightened exemplar are psions, as the path of the exemplar is one of introspection and deep thought, which doesn't fit with the more martial psychic warrior, or the chaotic nature of the wilder. Society minds have also been known to walk down the path toward enlightenment.

**ENTRY REQUIREMENTS**

To qualify to become an enlightened exemplar, a character must fulfill the following criteria.

**Alignment:** Any non-evil

**Skills:** Knowledge (Psionics): 8 ranks

**Feats:** Open Minded, Psionic Meditation

**Psionics:** Ability to manifest 3rd level powers

**Special:** Must be inducted into the order by a member of the Enlightenment. This involves swearing an oath to never again use supernatural means to control the mind of another being. For more information (including exact specifics of the oath), see Chapter 6: Organizations.

**CLASS SKILLS**

The enlightened exemplar's class skills are Autohypnosis, Concentration, Craft, Diplomacy, Listen, Knowledge (all skills, taken individually), Profession, Psicraft, and Spot.

**Skill Points at Each Level:** 2 + Int modifier

**CLASS FEATURES**

Enlightened exemplars devote their time to spreading the message of enlightenment and in hours of self-examination. They strive always for peaceful methods of teaching. All of the following are class features of the enlightened exemplar.

**Weapons and Armor Proficiency:** Enlightened exemplars gain no additional proficiencies with weapons or armor.

**Manifesting:** At every level except 1st, the enlightened exemplar gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of enlightened exemplar to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifest level accordingly.

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

**Enhanced Manifestation:** At 1st level, an enlightened exemplar may treat her manifest level as one higher than it actually is when determining the level-dependent variables of her powers (such as range and duration). This does not allow her to spend more power points on one manifestation than her true manifest level.

If a character had more than one manifesting class before she became an enlightened exemplar, she must decide to which class she adds this increase.

**Self Discovery:** At 1st level and every two levels thereafter, an enlightened exemplar

TABLE 5-4 THE ENLIGHTENED EXEMPLAR

Level	BAB	Fort	Ref	Will	Special	HIT DIE: D4 Manifesting
1	+0	+0	+0	+2	Enhanced manifestation, self discovery	-
2	+1	+0	+0	+3	-	+1 level of existing manifesting class
3	+1	+1	+1	+3	Self discovery	+1 level of existing manifesting class
4	+2	+1	+1	+4	-	+1 level of existing manifesting class
5	+2	+1	+1	+4	Mind over body, self discovery	+1 level of existing manifesting class
6	+3	+2	+2	+5	-	+1 level of existing manifesting class
7	+3	+2	+2	+5	Self discovery	+1 level of existing manifesting class
8	+4	+2	+2	+6	-	+1 level of existing manifesting class
9	+4	+3	+3	+6	Self discovery	+1 level of existing manifesting class
10	+5	+3	+3	+7	Serenity	+1 level of existing manifesting class

unlocked latent understanding and gains the Expanded Knowledge feat as a bonus feat.

**Mind over Body (Ex):** At 5th level, an enlightened exemplar has learned to use the power of her mind to shrug off effects that might hinder others. By making a successful DC 25 Concentration check, she can ignore the effects of being fatigued. With a successful DC 30 Concentration check, she can lower the effects of exhaustion to those of fatigue. The enlightened exemplar must re-roll this check every hour to maintain this effect. If the roll is unsuccessful, she can retry in an hour.

**Serenity (Ex):** At 10th level, an enlightened exemplar has achieved a state of serenity that allows her to perform tasks impossible to those with less disciplined minds. She may attempt to regain psionic focus as a swift action. This increases the DC of the Concentration check by 10. The enlightened exemplar may still regain focus normally as a move action.

#### PLAYING AN ENLIGHTENED EXEMPLAR

By taking up the role of an enlightened exemplar, you strive to teach others and to protect their right to learn. Other adventurers may be surprised at how often you take time out of your day to instruct strangers.

#### Combat

You prefer to avoid combat if at all possible. If there is no other choice, you seek to simply incapacitate your foes instead of outright kill them, thereby allowing them a chance to learn from their mistakes.

#### Advancement

Choosing to become an enlightened exemplar is one that the more extroverted and benevolent manifesters tend to make. Psions and society minds most frequently follow this path. Perhaps you were approached directly by the Enlightenment, or maybe you heard of them and sought them out on your own. A few exemplars were born into families touched by the Enlightenment, and have been training their whole lives for this goal. In any case, you have decided to become a member of an organization whose goals match your own.

By choosing to take up the cause of and become a part of the Enlightenment, you may be called upon by the organization in tasks or to help others. While you are not obligated to take

every mission given to you, it is unusual for a regular member of the Enlightenment to refuse these requests without legitimate reasons.

#### Resources

Members of the Enlightenment support each other when possible, although the sheer size of the world and the urge to seek out and broaden the understanding of others tends to pull fellow members apart more than pull them together. In the presence of a tyrannical government, it is not uncommon for members of the Enlightenment to band together for a cause that only one or two may not have been able to handle. An exemplar of the Enlightenment undertaking a particularly difficult mission on behalf of the organization is typically assigned a defender from amongst the enlightened protectors (see below), although she may call upon the services of a protector once per month if she expects danger on one of her own undertakings. Protectors called this way typically arrive within a few days of the call and serve for up to one day per class level of the exemplar.

#### ENLIGHTENED EXEMPLARS IN THE WORLD

*"I don't always understand what she's talking about, but I'd like to. Thankfully, she's patient."*

-Prauth Sharpeye, half-elven traveler

An enlightened exemplar by himself is much like any other adventurer – someone seeking out his path in the world, although he has the benefit of knowing his cause: bringing enlightenment to those who would otherwise go without.

The Enlightenment organization can easily have a small base of operations in nearly any urban locale, allowing a quick point of contact to those either seeking fellow members or those looking to gain entrance or the assistance of the organization.

#### Organization

Upon entering the Enlightenment, enlightened exemplars are taught some of the time-honored techniques to expand their understanding of the world, and of themselves. The exact location for these teachings is dependent on where the new member is found, as the members of the group do not feel the need to travel to a specific site for training, instead utilizing any spot suitable.

#### NPC Reactions

Those NPCs not in power tend to embrace the

teaching of the enlightened exemplars, while those seeking to keep others under control tend to reject them. As such, the more open-minded commoners maintain a starting attitude of indifferent, while close-minded and corrupt NPCs instead typically have a starting attitude of unfriendly. Existing prejudices toward psionics can shift these starting attitudes one level better or worse depending on the area – in regions that fear the powers of the mind, those who openly teach it are attacked outright, while in areas where psionic talent is commonplace, members of the Enlightenment may be cheered or celebrated by the common folk.

#### ENLIGHTENED EXEMPLAR LORE

Characters with ranks in Knowledge (psionics) can attempt to research enlightened exemplars to find out more about them. When a character makes a successful Knowledge check, use the phrases or variations of them from below, including any information from lower DC checks, should there be any.

**DC 10:** The enlightened exemplars strive to expand the minds of others through peaceful and logical means. They support and cultivate psionic potential.

**DC 15:** Peaceful, but steadfast, the enlightened exemplars work always to teach the doctrine of their organization, the Enlightenment.

**DC 20:** Exemplars of the Enlightenment have a broad array of psionic potential, but have sworn oaths to never use it to affect the minds of others, instead relying on education and reason to change minds. It's for this reason that they may seem overbearing when preaching their ways.

Since the enlightened protectors are members of the same organization, a character researching the enlightened exemplars learns of them as well. Information from the protector's lore section (up to the check result) should also be made available to such a character.

#### ENLIGHTENED EXEMPLARS IN THE GAME

An enlightened exemplar character may be the driving force behind a part of your game, or he may simply follow the rest of the party, looking to spread the word of understanding as the party makes their way in the world. The model he portrays of his belief can help give a direction to a group that may not otherwise have a goal.

Players who frequently enjoy heavy interaction with NPCs are likely to enjoy playing enlightened exemplars. Those who take

satisfaction in teaching others also make good exemplars.

#### Adaptation

The enlightened exemplar is dependent on there being the Enlightenment organization in the world. Because the group is a decentralized organization, working far and wide to spread understanding and knowledge, there is no direct tie to a specific location. In other games, they may have a singular base of operations, perhaps even a church of an educating deity or a grand university. In either of these cases, the enlightened protector (see below) should be adapted alongside the exemplar; they are sister classes and compliment each other's abilities well.

#### Sample Encounter

The PCs might come across Tyril at any time, in particular if they are in a large city with an oppressive government. Her view of the party depends on if they support or work against such a regime.

**EL 10:** If not part of a government mission, the party is likely to see Tyril as she lectures to the characters as they pass by the town square. If the party seems interested, she will approach them for a deeper discussion. If working for a ruler or official the Enlightenment feels is unnecessarily unjust, however, the PCs will soon find themselves solidly hindered by a peaceful yet firm manifester capable of impressive psionic feats. A *concussion blast* dealing subdual damage is Tyril's favored weapon.

#### TYRIL LURETH

Female human nomad 5 / enlightened exemplar

5

CG Medium humanoid (psionic)

**Init** +3; **Senses** Listen +3, Spot +3

**Languages** Common, elven, dwarven

**Mode** +8 (Reflex Catechesis +0)

**AC** 18, touch 12, flat-footed 17

(+1 Dex, +6 armor, +1 deflection)

**hp** 66 (10 HD)

**Fort** +5, **Ref** +4, **Will** +10

**Speed** 30 ft. (6 squares)

**Melee** masterwork dagger +5 (1d4/19-20)

**Ranged** masterwork light crossbow +6

(1d8/19-20)

**Ranged** touch +5 (as power)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +4

**Special Actions** Psionic Meditation, mind over body

**Combat Gear** power stone of dismissal, 2 power stones of body adjustment

**Power Points Remaining** 89 of 92; **Nomad**

**Powers Known** (ML 9, DC 14+level+augments), Enhanced manifestation, Empower Power:

- 5th – psionic teleport, psionic true seeing
  - 4th – correspond, psionic dimension door, rending rift<sup>A UT</sup>, trace teleport<sup>A</sup>
  - 3rd – psionic darkvision, dispel psionics<sup>A</sup>, energy burst<sup>A</sup>, touchsight<sup>A</sup>
  - 2nd – concussion blast<sup>A</sup>, detect hostile intent\*, dimension swap<sup>A</sup>, psionic levitate, read thoughts, thought shield<sup>A</sup>
  - 1st – burst, detect psionics, empathy<sup>A</sup>, energy ray<sup>A</sup>, far hand<sup>A</sup>
- <sup>UT</sup> - New power described in Chapter 7  
 \* – Already manifest (at base power point cost unless otherwise indicated)

**Abilities** Str 10, Dex 12, Con 14, Int 19, Wis 13, Cha 8



Tyril, an enlightened exemplar, can often be found in the company of an enlightened protector while she works to educate others

**Feats** Craft Dorje, Empower Power, Expanded Knowledge (dimension swap)<sup>B</sup>, Expanded Knowledge (read thoughts)<sup>B</sup>, Imprint Stone, Open Minded, Psicrystal Affinity (nimble)<sup>B</sup>, Psionic Meditation<sup>B</sup>, Psionic Talent

**Skills** Concentration +15, Diplomacy +10, Knowledge (local) +17, Knowledge (psionics) +17, Psicraft +19

**Possessions** masterwork crossbow, 20 bolts, masterwork dagger, headband of intellect +2, +2 chain shirt, ring of protection +1, dorje of detect psionics, dorje of psionic tongues, cloak of resistance +1, 2613 gp

**Mind over Body (Ex):** Tyril can make a DC 25 Concentration check every hour to ignore fatigue, or a DC 30 Concentration check to reduce exhaustion to fatigue.

**Enhanced Manifestation (Ex):** Calculate the range, duration, and other level-dependent variables of Tyril’s powers as if her manifester level were 10.

**Hook** “Seek out the answers to your questions; let nothing stop you.”

## Enlightened Protector

“Those who take arms against my brothers take arms against me.”

–Oren, enlightened protector

Those who walked the path of the enlightenment were not always welcomed by others. Many of the more despotic societies would persecute them for their principals. To protect against those who would oppress the seekers of enlightenment, a sect arose: the enlightened protectors, they are the militant arm of the Enlightenment (see chapter 6).

### BECOMING AN ENLIGHTENED PROTECTOR

The guardian nature of the enlightened protector tends to draw psychic warriors and marksmen more than other classes, although it is not unusual for a soulknife to join the ranks of the enlightened protector.

### ENTRY REQUIREMENTS

Striving ever to increase their own stage of enlightenment, the enlightened protectors are still those among the Enlightenment who act to protect those who seek only to learn more about themselves and the world around them. In the face of oppression, an enlightened protector is an enemy to be feared. To qualify to become an enlightened protector, a character must fulfill

the following criteria.

**Base Attack:** +4

**Alignment:** Any non-evil

**Skills:** Knowledge (Psionics): 8 ranks

**Feats:** Iron Will, Open Minded, Psionic Meditation

**Psionics:** Ability to manifest 2nd level psychic warrior powers OR the shape mind blade class feature.

**Special:** Must be inducted into the order by a member of the Enlightenment. This involves swearing an oath to never again use supernatural means to control the mind of another being. For more information (including exact specifics of the oath), see Chapter 6: Organizations.

### CLASS SKILLS

The enlightened protector's class skills are Autohypnosis, Climb, Concentration, Craft, Diplomacy, Jump, Knowledge (psionics), Profession, Ride, Search, Sense Motive and Swim.

**Skill Points at Each Level:** 2 + Int modifier

### Class Features

Enlightened protectors draw from their own greater understanding of the world and of themselves to defend themselves and others of their order. In the face of tyrannical oppression, the enlightened protector tends to take on a more aggressive role, instead of as a defender of others. All of the following are class features of the enlightened protector.

### Weapon and Armor Proficiency:

Enlightened protectors gain no additional weapon or armor proficiencies.

**Manifesting:** At every level indicated, the

enlightened protector gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of enlightened protector to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly.

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

**Enhanced Manifestation:** At 1st level, an enlightened protector may treat his manifester level as one higher than it actually is when determining the level-dependent variables of his powers (such as range and duration). This does not allow him to spend more power points on one manifestation than his true manifester level. At 10th level, he may treat her manifester level as two higher instead of one.

If a character had more than one manifesting class before he became an enlightened protector, he must decide to which class he adds this increase.

**Self Discovery (Ex):** At 1st level, an enlightened protector gains Expanded Knowledge as a bonus feat if he meets the prerequisites. If he met the Shape Mind Blade requirement, he may select any feat that requires the ability to manifest a mind blade as a bonus feat.

Table 5-5: THE ENLIGHTENED PROTECTOR

Level	BAB	Fort	Ref	Will	Special	HIT DIE: d8 Manifesting
1	+1	+0	+0	+2	Enhanced manifestation, self discovery	-
2	+2	+0	+0	+3	Path of enlightenment I	+1 level of existing class
3	+3	+1	+1	+3	-	+1 level of existing class
4	+4	+1	+1	+4	Mind over body	+1 level of existing class
5	+5	+1	+1	+4	-	+1 level of existing class
6	+6	+2	+2	+5	Path of enlightenment II	+1 level of existing class
7	+7	+2	+2	+5	-	+1 level of existing class
8	+8	+2	+2	+6	-	+1 level of existing class
9	+9	+3	+3	+6	Path of enlightenment III	+1 level of existing class
10	+10	+3	+3	+7	Serenity	-

**Path of Enlightenment (Ex):** At 2nd level and again at 6th and 9th level, the enlightened protector is able to use the power of his mind to enhance his combat abilities. He may choose the following feats as bonus feats, even if he would otherwise not qualify for them. Once his path is chosen at 2nd level, the enlightened protector can not alter the choice.

Path of the Armed: 2nd - Psionic Weapon, 6th - Improved Critical, 9th - Deep Impact  
 Path of the Unarmed: 2nd - Psionic Fist, 6th - Greater Psionic Fist, 9th - Unavoidable Strike  
 Path of the Mind: 2nd - Expanded Knowledge, 6th - Overchannel, 9th - Talented.

**Mind over Body (Ex):** At 5th level, an enlightened protector has learned to use the power of his mind to shrug off effects that might hinder others. By making a successful DC 25 Concentration check, he can ignore the effects of being fatigued. With a successful DC 30 Concentration check, he can lower the effects of exhaustion to those of fatigue. The enlightened protector must re-roll this check every hour to maintain this effect. If the roll is unsuccessful, he can retry in an hour.

**Serenity (Ex):** At 10th level, an enlightened protector has achieved a state of serenity that allows him to perform tasks impossible to those with less disciplined minds. He may attempt to regain psionic focus as a swift action. This increases the DC of the Concentration check by 10. The enlightened protector may still regain focus normally as a move action.

## PLAYING AN ENLIGHTENED PROTECTOR

As an enlightened protector, your role in the world is to defend your brothers and sisters in the Enlightenment and to seek out and eliminate those who oppress others. During your travels, you can offer assistance to those in despotic or cruel governments by either helping them either to relocate or, in extreme situations, by directly taking on the forces of the corrupt government.

### Combat

Like your brethren, the enlightened exemplars, you attempt to educate the closed-minded as a first recourse, instead of charging in heedlessly. Unlike your brethren, if you are drawn into combat, you tend to shoot first and ask questions later, as those causing the conflict tend to have ignored any attempts at a

diplomatic understanding. Your exact tactics depend on your background, but you frequently choose the most logical course of action to end the conflict in a swift and efficient manner. The different paths available to an enlightened protector allow you to choose the role that most closely matches your background, be it a primary manifester, using your combat ability to complement your psionic power, or an unarmed opponent, striking out with your fist after charging it with energy.

It isn't uncommon for you to join with other adventurers, as despite your nature to protect others, you are not immune to attacks, either. Those companions who best suit your abilities are trackers or clerics, to complement your own abilities.

### Advancement

The choice to walk the path of enlightenment as one of its protective arm is frequently made by psychic warriors and soulknives whose inherent protective nature has developed into the ideology held by the Enlightenment.

After becoming an enlightened protector, the rest of the Enlightenment will tend to seek your aid in their missions of understanding or will encourage you to seek out those needing your assistance.

As you progress in power, it is not uncommon to be called upon more frequently by others in the Enlightenment. Your advanced abilities can support those seeking to spread knowledge or prevent repression. These may be for short support stints, only a few days in duration, or, rarely, extended campaigns.

### Resources

During the course of your career as a member of the Enlightenment, it is not unusual to have access to discounted weapons or armor to help you serve more ably as a protector. However, this access is contingent upon there being a local base of operations. When serving the Enlightenment on difficult missions, you will almost always have one or more exemplars with you – while you are charged with defending them, they will support you and the mission to the best of their ability.

## ENLIGHTENED PROTECTORS IN THE WORLD

*"I've never seen someone with such a peaceful disposition defend themselves so ably. The local gang won't likely try that again."*

-Dermun Silverbeard, dwarven innkeeper

An enlightened protector is most often found with others, acting as a guard or sentry. If he is by himself, he is much like any other explorer – someone seeking out his path in the world, although he has the benefit of knowing his cause: bringing enlightenment to those who would otherwise go without and protecting those who would otherwise be subjugated.

Enlightened protectors belong to the same organization as their more cerebral counterparts, the enlightened exemplars: the Enlightenment. As a result, the organization and NPC reactions entries listed above for the enlightened exemplar also apply to the enlightened protector.

#### ENLIGHTENED PROTECTOR LORE

Characters with ranks in Knowledge (psionics) can attempt to research enlightened protectors to find out more about them. When a character makes a successful Knowledge check, use the phrases or variations of them from below, including any information from lower DC checks, should there be any.

**DC 10:** Enlightened protectors guard others of their order from oppression.

**DC 15:** Enlightened protectors defend those of the Enlightenment organization as well as working against oppression. They are able warriors with a diverse arsenal of weaponry, words, and mental power.

**DC 20:** The enlightened protectors hone their individual talents in combat at the same time as learning the peaceful ways of conversion. While generally more defensive than aggressive, you don't want to oppose one in combat if you can help it. Not only are they fearsome warriors, they continue to speak on the error of your ways even as they strike. This likely stems from their oath, which is the same as their exemplar cousins.

Since the enlightened exemplars are members of the same organization, a character researching the enlightened protectors learns of them as well. Information from the exemplar's lore section (up to the check result) should also be made available to such a character.

#### ENLIGHTENED PROTECTORS IN THE GAME

It shouldn't be difficult to find a suitable spot for an enlightened protector in your game. Perhaps the organization is just now starting to reach the area the group is exploring, so the ties of this class are light. Players who play the more

combative and guardian type roles are likely to enjoy playing an enlightened protector.

#### Adaptation

The enlightened protector is dependent on there being both the Enlightenment organization and enlightened exemplars in the world. Because the group the Enlightenment is a decentralized organization, working far and wide to spread understanding and knowledge, there is no direct tie to a specific location. Exactly how they fit in to the organization as it appears in your world depends on how the exemplars fit in – the protectors could serve as templars or warrior-monks instead of bodyguards if the Enlightenment takes the form of a church, for instance.

#### Sample Encounter

Anytime the group of PCs encounter a tyrannical government, groups of the Enlightenment are likely to be in the area or on their way. The exemplars are often accompanied by the enlightened protectors. Enlightened protectors are also a common sight in refugee camps; the warriors are especially vigilant in bearing those displaced by war to safety.

**EL 11:** The criminals sought by the party are being protected by a hulking half-giant who says they have been falsely accused of crimes in order to punish them for not working in the inhumane conditions on the local lord's land. Who is right? Oren is an enlightened protector with a strong urge to guard others. A frequent field agent of the Enlightenment, he would attempt to gauge the PCs intent concerning the local government and where they stand on liberating the population. He might also be found with Tyril Lureth (see above).

#### OREN AR'OHTAR

Male half-giant psychic warrior 6 / enlightened protector 4

NG Medium giant (psionic)

**Init** +4, **Vigilance of the Giants**; **Senses** Low-light vision; Listen +4, Spot +4

**Languages** Common, Giant

**Mode** +3 (Body Tank +4)

**AC** 20, touch 11, flat-footed 19

(+6 armor, +3 shield, +1 deflection)

**hp** 78 (10 HD)

**Fort** +8, **Ref** +5, **Will** +12

**Resist** fire 5



**Speed** 20 ft. (4 squares)

**Melee** *large* +1 *longsword* +11 (2d6+4, 19-20/x2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +8; **Grp** +12

**Atk Options** Power Attack, Psionic Weapon

**Special Actions** Inquisitor, Psionic

Meditation, mind over body

**Combat Gear** power stone of *body adjustment*

**Power Points Remaining** 38 of 43; **Psychic**

**Warrior Powers Known** (ML 9), Enhanced manifestation:

3rd – *graft weapon, psionic keen edge\**, *ubiquitous vision*

2nd – *detect hostile intent, dimension swap*<sup>A</sup> <sup>UT</sup> *physical acceleration*<sup>A</sup>

1st – *biofeedback*<sup>A</sup>, *conceal thoughts, expansion*<sup>A</sup>, *vigor*<sup>A</sup>

<sup>UT</sup> – New power described in Chapter 7

\* – Already manifest (at base power point cost unless otherwise indicated)

**Psi-like abilities** (ML 5):

1/day – *stomp* (5d4, DC 10)

**Abilities** Str 17, Dex 10, Con 16, Int 10, Wis 18, Cha 8

**SQ** Powerful build, naturally psionic (2)

**Feats** Expanded Knowledge (*biofeedback*)<sup>B</sup>, Improved Initiative<sup>B</sup>, Inquisitor, Iron Will, Open Minded, Power Attack, Psionic Body<sup>B</sup>, Psionic Meditation<sup>B</sup>, Psionic Weapon<sup>B</sup>, Vigilance of the Giants<sup>UT</sup>

<sup>UT</sup> – New feat described in Chapter 4.

**Skills** Concentration +15, Sense Motive +17

**Possessions** combat gear plus *large* +1 *longsword*, +2 *breastplate*, +1 *heavy steel shield*, *periapt of wisdom* +2, *ring of protection* +1, 2015 gp

**Enhanced Manifestation (Ex):** Calculate the range, duration, and other level-dependent variables of Oren's powers as if his manifester level were 10.

**Powerful Build (Ex):** Oren may treat himself as one size larger than he is for the purposes of opposed checks that involve size modifiers and when determining sizing penalties on weapons.

**Mind over Body (Ex):** Oren can make a DC 25 Concentration check every hour to ignore fatigue, or a DC 30 Concentration check to reduce exhaustion to fatigue.

**Hook** "I don't recommend causing a fight. But if you choose to, go ahead. See what happens."

## **Knight Meditant**

*"His mind is calm, like a tranquil lake, devoid of even the slightest stirring. The world around him is not as fortunate."*

Seeking to master the power of his own mind, the knight meditant spends much of his time deep in meditation. Through this rigorous study, he gleans new and powerful ways to enhance his psionic focus and the different mantras such forces can power. While essentially any warrior who studies his inner strength can become a knight meditant, psychic warriors, marksmen, soulknives and monks most frequently follow the path.

The original Knights Meditant were followers of Lord Davik Marcellus Kai, Grand Master of the Order of the Resolute Shield. He was Rajrin's first exceptional warrior to discover a unifying secret behind the schools of meditation -- that all are, in fact, reflections of a greater whole, and by embracing that whole, one can better approach his own perfect self-image in combat. Lord Davik developed an ill-deserved reputation as a renegade for breaking with tradition in his views, and was stripped of his noble title... but every year more and more open-minded or dedicated students found his training grounds and entered his tutelage. Today his path is counted among the elite fighting styles of Rajrin, and the Knights Meditant (still referred to in some circles as Davik's Knights) are revered for their calm, poise, and prowess on the battlefield.

**Hit Die:** d8

### **ENTRY REQUIREMENTS**

To qualify to become a knight meditant, a character must fulfill the following criteria.

**Base Attack:** +5

**Skills:** Concentration 8 ranks

**Feats:** Any two Mantra feats, Psionic Meditation

### **Class Skills**

The knight meditant's class skills are Autohypnosis, Balance, Climb, Concentration, Craft, Jump, Knowledge (psionics), Profession, Ride, Search, and Swim.

**Skill Points at Each Level:** 2 + Int modifier

### **Class Features**

All of the following are class features of the knight meditant.

**Weapon and Armor Proficiency:** Knights meditant gain no additional weapon or armor proficiencies.

**Manifesting:** At every level indicated, the knight meditant gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of knight meditant to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before he became a knight meditant, he must decide to which class he adds the new level of knight meditant for the purpose of determining power points per day, powers known, and manifester level.

**Martial Traditions:** Lord Davik's academy accepts applicants from all walks of life, and students are encouraged not to neglect the roots of their martial training while they study the way of the Knight Meditant. When the character becomes a Knight Meditant they may choose to gain one of the following abilities:

*Unarmed Damage (Ex):* A knight meditant with Improved Unarmed Strike has the unarmed strike damage of a monk of his class level + his monk level, if any.

*Smite (Ex):* A knight meditant with a smite attack (such as the paladin's smite evil) treats his level in whatever class granted the smite as his level in that class + his knight meditant level.

*Favored Enemy (Ex):* A knight meditant with at least one favored enemy adds his class level to his effective ranger level when determining how many favored enemies he has and the size of the bonus associated with this ability.

*Mind Blade (Su):* A knight meditant with the ability to form a mind blade adds his class level to his effective soulknife level for the purposes of his mind blade and mind blade enhancement. If he selects this option, he gains no mind-blade-related benefits from increased manifester levels (see Soulknives and Prestige Classes at the beginning of this chapter). If he does not select this option, he still advances his mind blade at those levels.

*Bonus Mantra:* Some knight meditants abandon their old ways entirely, throwing themselves completely into Davik's training. These knights (many of which do not qualify for any of the above traditions) gain a bonus Mantra feat.

**Meditative Focus:** Starting at 2nd level, the knight meditant gains a competence bonus on Concentration checks to become psionically focused equal to his class level.

**Extended Mantra (Su):** When meditating to activate a mantra, a knight meditant of 4th level or higher may choose to make it an extended mantra. Doing so doubles the duration the mantra may be in effect as long as the knight meditant remains focused. Activating an extended mantra increases the DC of the Concentration check to become psionically focused by 4. If the knight meditant has the ability to activate more than one mantra with a single meditation the DC of the Concentration increases by 4 per mantra he wishes to extend in this fashion.

Table 5-6: THE KNIGHT MEDITANT

Level	BAB	Fort	Ref	Will	Special	Manifesting
1	+1	+0	+0	+2	Martial traditions	-
2	+2	+0	+0	+3	Meditative focus	+1 level of existing manifesting class
3	+3	+1	+1	+3	-	+1 level of existing manifesting class
4	+4	+1	+1	+4	Extended mantra	-
5	+5	+1	+1	+4	-	+1 level of existing manifesting class
6	+6	+2	+2	+5	Master of mantras	+1 level of existing manifesting class
7	+7	+2	+2	+5	-	-
8	+8	+2	+2	+6	Enduring mantra	+1 level of existing manifesting class
9	+9	+3	+3	+6	-	+1 level of existing manifesting class
10	+10	+3	+3	+7	Threefold master	-

**Master of Mantras:** At 6th level the knight meditant gains Master of Mantras<sup>UT</sup> as a bonus feat. If he already has this feat, he may select another Mantra feat that he meets the prerequisites as a bonus feat.

**Enduring Mantra (Su):** When meditating to activate a mantra, a knight meditant of 8th level or higher may choose to make it an enduring mantra. The knight meditant may choose to pay 5 power points to use an ability of an active enduring mantra in place of expending his psionic focus, but may only do so once per round. Doing so does not end the mantra as it normally would. Activating an enduring mantra increases the DC of the Concentration check to become psionically focused by 8. If the knight meditant uses his Master of Mantras feat to activate more than one mantra with a single meditation, the DC of the Concentration check increase by 8 per mantra he wishes to make enduring.

**Threefold Master (Su):** A knight meditant of 10th level or higher attunes his body and mind to an inner harmony while meditating, releasing energy that was simply inaccessible to him before. He may activate and benefit from three mantras at once. Activating three mantras at once increases the DC of the Concentration check by 5 per mantra, and the knight meditant does not gain the benefit of Psionic Meditation when activating three mantras at once.

Additionally, the knight meditant may now gain the benefits of Psychic Meditation when using his Master of Mantras feat. This allows him to activate and maintain two mantras at once as a move action.

### Sample Encounter

A PC wishing to learn the ways of the Knights Meditant must first locate Lord Davik's stronghold and petition the grand master for a place at the school. Before inducting any student to his school, Lord Davik (now middle-aged and retired from adventuring) personally tests them in both single combat and meditation. They must focus their minds in a distracting environment -- typically under a waterfall -- and then engage the grand master himself, who simply defends and observes. Should the student successfully demonstrate the mindset of a Knight Meditant, he is taken to the school for further training.

**EL 7:** Lord Davik as presented below has no mantras active; he selects two or three to use

against a particular applicant based on his initial impression of them. He does not have all of his combat powers active, as he is merely trying to test the applicant -- he generally prefers to use Combat Expertise to achieve a high armor class and observe his potential student's tactics and mindset. If he feels the need to push a student (to stir their potential or task the poor applicants), he may attempt trips, non-lethal stunning attacks, or flashy psionic powers (such as *flourish* or *dispatch*) but he's more interested in the student's dedication than in winning the battle.

This test is repeated for potential threefold masters, although in that test, Lord Davik fights back, frequently while the student is unprepared.

### LORD DAVIK MARCELLUS KAI

Male human Monk 2 / Psychic Warrior 7 / Knight Meditant 10  
LN Medium humanoid  
**Init** +3; **Senses** Listen +23, Spot +23  
**Languages** Common  
**Mode** +5 (Id Feint +2)

---

**AC** 35, touch 25, flat-footed 24, Deflect Arrows (+7 Armor, +3 Dex, +7 Wis, +3 deflection, +1 class, +1 luck)

**hp** 146 (19 HD)

**Fort** +16, **Ref** +15, **Will** +25, Evasion

---

**Speed** 40 ft (8 squares)

**Melee** flurry of blows +22/+22/+17/+12/+7 (2d6+3, 19-20/x2, counts as adamantine)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +16, **Grp** +18

**Atk Options** Power Attack, Combat Expertise, Combat Reflexes, Stunning Fist (DC 27), plus any from active mantras

**Special Actions** Psionic Meditation, Master of Mantras, extended mantra, enduring mantra, threefold master, plus any from active mantras

**Combat Gear** 2 power stones of *body adjustment*, power stone of *vampiric blade*, crystalic: *adamantine fists*<sup>UT</sup>

**Power Points Remaining** 89 of 96; **Psychic Warrior Powers Known** (ML 13, DC 18+level+augments):

5th -- *catapsi*<sup>A</sup>

4th -- *psionic freedom of movement*, *inertial barrier*

3rd -- *dispatch*<sup>A UT</sup>, *dimension slide*<sup>A</sup>, *ubiquitous vision*

2nd -- *physical acceleration*<sup>A UT</sup>, *flourish*<sup>A UT</sup>, *psionic lion's charge*<sup>A</sup>

1st – offensive precognition<sup>A</sup>, defensive precognition<sup>A</sup>, blinding flash<sup>A UT</sup>, inertial armor<sup>A\*(7)</sup>

<sup>UT</sup> – New power described in Chapter 7

\* – Already manifest (at base power point cost unless otherwise indicated)

**Abilities** Str 17, Dex 17, Con 17, Int 14, Wis 24, Cha 11

**SQ** Evasion

**Feats** Improved Unarmed Strike<sup>B</sup>, Stunning Fist<sup>B</sup>, Combat Reflexes, Power Attack<sup>B</sup>, Deflect Arrows<sup>B</sup>, Psionic Meditation<sup>B</sup>, Weapon Focus (Unarmed Strike), Combat Expertise<sup>B</sup>, Riding the Waves<sup>UT</sup>, Eye of the Storm<sup>UT B</sup>, Way of the Warrior<sup>UT</sup>, Wrath of the Dragon<sup>UT</sup>, Improved Critical (Unarmed Strike), Master of Mantras<sup>UT B</sup>, Final Strike of the Executioner<sup>UT</sup>

<sup>UT</sup> – New feat described in Chapter 4

**Skills** Concentration +26 (+36 to become psionically focused), Knowledge (Psionics) +9, Jump +12, Tumble +12, Balance +12

**Possessions** combat gear plus *Periap of Wisdom* +6, *Cloak of Resistance* +5, *Ring of Protection* +3, *Gloves of Dexterity* +4, *Belt of Giant Strength* +4, *Adamantine Fists*\*, *Crystal Mask of Mind Armor*, *Bracers of Health* +4, *Stone of Good Luck (Luckstone)*, 8,658 gp.

**Evasion (Ex):** If Lord Davik successfully makes a Reflex save for half damage, he instead takes no damage.

**Extended Mantra (Su):** Lord Davik's mantras may last longer than normal. See above for more information.

**Enduring Mantra (Su):** Lord Davik's mantras may be triggered by spending power points instead of expending psionic focus. See above for more information.

**Threefold Master (Su):** Lord Davik may activate and maintain up to three Mantra feats at once, and may benefit from Psionic Meditation when using Master of Mantras. See above for more information.

**Hook** "Every tornado has an eye, every storm a calm center. You will find that calm, or you will find another place to train."

### **Maverick Voidshaper**

"Oh, I just took the distance between where I was and where I wanted to be and put it where I wasn't."

In any society there are outcasts, lost souls that for one reason or another cannot find their place in a productive world. Many among these



Illustration by Kevin Miller

*Knights Meditant come from many martial traditions; some, like Lord Davik, were once monks*

outcasts are gifted, often being forced from a normal life by the discovery of their talents. When such outcasts follow the path of the nomad, and desire both to see the whole of their world, and shape themselves a place within it, they often take up the mantle of the maverick voidshaper: the renegade master of space and time.

In Rajrin, maverick voidshapers are noted as much for their criminal and mischievous tendencies as they are for their psychoportive powers. A Rajrin voidshaper takes the title of outcast with pride and arrogance, believing themselves above a world filled with rabble who cannot comprehend the depth of their talents. Most question their morals, and many their intentions, but none question their abilities.

**Hit Die:** d6

### **ENTRY REQUIREMENTS**

To qualify to become a maverick voidshaper, a character must fulfill the following criteria.

**Skills:** Psicraft 8 ranks

**Feats:** Burrowing Power, Enlarge Power

**Psionics:** Able to manifest *dimension swap*

**Class Skills**

The maverick voidshaper's class skills are Autohypnosis, Balance, Climb, Concentration, Craft, Disable Device, Escape Artist, Jump, Knowledge (Psionics), Profession, Psicraft, Search, and Use Rope.

**Skill Points at Each Level:** 4 + Int modifier

**Class Features**

All of the following are class features of the maverick voidshaper.

**Weapon and Armor Proficiency:** Maverick voidshapers gain no additional proficiency in any weapon or armor.

**Manifesting:** At every level indicated on the table, the maverick voidshaper gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that she adds the level of maverick voidshapers to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became a maverick voidshaper, she must decide to which class she adds the new level of maverick voidshapers for the purpose of determining power points per day, powers known, and manifest level.

**Psychoportive Evasion:** At 1st level the maverick voidshaper learns to harness her psychoportative abilities to evade harm. She gains the Evasion extraordinary ability of a 2nd level monk. In addition, if she succeeds a Reflex save against which her Evasion ability applies, she may expend her psionic focus as an immediate action to teleport to any unoccupied space she has line of effect to within or adjacent to the effect that provoked the Reflex save. This teleportation is a supernatural ability.

**Scorn Earth (Su):** The maverick voidshaper's prowess over psychoportation allows her to passively reshape the effect of her personal gravity. She gains the scorn earth ability of an elocater (see the *Expanded Psionics Handbook*, page 143) at 2nd level.

**Rend Space (Su):** At 3rd level, the maverick voidshaper is able to tear the space around her to allow her powers to be used over great distances. Any close range powers she manifests are treated as being medium range, medium range powers are treated as long range, and long range powers are treated as if under the effects of the Enlarge Power metapsionic feat (although the maverick voidshaper does not need to expend her psionic focus to use this ability. Powers enhanced by this ability may be still be enhanced by the Enlarge Power metapsionic feat; in the case of powers that were originally long range, their range is increased by 200% instead of 100% (becoming 1200 feet plus 120 feet per manifest level) if both Enlarge Power and Rend Space are applied.

**Bend Time (Su):** At 4th level, the maverick voidshaper can manipulate distance and space with unparalleled ease. All of her

**Table 5-7: THE MAVERICK VOIDSHAPER**

Level	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+0	+0	+2	Psychoportive evasion	-
2	+1	+0	+0	+3	Scorn earth	+1 level of existing manifesting class
3	+1	+1	+1	+3	Rend space	+1 level of existing manifesting class
4	+2	+1	+1	+4	Bend time	+1 level of existing manifesting class
5	+2	+1	+1	+4	Voidburst power	+1 level of existing manifesting class
6	+3	+2	+2	+5	-	+1 level of existing manifesting class
7	+3	+2	+2	+5	Distend power	+1 level of existing manifesting class
8	+4	+2	+2	+6	-	+1 level of existing manifesting class
9	+4	+3	+3	+6	Psychoportive navigator	-
10	+5	+3	+3	+7	Voidwell power	+1 level of existing manifesting class

psychoportation (teleportation) powers with a manifesting time of 1 round or less gain the following additional augment:

**Augment:** If you spend 6 additional power points, you may manifest this power as an immediate action.

**Voidburst Power (Su):** At 5th level, the maverick voidshaper discovers the trick to bringing about a unique metapsionic effect known as a voidburst, which creates a ripple in reality that pushes all matter away from its origin. To use this ability, the maverick voidshaper must expend her psionic focus. Voidburst power may only enhance powers that affect an area and that allow a Reflex save. Any creature that fails their Reflex save against the power is immediately ejected to the nearest edge of the power's effect and knocked prone. In addition, for every 10 feet traveled in this fashion, the creature suffers 1d6 points of damage. Using this ability increases the power point cost of the power by 2. A power enhanced with a voidburst may not also be enhanced by a voidwell.

**Distend Power (Ex):** A 7th level maverick voidshaper learns to shape and contort the space in which she manifests her powers. She gains the Widen Power feat if she did not already have it. If she already had the feat before reaching this level (or later selects it normally), it no longer requires her to expend psionic focus to use, operating merely by increasing the power point cost.

**Psychoportive Navigator (Su):** A 9th level maverick voidshaper may affect the position of creatures and objects in her environment in ways she could previously only affect herself. The maverick voidshaper may manifest any psychoportation (teleportation) power that would normally affect her on any willing creature or unattended object within the range of the power. If the power's range is "Personal", the range changes to "Close".

**Voidwell Power (Su):** At 10th level the maverick voidshaper discovers the trick to bringing about a unique metapsionic effect known as a voidwell, which creates a fold in space that draws all nearby matter towards its origin, making it difficult to avoid the effect. To use this ability the maverick voidshaper must expend her psionic focus. Voidwell power may only enhance powers with an area that allow a



Illustration by Gerald Lee

*Saint Cora, a maverick voidshaper, playing with the laws of space — not to mention those of the city*

Reflex saving throw. A voidwell power has a save DC 3 higher than normal; in addition, creatures with the Evasion or Improved Evasion abilities gain no benefit from these abilities against voidwell powers, as the space collapsing towards the origin of the power prevents even the most agile from escaping unharmed. Using this ability increases the power point cost of the power by 4. A power enhanced with a voidburst may not also be enhanced by a voidwell.

### Sample Encounter

Most maverick voidshapers don't need a reason for the PCs to find them — or if they do have a reason, it doesn't have to be obvious or even readily apparent. The most memorable voidshapers are criminals, rebels, and loners who are eager to 'stick it to the man', wherever the man might be. If the PCs likewise oppose authority or tend to act on impulse, they are wonderful, if unpredictable, allies. Should they be sent to apprehend such a voidshaper, they may be in for a headache of an encounter. The few voidshapers who work with authority,

however, may be all the more frightening as a member of a military unit or assassination squad.

**CR13:** The PCs may be passing a major church in the street when a prominent cleric finds himself teleported five feet to the left, mysteriously devoid of clothes. Alternatively, if one of the PCs is visibly devout themselves, they may be the victim of the same practical joke. Either way they have the Saint to thank, although 'Saint' Cora isn't actually a saint. She just calls herself one, out of a deep sense of irony, as she's far from virtuous. Why she started doing this isn't clear, although several recognized churches (who'd pay the PCs handsomely to apprehend her) consider it an outrage, particularly when common folk start referring to her as a saint. She radically opposes established authority (particularly religious authority), and how an encounter between her and the PCs plays out depends on their stance on the law and those who enforce it. She spends much of her time sowing disorder, uncertainty, and general excitement amongst the people through daredevil stunts and the use of unpredictable (yet mostly harmless) psionic powers. She prefers a quick getaway to a slugfest, and makes ample use of her teleportation powers to make sure she has an escape route.

#### SAINT CORA, SEEKER OF MISCHIEF

Female half-elf nomad 6 / maverick voidshaper

7

CN Medium humanoid (psionic)

**Init** +6; **Senses** Listen +9, Spot +9

**Languages** Common

**Mode** +8 (Sap Mind -4)

**AC** 24, touch 14, flat-footed 21

(+9 armor, +3 Dex, +1 natural, +1 deflection)

**hp** 54 (13 HD)

**Fort** +7, **Ref** +12, **Will** +11, **Psychoportive evasion**

**Speed** 40 ft (8 squares), Scorn earth

**Ranged** light crossbow +10 (1d8, 19-20/x2)

**Ranged** touch +9 (as power)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6, **Grp** +6

**Special Actions** Psionic Meditation, Personality Purge (Distracted)

**Combat Gear** 2 potions of *cure moderate wounds*, dorje of *energy bolt*, crystallic: *quickenings bands* <sup>UT</sup>, 20 bolts

**Power Points Remaining** 131 of 156;

**Nomad Powers Known** (ML 12, DC 15+level+augments), Burrowing Power, Enlarge Power, Widen Power, voidburst power, rend space, bend time:

6th – *temporal acceleration* <sup>A</sup>, *psionic contingency* <sup>X</sup>, *cathartic apportionation* <sup>A UT</sup>

5th – *psionic teleport*, *teleport trigger*, *psionic true seeing*, *ectoplasmic shambler*

4th – *psionic fly* <sup>\*</sup>, *psionic dimension door*, *psionic freedom of movement* <sup>\*</sup>, *rending rift* <sup>A UT</sup>

3rd – *temporal dissociation* <sup>A UT</sup>, *time hop* <sup>A</sup>, *astral caravan* <sup>A</sup>, *energy burst* <sup>A</sup>

2nd – *dimension swap* <sup>A</sup>, *psionic levitate*, *forced sense link*, *psionic knock*

1st – *crystal shard* <sup>A</sup>, *detect teleportation* <sup>A</sup>, *entangling ectoplasm*, *inertial armor* <sup>A\*(11)</sup>, *trick shot* <sup>A UT</sup>

<sup>UT</sup> – New power described in Chapter 7

<sup>\*</sup> – Already manifest (at base power point cost unless otherwise indicated)

**Abilities** Str 10, Dex 16, Con 13, Int 20, Wis 8, Cha 12

**Feats** Burrowing Power <sup>B</sup>, Enlarge Power, Improved Initiative, Personality Purge (Distracted) <sup>UT B</sup>, Psicrystal Affinity (Liar), Psicrystal Containment <sup>B</sup>, Psionic Meditation, Widen Power <sup>B</sup>

<sup>UT</sup> – New feat described in Chapter 4

**Skills** Bluff +12, Concentration +20, Escape Artist +18, Knowledge (Psionics) +9, Psicraft +15, Search +22

**Possessions** combat gear plus *headband of intellect* +2, *gloves of dexterity* +2, *cloak of resistance* +2, *ring of protection* +1, *amulet of natural armor* +1, masterwork light crossbow, 5,315 gp

**Psychoportive Evasion:** Saint Cora may evade certain attacks, and has the option of instantly teleporting after doing so. See above for more information.

**Scorn Earth (Su):** Saint Cora is floating unless she wishes otherwise. While she remains within 1 foot of a surface (including over liquids), she may act normally. If she is further away, her speed drops to 10 ft, and she suffers penalties as if floating under *psionic levitate*.

**Voidburst Power (Su):** Saint Cora may expend her psionic focus and pay 2 additional power points to cause her powers to distort space in their areas, pushing targets away from their point of origin. See above for more information.

**Rend Space (Su):** The range of any power Saint Cora manifests is enlarged. See above for more information.

**Bend Time (Su):** Saint Cora may manifest any teleportation power (with a manifestation time of 1 round or less) as an immediate action by spending 6 additional power points.

**Hook** “It’s a big, wide, calm, orderly world out there. Oh, don’t worry though, I intend to fix that”

## **Phenotype Impressionist**

*“I can make them fly, too, if you’d prefer.”*

A phenotype impressionist is a hybrid, all about hybrids, a sculptor of reality and proto-reality. While most shape-changers alter their own flesh, the phenotype impressionist applies the same principles to astral construction, resulting in unique ectoplasmic allies with infinite diversity in their abilities. The vast majority are shapers dabbling in psychometabolism, although egoists with more than a passing interest in metacreativity may find their way to the same conclusions. Less dedicated manifesters almost never meet the exacting requirements for the phenotype impressionist.

Phenotype impressionism was a term coined by the logos dragon Karvamanus. An avid scholar of flora and fauna and a capable artist, history records him as the first to develop the discipline of the impressionist, modifying his creations in unheard of ways as a friendly challenge with his pathos dragon rival, the master shapechanger Hemanyaliz. Their academic competition didn't truly end until Karvamanus discovered the astral juggernaut power, whereupon both agreed that their rivalry may have consequences that both would regret were it to continue. Their agreement to disagree was one of only a few such instances ever recorded of two different ego dragons reaching a definite conclusion.

**Hit Die:** d4

### **ENTRY REQUIREMENTS**

To qualify to become a phenotype impressionist, a character must fulfill the following criteria.

**Skills:** Craft (Any) 10 ranks, Knowledge (Nature) 6 ranks

**Feats:** Boost Construct, Formbinder

**Psionics:** Able to manifest *assume form*, *astral construct*, and *psionic repair damage*

### **Class Skills**

The phenotype impressionist’s class skills are Concentration, Craft, Disguise, Knowledge (psionics), Knowledge (nature), Profession, and Psicraft.

**Skill Points at Each Level:** 2 + Int modifier

### **Class Features**

All of the following are class features of the phenotype impressionist.

### **Weapons and armor proficiencies:**

Phenotype impressionists gain no additional proficiency with weapons or armor.

**Manifesting:** At every level indicated on the table, the phenotype impressionist gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of phenotype impressionist to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly.

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

**Mold Construct (Ex):** At 1st level the phenotype impressionist learns how to alter the bodies of his constructs as they are formed through effects that grant the bodies of other creatures. When manifesting *astral construct*, the impressionist may manifest *assume form* at the same time. This does not require any additional actions beyond manifesting *astral construct*. Rather than changing his own form, the impressionist instead grants all benefits of the manifested *assume form* power to the construct he has just created, which becomes the new target of the power. The impressionist must pay the power point cost for both powers, including any augments. The sum total of power points spent in this way cannot exceed the phenotype impressionist’s manifester level.

At 4th level and above, the impressionist can manifest *astral construct* this way using any other power of the Shapechanging subdiscipline in place of *assume form*. He may even substitute



a Shapechanging power that he does not know, but if he does so, he is limited to powers of 3rd level or lower and pays 2 more power points than normal.

**Reshape Construct (Su):** At 3rd level the phenotype impressionist learns how to modify constructs already created with shapechanging powers. If he expends his psionic focus while manifesting the power *assume form*, the power gains the “Range: 60 ft.” and “Target: a single astral construct you have created” entries in place of its normal range and target entry. The power affects the construct as it would normally affect its manifester.

At 5th level, the impressionist can modify his created astral constructs this way using any other power of the shapechanging discipline that he knows in place of *assume form*.

**Fuse Construct (Su):** At 5th level, the phenotype impressionist may resculpt his constructs on the fly in such a way as to combine two into a single, even more diverse form. If he expends his psionic focus, he may command two astral constructs he has created within 60 feet that are adjacent to each other to merge. These two constructs fuse into a single construct with properties of both components.

The fused construct has a number of hit points equal to the sum of the two component constructs’ current hit points. It has all the menu selections and other special abilities of the components (subject to normal stacking rules). Its hit dice are equal to the sum of the components’ hit dice (calculate base attack bonus and saving throws accordingly), while each of its six ability scores and natural armor is the greater of the corresponding scores of the two components. The fused construct is the size of the larger of the two components.

The fused construct lasts as long as the duration of the longest-lasting of the two component constructs. Fusing constructs in this manner costs the impressionist a number of power points equal to the sum of the levels of the two

astral constructs (for example, fusing a 3rd-level astral construct with a 5th-level astral construct costs the impressionist 8 power points). A fused construct cannot be further fused with other constructs.

### Sample Encounter

Phenotype impressionists are, aside from their unique skills, much like other psions in their habits. They adventure and study in order to develop more power. What sets the impressionist apart is that he will be more likely to wander searching for strange creatures to examine so that their bodies might be mimicked in his constructs.

The vast array of options available to an impressionist may be staggering: GMs or players of characters who have levels in phenotype impressionist should consider preparing statistics blocks for favorite transformed astral construct combinations ahead of time for ease of play.

**EL 11:** Kayin is an experienced elan scholar with a curious streak and a willingness to explore. The party may be hired by Kayin to assist him on an expedition to study an exotic species, or they may run into him by accident. Kayin actually prefers to avoid fights at first. If necessary, Kayin will hinder opponents with *psionic grease*, *entangling ectoplasm*, or *wall of ectoplasm* before creating an astral construct and modifying it to the situation at hand. If threatened, he will hide behind a *greater concealing amorpha*, or inside one of his constructs via *ectoskeleton*. A sample astral construct for Kayin to use is also given.

### KAYIN

Male elan shaper 9 / phenotype impressionist 2  
TN Medium aberration (psionic)

**Init** +0; **Senses** Listen +1, Spot +2

**Languages** Common, Celestial, Ignan, Aquan, Terran

**Mode** +6 (Sap Mind +0)

**AC** 11, touch 11, flat-footed 11

**Table 5-8: THE PHENOTYPE IMPRESSIONIST**

Level	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+0	+0	+2	Mold construct ( <i>assume form</i> )	-
2	+1	+0	+0	+3	-	+1 level of existing manifesting class
3	+1	+1	+1	+3	Reshape construct ( <i>assume form</i> )	+1 level of existing manifesting class
4	+2	+1	+1	+4	Mold construct (shapechanging)	+1 level of existing manifesting class
5	+2	+1	+1	+4	Reshape construct (shapechanging), fuse construct	-

(+1 deflection)

**hp** 51 (11 HD), resilience

**Fort** +5, **Ref** +3, **Will** +10, resistance

**Speed** 30 ft. (6 squares)

**Melee** masterwork quarterstaff +6 (1d6, 20/x2)

**Ranged** touch +5 (as power)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +5

**Atk Options** as his astral construct after *ectoskeleton*

**Combat Gear** dorje of *body adjustment*, power stone of *adapt body*, power stone of *psionic freedom of movement*, *impression crystal*<sup>UT</sup> (carries four forms)

**Power Points Remaining** 117 of 117; **Shaper**

**Powers Known** (ML 10, DC

15+level+augments), Boost Construct, Extend Power, mold construct, aberrant manifesting<sup>UT</sup>:

5th – *ectoplasmic shambler*, *ectoskeleton*<sup>A</sup>

<sup>UT</sup>, *hail of crystals*<sup>A</sup>, *psionic major creation*

4th – *psionic dimension door*, *psionic*

*divination*, *psionic fabricate*, *wall of ectoplasm*

3rd – *assume form*<sup>A</sup><sup>UT</sup>, *danger sense*<sup>A</sup>,

*energy wall*<sup>A</sup>, *greater concealing amorphia*,

*time hop*<sup>A</sup>

2nd – *control sound*, *elfsight*, *psionic*

*levitate*, *psionic repair damage*<sup>A</sup>

1st – *astral construct*<sup>A</sup>, *ecto protection*<sup>A</sup>,

*entangling ectoplasm*, *psionic grease*, *psionic*

*minor creation*

<sup>UT</sup> – New powers described in Chapter 7

\* – Already manifest (at base power point

cost unless otherwise indicated)

**Abilities** Str 10, Dex 11, Con 14, Int 20, Wis 12, Cha 8

**SQ** Repletion, clairvoyant resistance<sup>UT</sup>, naturally psionic (2)

**Feats** Boost Construct<sup>B</sup>, Expanded Knowledge (*assume form*), Extend Power, Formbinder<sup>UT</sup>, Psicrystal Affinity (Sage: nature)

<sup>UT</sup> – New feat described in Chapter 4

**Skills** Concentration +16, Craft (Sculpting) +19, Knowledge (Nature) +19, Knowledge (Psionics)

+19, Psicraft +19

**Possessions** combat gear plus *headband of intellect* +2, *ring of protection* +1, masterwork quarterstaff, 375 gp

**Resilience (Su):** If Kayin would take damage he may reduce it by 2 for every power point he spends as an immediate action.

**Resistance (Su):** By spending 1 power point as an immediate action, Kayin gains a +4 bonus on all saving throws for one round.

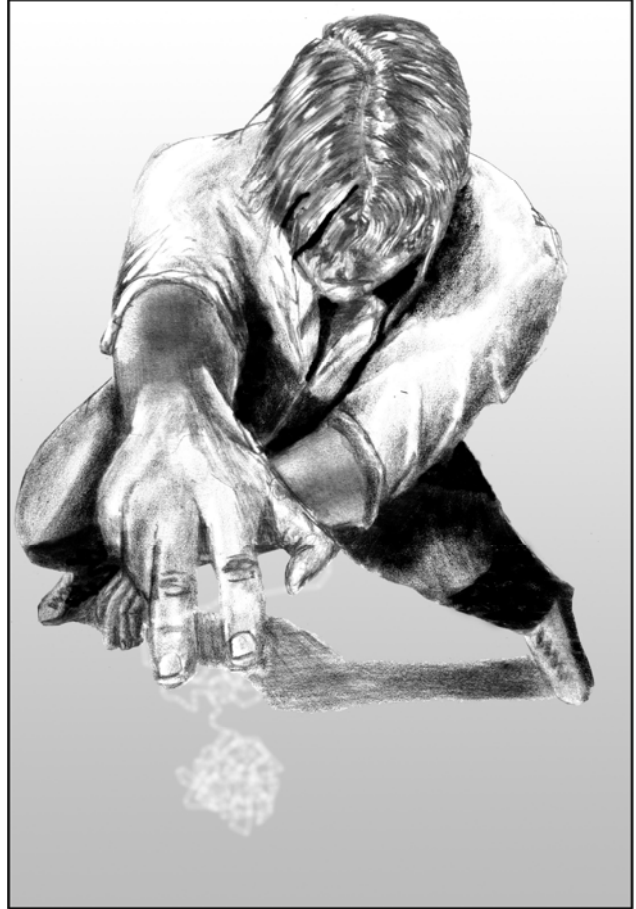


Illustration by Brandon Gloré

Kayin the phenotype impressionist, concentrating on his latest creation

**Aberrant Manifesting (Su):** When Kayin manifests a power, the power points spent on that manifestation remain available for one round to use his racial abilities (repletion, resilience, and resistance). For more information, see Chapter 2: Races.

**Mold Construct (Su):** When manifesting *astral construct*, Kayin may also manifest *assume form* as a free action, having this power affect the construct created instead of him. The total amount of power points spent on this combined manifestation cannot exceed his manifester level. See above for more information.

**Clairvoyant Resistance (Su):** To affect Kayin with a clairsentience or location-determining effect, the user of that ability must make a DC 25 manifester level check. Failure means he simply doesn't register. This ability only applies while Kayin is psionically focused. For more information, see Chapter 2: Races.

**Hook** "There's a whole world of creatures where that one came from!"

### ASTRAL CONSTRUCT 3

TN Large construct

**Init** +2; **Senses** Darkvision 60 ft., low-light vision; Listen +0, Spot +0

**AC** 20, touch 12, flat-footed 18  
(+2 Dex, +8 natural)

**hp** 41 (3 HD)

**Fort** +1, **Ref** +3, **Will** +1

**Speed** 20 ft. (4 squares), swim 30 ft (6 squares), fly 20 ft (4 squares, average)

**Melee** 8 tentacles +9 (1d4+9) and bite +5 (1d8+4)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +2; **Grp** +13

**Abilities** Str 28, Dex 15, Con -, Int -, Wis 11, Cha 10

**SQ** construct traits, Buff, Fly

**Skills** Swim +15

### Psicrystal Imprinter

*"Explain to me again – slowly – why we can't sell them."*

The psicrystal imprinter has learned to harness crystals, power stones, and his psicrystal for more than a normal psion is able. By taking advantage of the ability of gems to store psionic powers and psionic power points, as with power stones, the psicrystal imprinter learns to imbue his psicrystal with powers he can use later, without flushing the power. In time, these advancements transform the psicrystal into more than a mere shard of its master's personality, and most psicrystal imprinters look on their gems as a parent would a child.

The island of Rajrin is rich in veins of crystal, giving rise to a plethora of guilds working with the minerals. Throughout these guilds, individuals arose who learned to harness the power of crystal, perfecting the skills other manifesters learned in imprinting power stones and creating psicrystals. Many of the psicrystal imprinters of Rajrin belong to these guilds, although it is not a strict requirement.

**HD:** d4

#### ENTRY REQUIREMENTS

To qualify to become a psicrystal imprinter, a character must fulfill the following criteria.

**Skills:** Concentration 8 ranks, Knowledge (Psionics) 4 ranks

**Feats:** Craft Cognizance Crystal, Imprint Stone

### Class Skills

The psicrystal imprinter's class skills are Concentration, Craft, Knowledge (all skills, taken individually), Profession, Psicraft, and Use Psionic Device.

Additionally, if you have the devotion class feature (as a 1st-level psion), the additional class skills from your devotion are added to the psicrystal imprinter's list of class skills. A seer/psicrystal imprinter, for instance, would add Gather Information, Listen, and Spot to this list.

**Skill Points at Each Level:** 2 + Int modifier

### Class Features

All of the following are class features of the psicrystal imprinter.

**Weapons and Armor Proficiency:** Psicrystal imprinters gain no weapon or armor proficiencies.

**Manifesting:** At every level indicated on the table, the psicrystal imprinter gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of psicrystal imprinter to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifest level accordingly.

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

**Psicrystal Bond (Ex):** If the psicrystal imprinter does not have a psicrystal, he gains Psicrystal Affinity as a bonus feat. If he already has Psicrystal Affinity, he instead gains the Improved Psicrystal feat as a bonus feat.

**Psicrystal Receptacle (Ex):** Starting at 1st level, the psicrystal imprinter can store powers in his or her psicrystal, similar to storing powers in a power stone (but see below). The psicrystal imprinter can store up to his class level + his key ability score modifier in power levels.

For example, Lieden is a 5th level psion / psicrystal imprinter 3 with an Intelligence score

of 22. He can therefore store up to 9 levels of powers, such as 2 3rd level powers, 1 2nd level power and 1st level powers, or 9 1st level powers.

**Storing a power:** Unlike creating a power stone, storing a power in a psicrystal does not cost XP, but it does cost the standard monetary cost of creating a power stone of the appropriate level. The psicrystal imprinter can store any power he knows or otherwise has access to (through power stones or other psionic characters, for instance, although drawing from a power stone flushes the power from the stone). Storing a power takes 1 day for every 1000 GP value of a comparable power stone. For example, Lieden has a power stone of *psionic levitate*, and wants to store it in his psicrystal. By making a DC 17 Psicraft check, Lieden successfully addresses the stone to access the power locked within. After a second DC 17 Psicraft check, Lieden is able to understand the power, and with a final DC 17 Psicraft check, he is able to use the power inside. He then pays 75 gp and spends 8 hours in work (the normal time and cost of creating a 2nd level power stone, without spending XP), and has successfully stored *psionic levitate*, in his psicrystal.

Storing a power requires use of the Imprint Stone feat. If the psicrystal imprinter loses access to this feat for any reason, he can no longer store any powers in his psicrystal until he regains use of the feat.

**Utilizing a stored power:** Manifesting a power stored in the psicrystal is treated exactly as if manifesting a known power, except that the psicrystal imprinter must be in contact with his psicrystal, and the power costs an additional 2

pp to manifest. The total cost for this manifestation, as normal, cannot exceed the psicrystal imprinter's manifester level. Unlike a normal power stone, manifesting the powers stored in a psicrystal does not flush the power.

**Changing stored powers:** If the psicrystal imprinter so chooses, he can manifest any power stored in the psicrystal in the same fashion as a power stone and without spending any power points; the power's manifester level is treated as the minimum to manifest the power when manifested in this fashion. Doing this flushes that power from the psicrystal and frees the levels it occupied for a new power to be stored. If the psicrystal imprinter chooses, he can harmlessly flush out powers stored without actually manifesting the power.

**Psicrystal Resonance (Su):** The psicrystal imprinter is able to channel known powers through his psicrystal, provided it is within 5 feet of him. By doing this, the psicrystal's inherent psionic power enhances the power in different ways. The psicrystal imprinter adds a full round action to the manifesting time of any power he manifests directly this way (much as a sorcerer extends casting time when adding metamagic feats to a spell); he may not use this ability on powers manifested from his psicrystal. The psicrystal imprinter unlocks resonating abilities as he advances in class levels. He may choose only one effect when manifesting any single power, but may choose a different effect on the next manifestation.

**3rd Level:** The power is treated as if the psicrystal imprinter had spent one more power

Table 5-9: THE PSICRYSTAL IMPRINTER

Level	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+0	+0	+2	Psicrystal bond, psicrystal receptacle	-
2	+1	+0	+0	+3	-	+1 level of existing manifesting class
3	+1	+1	+1	+3	Psicrystal resonance (augment)	+1 level of existing manifesting class
4	+2	+1	+1	+4	Improved Psicrystal	+1 level of existing manifesting class
5	+2	+1	+1	+4	Efficient receptacle, psicrystal resonance (empower)	+1 level of existing manifesting class
6	+3	+2	+2	+5	-	+1 level of existing manifesting class
7	+3	+2	+2	+5	Improved Psicrystal, psicrystal resonance (extend)	+1 level of existing manifesting class
8	+4	+2	+2	+6	-	+1 level of existing manifesting class
9	+4	+3	+3	+6	Essence crystal, psicrystal resonance (twin)	+1 level of existing manifesting class
10	+5	+3	+3	+7	Efficient receptacle, crystalline infusion, Improved Psicrystal	-

point augmenting it than he actually did. The additional point from this ability may raise the cost of the power above the psicrystal imprinter's manifester level.

*5th Level:* The power is treated as if affected by the Empower Power feat. This ability does not cost additional power points, nor does it require expending psionic focus.

*7th Level:* The power is treated as if affected by the Extend Power feat. This ability does not cost additional power points, nor does it require expending psionic focus.

*9th Level:* The power is treated as if affected by the Twin Power feat. This ability does not cost additional power points, nor does it require expending psionic focus.

**Improved Psicrystal:** At 4th level and every 3 levels thereafter, the psicrystal imprinter gains the Improved Psicrystal feat as a bonus feat.

**Efficient Receptacle (Ex):** At 5th level, the additional power point cost to manifest a power from the psicrystal imprinter's psicrystal (see psicrystal receptacle, above) decreases from +2 to +1. At 10th level it decreases to 0.

**Essence Crystal (Su):** Once per week, a 9th level psicrystal imprinter can attune his crystal to his psyche -- a process that takes 1 hour. Should the psicrystal imprinter later perish, his mind and soul (as they existed when he last attuned his crystal) immediately transfer to his psicrystal instead of passing on. Treat this in all regards as the *astral seed* power, substituting the psicrystal imprinter's psicrystal for the storage crystal, except as noted here.

All powers stored in the psicrystal remain untouched and can still be accessed as if the psicrystal imprinter were in contact with his psicrystal. If the psicrystal imprinter (in psicrystal form) can make his way to the astral plane, he can even attempt to remake his old body.

**Crystalline Infusion (Ex):** At 10th level, the psicrystal imprinter's psicrystal has become so advanced that its lattice-like structure closely resembles the complexity of the psicrystal imprinter's brain. The psicrystal gains the ability to store power points for its master as if it were a cognizance crystal (with a maximum capacity equal to its Intelligence score).

Furthermore, so long as it has at least one power point stored within it, the psicrystal gains the psionic subtype and may attempt to psionically focus itself (using the psicrystal imprinter's Concentration ranks and its own Charisma modifier). If the psicrystal imprinter is touching his psicrystal, he may expend this focus instead of his own on any effect relating to manifesting a power from his psicrystal. This focus is independent from that provided by the Psicrystal Containment feat.

Finally, the psicrystal gains any one psionic feat that it meets the prerequisites for as a bonus feat. If the feat requires the user to maintain or expend psionic focus, the psicrystal uses its own ability to focus (from its master's crystalline infusion) for that feat.

### Sample Encounter

You can tell the psicrystal imprinter apart from the average psion when he starts pulling out crystals by the handful. Careful resource management is the key to these encounters -- the GM should know well what the psicrystal imprinter has available in his psicrystal and power stones, and how to use those powers most effectively.

**EL 8:** When passing through market in a psionics-rich city, the PCs are accosted by a vendor accusing them of theft. This mistaken identity debacle is the error of the elan Lieden. A connoisseur of gems, crystals, and the like, Lieden can typically be found in cities browsing the markets or selling supplies. The party may meet him at his own vendor stall, where he buys and sells crystals. It is not unusual for Lieden to have a large assortment of *power stones* or low capacity *cognizance crystals* for sale. Lieden has a vast array of *power stones* from various levels at his disposal due to contacts in his guild, and the experience to match them to the task at hand. Choose which specific *power stones* he has and which powers his psicrystal receptacle is carrying when using him in the encounter. He is never far from his psicrystal, Loci, although Loci has been known to deliver touch powers on behalf of its master. If the PCs find the real thief (who may be the renegade amalgamist Sucari, above) for him, a grateful Lieden will prove an excellent source of psionic items, likely at a discount.

### LIEDEN

Male elan shaper 5 / psicrystal imprinter 3  
N Medium aberration (psionic)

**Init** +1; **Senses** Listen +3, Spot +3

**Languages** Common, dwarven, elven  
**Mode** +7 (Psychic Subdual +4)

**AC** 12, touch 11, flat-footed 11  
 (+1 Dex, +1 armor)

**hp** 36 (8 HD), resilience

**Fort** +4, **Ref** +3, **Will** +8, resistance

**Speed** 30 ft. (6 squares)

**Melee** club +2 (1d6/x2)

**Ranged** masterwork light crossbow +5 (1d8, 19-20/x2)

**Ranged** ranged touch +4 (as power)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3 / **Grp** +2

**Special Actions** Psicrystal Containment

**Combat Gear** assorted *power stones* (6 1st level, 4 2nd level, 2 3rd level, 1 4th level), psicrystal receptacle (7 power levels of assorted powers), 2 *cognizance crystals* (1 pp), 20 bolts

**Power Points Remaining** 54 of 60; **Shaper**

**Powers Known** (ML 7, DC

14+level+augments), Psicrystal resonance (*bonus power point*):

4th – *psionic divination*, *psionic fabricate*

3rd – *psionic darkvision*, *dispel psionics*<sup>A</sup>,

*solicit psicrystal*<sup>A</sup>, *time hop*<sup>A</sup>

2nd – *detect hostile intent*, *elfsight*<sup>\*</sup>, *psionic identify*, *psionic tongues*<sup>\*</sup>

1st – *crystal shard*<sup>A</sup>, *detect psionics*, *far hand*<sup>A</sup>, *force screen*<sup>A</sup>, *psionic minor creation*

<sup>\*</sup> – Already manifest (at base power point cost unless otherwise indicated)

**Abilities** Str 8, Dex 13, Con 14, Int 19, Wis 12, Cha 10

**SQ** Repletion, naturally psionic (2),

**Feats** Alertness<sup>B</sup>, Craft Cognizance Crystal, Imprint Stone<sup>B</sup>, Improved Psicrystal (Sage: psionics)<sup>B</sup>, Psicrystal Affinity (Artiste), Psicrystal Containment<sup>B</sup>, Psionic Affinity

**Skills** Appraise +9 (+11 with gems), Concentration +13, Craft (Gemcutting) +11, Knowledge (Psionics) +13, Psicraft +19, Use Psionic Device +3 (+5 if using a power stone)

**Possessions** combat gear plus *bracers of armor* +1, *headband of intellect* +2, masterwork light crossbow, club, 200 gp

**Resilience (Su):** If Lieden would take damage, he may reduce the damage by 2 for every power point he spends as an immediate action.

**Resistance (Su):** By spending 1 power point as an immediate action, Lieden gains a +4 bonus on all saving throws for one round.



Illustration by Kevin Miller

*A psicrystal imprinter like Lieden understands the latent power of crystals like no other*

**Psicrystal Receptacle (Ex):** Lieden may store 7 levels of powers in his psicrystal as if in a power stone – even powers he does not know (see above). Manifesting these powers is possible by touching his psicrystal, although he must pay 2 more power points than normal to do so. Powers in his psicrystal cannot be enhanced with psicrystal resonance. (Exactly which powers are in his receptacle for this encounter is determined by the GM.)

**Psicrystal Resonance (Su):** When manifesting a power while his psicrystal is within 5 feet of him, Lieden may extend its manifestation time by one full round. If he does so, the power takes effect as if one more power point had been spent on it than he actually spent (possibly exceeding his manifester level).

**Hook** “You look at a crystal and see something to put on a ring or a necklace; I look at that same crystal and see endless possibilities.”

## Psychic Acrobat

*"You give gravity more credit than it deserves."*

Psychic acrobats use their psionic abilities to supplement their physical prowess. By tapping the power of the mind, they can effortlessly do what other mortals only dream of, defying gravity with simple movement and sophisticated martial arts. The way of the psychic acrobat is to find methods of maximizing the potential of a small but renewable form of psychic power: the flow of energy known as a psionic focus. With training, a psychic acrobat can concentrate this wellspring of psionic potential to serve as a fulcrum, bending the very fabric of reality to its limits while pushing her mind and body to their own.

Psychic acrobats are most often monks, who are no stranger to mobile combat without armor, but it is also common for rogues and soulknives to take levels in this class.

**Hit Die:** d6

### ENTRY REQUIREMENTS

To qualify to become a psychic acrobat, a character must fulfill the following criteria.

**Skills:** Autohypnosis 3 ranks, Balance 9 ranks, Jump 9 ranks, Knowledge (Psionics) 3 ranks, Tumble 9 ranks

**Feats:** Mental Leap, Speed of Thought, Up The Walls

**Multiclass Note:** A monk who becomes a psychic acrobat may continue advancing as a monk.

### Class Skills:

The psychic acrobat's class skills are Autohypnosis, Balance, Climb, Concentration, Craft, Escape Artist, Hide, Jump, Knowledge (psionics), Listen, Move Silently, Profession, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, and Use Rope.

**Skill Points at Each Level:** 6 + Intelligence modifier.

### Class Features

All of the following are class features of the psychic acrobat.

**Weapons and Armor Proficiency:** Psychic Acrobats do not gain proficiency with any additional weapons or armor. Several psychic acrobat class features only function while unarmored and unencumbered; see below for more information.

**Improved Mental Leap (Su):** Psychic acrobats really know how to squeeze every last ounce of power of their psionic focus, and it shows especially well when they use it to make great jumps. Whenever she uses her Mental Leap feat while unarmored, and unencumbered, she adds her class level and her Intelligence modifier to her Jump check.

**AC Bonus (Ex):** When unarmored and unencumbered, the psychic acrobat adds up to 1 point of her Intelligence bonus (if any) per class level to her Armor Class. In addition, a psychic acrobat gains an additional +1 bonus to AC at 4th level. This bonus increases to +2 at 8th level. These bonuses to AC apply even against touch attacks or when the psychic acrobat is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. If the psychic acrobat already adds her Intelligence bonus to her Armor Class (such as with duelist levels), this ability does not stack with it.

**Mobile Combat Training:** A psychic acrobat continues training in her earlier combative talents while honing her mastery of movement. At 1st level, she chooses to continue her training as a monk, rogue, or soulknife – if she has no levels in the chosen class at this time, she instead gains no benefit.

A psychic acrobat adds her class level to her levels in the chosen class for purposes relating to certain class features: unarmed strike damage (if she chose monk), sneak attack (if she chose rogue), or mind blade and mind blade enhancement (if she chose soulknife). This effectively means that she uses her original level plus her psychic acrobat level for all purposes relating to those class features. For example, Jaleh, a rogue 6 / psychic acrobat 4, has all the class features of a 6th level rogue, but the sneak attack damage of a 10th level rogue (+5d6).

At the GM's option, alternative classes and class features may be chosen for this ability. Such classes should have a focus on movement.

**Fast Balance (Ex):** At 2nd level, the psychic acrobat gains the ability to balance easily on a precarious surface. A successful Balance check allows her to move her speed rather than half her speed under such conditions.

**Great Leaps (Su):** The psychic acrobat uses her mind as a lever, helping to lift her off the ground as if she were moving at an accelerated rate. Beginning at 2nd level, so long as she is psionically focused, unarmored, and unencumbered, she makes all Jump checks as if she were running.

**Rising Handspring (Ex):** Even without the assistance of her mind, the psychic acrobat is quite physically nimble. She can stand from a prone position as a swift action, and never provokes attacks of opportunity while standing from prone.

**Improved Up The Walls (Su):** The psychic acrobat can run up walls for an extended amount of time. While unarmored and using her Up The Walls feat, she can take part of a double move action on vertical surfaces instead of part of a move action.

**Uncanny Dodge (Ex):** The psychic acrobat gains the uncanny dodge ability, as the rogue ability of the same name. If she already has uncanny dodge, or if he later gains it, she instead gains improved uncanny dodge (again, as the rogue ability of the same name).

**Improved Speed of Thought (Su):** As the quickness of her mind increases, so does her physical swiftness. At 5th level, the psychic acrobat gains a +15 insight bonus to her speed when using her Speed of Thought feat instead of +10. The bonus to her speed increases to +20 at 10th level.

**Off the Walls (Ex):** A psychic acrobat of 5th level learns to attack from unusual angles, often in defiance of gravity or conventional combat training. She gains a +4 circumstance bonus on melee attack rolls made when attacking from a vertical surface,

or leaping from one. Furthermore, she gains a +2 bonus on attack rolls made from higher ground instead of the usual +1.

**Spring Attack (Ex):** The psychic acrobat is a very mobile combatant. She gains the Spring Attack feat at 5th level, even if she does not meet the prerequisites. Unless she meets the prerequisites, however, she may only benefit from it while unarmored and unencumbered.

**Psychogenic Athleticism (Su):** A psychic acrobat uses the power of her mind to enhance her great bodily abilities. Beginning at 6th level, she adds her Intelligence modifier to all Balance, Climb, Jump, Tumble, and Swim Checks while psionically focused, unarmored, and unencumbered. This stacks with Improved Mental Leap if the psychic acrobat can somehow expend her focus without losing it (such as through the use of the Subconscious Containment <sup>UT</sup> feat).

**Wall Mastery (Su):** At 7th level, the psychic acrobat becomes extremely adept at traversing vertical surfaces. When using her Up The Walls feat, she may take part of a run action on vertical surfaces when unarmored and unencumbered.

**Perfect Balance (Su):** The psychic acrobat has perfect symbiosis of body and mind, and can thus make her body balance on things it physically shouldn't be able to. While psionically focused, unarmored, and unencumbered, a psychic acrobat of 8th level is treated as being under the effects of the *body equilibrium* power, although she must still make Balance checks. Add +5 to the DC of a surface if the object could not normally hold the psychic acrobat's weight (such as the flat of a sword blade or

**Table 5-10: THE PSYCHIC ACROBAT**

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Improved Mental Leap, AC bonus, mobile combat training
2	+1	+0	+3	+0	Fast balance, great leaps, rising handspring
3	+2	+1	+3	+1	Improved Up The Walls
4	+3	+1	+4	+1	Uncanny dodge
5	+3	+1	+4	+1	Off the walls, improved Speed of Thought (+15), Spring Attack
6	+4	+2	+5	+2	Psychogenic athleticism
7	+5	+2	+5	+2	Wall mastery
8	+6	+2	+6	+2	Perfect balance
9	+6	+3	+6	+3	Evasion
10	+7	+3	+7	+3	Slice time, improved Speed of Thought (+20)



an outstretched arm), and +10 to the DC if the surface is a liquid. If the Balance check fails, or if she loses her psionic focus, the psychic acrobat falls through the surface, as normal. Movement across a surface that causes damage, such as lava or acid, still causes damage as normal.

**Evasion (Ex):** At 9th level, the psychic acrobat gains the evasion ability (as the rogue ability of the same name). If she already has this ability, or if she later gains it, she gains the improved evasion ability instead.

**Slice Time (Su):** The easiest way to tell a master psychic acrobat from a student is to fire a barrage of crossbow bolts at them: the student will try to avoid being aimed at, while the master will become a blurry phantom, dancing around the bolts as she leaps towards you to stab a sword neatly in your unprotected back. At 10th level, the psychic acrobat gains the ability to expend her psionic focus as an immediate action to enter an accelerated state. Time seems to dilate, and everything around her appears to move in slow motion while her mind operates at peak efficiency. She may choose to use this ability offensively or defensively.

If she slices time offensively, opponents are denied their Dexterity bonuses to Armor Class against her attacks, unless she would be incapable of flanking them (such as a character with improved uncanny dodge). The psychic acrobat counts as a rogue of her character level when opposing improved uncanny dodge this way. Against creatures that would already be denied their Dexterity bonus to Armor Class against her attacks (such as those unaware of her presence), she gains an additional +1 bonus per two class levels on attack rolls.

If she slices time defensively, she gains a dodge bonus to her Armor Class equal to her class level. This bonus applies against a number of attacks equal to her Intelligence bonus (minimum 1). If she takes the total defense action while slicing time defensively, the dodge bonus equals one and a half times her class level, and it lasts against a number of attacks equal to twice her Intelligence bonus (minimum 2).

In either case, the psychic acrobat also gains a competence bonus to her base speed of 5 ft per point of Intelligence bonus (minimum +5 ft). All of these effects end after one round (at the beginning of her next turn if she sliced time on her turn, and at the end of her next turn if she sliced time between her turns).



Illustration by Gerald Lee

As a psychic acrobat, Jaleh defines gravity on her own terms

#### SAMPLE ENCOUNTER

Encounters with psychic acrobats are most memorable when lots of movement is involved. They can prove to be almost impossible to corner without proper preparation – and as mobile as they are, several are also skilled in the ways of stealth, meaning many encounters happen on their terms.

**EL 9:** As the party is walking through a rather large city, they hear a loud “Hey! You missing something?” ring out from atop a nearby rooftop or clothesline. Jaleh, a slender xeph, is holding a significant possession of the most agile-looking PC (such as his weapon), having stolen it in the crowd the PCs passed through earlier (she has a significant Sleight of Hand modifier). She offers the PCs a challenge: if that agile PC, alone, can catch Jaleh before she makes it to the pawn shop across town, he wins. Several bored yet wealthy individuals have already placed bets and eagerly watch from open windows, and that pot is up for grabs! It’s time for a rooftop chase as only a psychic acrobat can provide.

Jaleh toys with the PC, letting herself get cornered only to taunt him, and then scurry up a wall or do a standing leap to another building, just to keep the chase going. She makes good use

of her class abilities, and won't hesitate to use her *psionic tattoo of skate*.

For a sinister twist on this encounter, Jaleh could be the chief scout of a thieves' guild. The chase is intended to secretly measure the agile PC's potential for membership.

### JALEH OF FERROZ

Female xeph rogue 6 / psychic acrobat 3  
NE Medium humanoid (psionic)

**Init** +2; **Senses** darkvision 60 ft, Listen +1, Spot +1

**Languages** Common, Xeph, Goblin, Elven

**Mode** +1 (Resting Mode Id Feint+4)

**AC** 18 touch 17 flat-footed 18 (+4 Dex +2 Int, +1 deflection, +1 natural armor), +2 dodge vs. traps, Uncanny Dodge, Improved Uncanny Dodge

**hp** 31 (9 HD)

**Fort** +3, **Ref** +12, **Will** +4, +1 vs. powers, spells, and spell-like effects, +2 Reflex vs. traps, Evasion

**Speed** 40 ft (8 squares), unfocused 30 ft, burst, fast balance, improved up the walls

**Melee** masterwork rapier +8/+3... (1d6+1, 18-20/x2) OR

**Ranged** +1 *shortbow* +11/+6... (1d6+1, 20/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +8

**Atk Options** +5d6 sneak attack

**Special Actions** Psionic Meditation, Improved Mental Leap (+15 to Jump check), rising handspring, burst

**Combat Gear** 20 arrows, *psionic tattoo of biofeedback*, *psionic tattoo of body adjustment*, *psionic tattoo of vigor*, *psionic tattoo of skate*

**Power Points/Day** 1 (1 remaining)

**Abilities** Str 12 Dex 19 Con 10 Int 14 Wis 13 Cha 8

**SQ** trapfinding, evasion, uncanny dodge, improved uncanny dodge

**Feats** Speed of Thought, Up The Walls, Mental Leap, Psionic Meditation.

**Skills** Balance +18, Bluff +4, Climb +6, Concentration +7, Escape Artist +9 (+11 escaping bonds), Hide +14, Jump +19 (+15 while unfocused), Move Silently +14, Open Lock +8, Sleight of Hand +12, Tumble +18, Use Rope +11 (+13 to bind someone)

**Possessions** combat gear plus *headband of intellect* +2, *gloves of dexterity* +2, *amulet of natural armor* +1, *ring of protection* +1, 50 ft of silk rope, 500 gp.

**Burst (Su):** Jaleh can move with uncanny speed 3 times a day, increasing her base speed by 30 ft for three rounds. This also improves her Jump bonus to +31 (or +27 if unfocused).

**Uncanny Dodge (Ex):** Jaleh retains her Dexterity bonus to AC even when flat-footed.

**Improved Uncanny Dodge (Ex):** Jaleh can only be flanked by a rogue of 10th level or higher.

**Fast Balance (Ex):** Jaleh can move her normal speed rather than half her speed on a precarious surface with a successful Balance check.

**Great Leaps (Su):** While unarmored, unencumbered, and psionically focused, Jaleh makes all Jump checks as though she were running.

**Rising Handspring (Ex):** Jaleh can stand from prone as a swift action and never provokes attacks of opportunity for standing from prone.

**Improved Up the Walls (Su):** Jaleh can take part of a double move action on a vertical surface when using Up the Walls. She must be unencumbered and unarmored to do so.

**Hook** "Keep up, and we'll talk."

### Seidmadr

*"Did she seem... different today or something?"*

In the frozen lands of the north, where strength and cunning provide for and protect the populace, folklore speaks of the dangers of hostile mind-magic. With but a thought, malicious witches can usurp your very being, they claim, causing you to wake to a reflection not your own while your body runs off for other purposes, guided by the spirit of another. The local name for this practice is *seidr*, and those who follow it are called *seidmadr* (roughly pronounced "SEYD-mad-dr") – and though it is not a direct translation, the Common terms "usurper" and "body snatcher" have similar connotations to those who don't speak the language.

A *seidmadr* is a telepath of no small skill, capable of jumping from body to body with the ease an actor shifts between roles. Although the discipline developed as a way to truly know other's minds, it rapidly developed into a means of "borrowing" another's body and eventually progressed to more permanent means. Essentially all *seidmadr* are telepaths, although the rare society mind has been known to navigate their mental networks more directly via *seidr*.

**Hit Die:** d4

**ENTRY REQUIREMENTS**

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

**Skills:** Bluff 13 ranks, Perform (Acting) 6 ranks, Sense Motive 6 ranks

**Feats:** Extend Power, any other metapsionic feat.

**Psionics:** Manifest level 10th and ability to manifest *brain lock* and *conceal thoughts*.

**Class Skills:** The seidmadr's class skills are Autohypnosis, Bluff, Concentration, Diplomacy, Knowledge (all), Perform, Profession, Psicraft, Sense Motive.

**Skill Points at Each Level:** 2 + Intelligence modifier.

**Class Features**

All of the following are class features of the seidmadr.

**Weapons and Armor Proficiency:** Seidmadr do not gain proficiency with any additional weapons or armor.

**Body Thief (Ex):** At 1st level, a seidmadr adds *mind switch* to her powers known. A seidmadr's manifest level for *mind switch* is equal to her normal manifest level plus her class level, which may allow her to manifest it even if she could not normally do so. This improves its level-dependent parameters, including the limit on Hit Dice it can affect and the amount of power points that can be spent manifesting it. For example, Valis, a telepath 11 / seidmadr 4, has a manifest level of 14 normally, but manifests *mind switch* in all ways as if her manifest level were 18.

Additionally, a seidmadr reduces the XP cost of *mind switch* by 20 XP per class level (to a minimum of 0 XP at 5th level).

**Extended Transfer (Ex):** A seidmadr may apply her Extend Power feat to her *mind switch* power without spending additional power points. She still needs to expend her psionic focus to use this ability.

**Melding Exchange (Su):** During a *mind switch*, a seidmadr's mind briefly interfaces with that of her target, resulting in a one-way exchange of information. In addition to rudimentary or instinctive knowledge of the subject as normal for the power, she also learns

the subject's name, where he lives, and who his principle associates and enemies are. While she remains in the subject's body, she also gains knowledge of all of the subject's languages (written and spoken), treats any Knowledge check made with a skill with which the subject had ranks as a trained check, and gains a +2 competence bonus per class level on any skill check used to impersonate the subject.

**The Flesh Remembers (Ex):** At 2nd level, a seidmadr can connect with a host's kinaesthetic memories ("muscle memories") and draw upon learned physical capabilities. While under the influence of *mind switch*, she gains the host body's weapon and armor proficiencies. Additionally, she may choose to use her host's ranks in skills keyed to Strength, Dexterity, or Constitution instead of her own. Her training limits how completely she can draw upon her host, though – she cannot emulate a higher rank than her class level + her Intelligence modifier. For instance, Valis (a 4th level seidmadr with an Intelligence modifier of +6) could use her host's ranks in a physical skill such as Climb, but if the host has more than 10 ranks in Climb, she behaves as if the host had only 10 ranks.

**Traumatic Transfer (Ex):** When manifesting *mind switch*, a seidmadr of 2nd level or higher may elect to make the process traumatic and disorienting to the other mind. The subject is stunned for 1 round upon arriving in the seidmadr's body, and is dazed for 1d4 rounds thereafter.

**Mimic Mind (Su):** A 3rd-level seidmadr may use *conceal thoughts* to create a false set of surface thoughts appropriate for the body she currently occupies. If the seidmadr succeeds on a saving throw against an attempt to read her mind while under *conceal thoughts*, the intruder reads only the decoy thoughts. While the seidmadr does not need to specify the nature of these thoughts (although she may choose to do so), they will reflect what the prying party might expect to find were the body's normal mind in residence.

In addition, while under *conceal thoughts*, a seidmadr may emulate the alignment of the subject for purposes of fooling abilities that detect alignment.

At 5th level, this ability extends to include false memories, foiling effects such as *mind probe*.

**Rapid Transfer (Ex):** At 4th level, a seidmadr manifests *mind switch* as a standard action instead of a full-round action.

**Seal the Host:** Also at 4th level, a seidmadr learns to augment her *mind switch* power in a unique fashion, potentially sealing the subject's higher mind from taking control of her body. She adds the following augment to *mind switch*:

**Augment:** If you spend 2 additional power points, the subject's higher mind may be sealed away when it arrives in your body. If your *mind switch* is successful, the subject must make a second Will save or be dazed for as long as it remains in your body, similar to the *brain lock* power. This is in addition to your traumatic transfer ability.

**Mindleap Contingency (Su):** At 5th level, a seidmadr unlocks the ability to use a unique metapsionic effect known as a mindleap contingency. Powers that specify a single target and can affect the seidmadr's current form can be made into mindleap contingent powers. A mindleap contingent power, once manifest, lies dormant, undetectable and undispellable, for up to five minutes (after which time it fades harmlessly), or until the seidmadr leaves her current body via *mind switch* (either to return to her original body or to possess another). Immediately after the switch occurs, the mindleap contingency triggers, and the linked power takes effect on the body she was in when she established the contingency. Any choices to be made about the effect must be made when the power is manifest, not when it triggers. Saving throws made against a mindleap contingent power suffer a -5 penalty due to the sudden shift in bodies.

For example, Valis the telepath/seidmadr has already *mind switched* with a subject and is about to shift her mind back to her body. She manifests *psionic modify memory* (opting to

erase the memory of her time in the body) on her current (host) body as a mindleap contingency, after which she returns her mind to her native body. The subject, upon return to its body, is affected by the *psionic modify memory* power, and must make a Will save (at -5) or be forced to forget the experience.

Using this ability is akin to using a metapsionic feat – a seidmadr must expend her psionic focus when establishing a mindleap contingency, and establishing one increases the power's power point cost by 4.

**Greater Melding Exchange (Su):** When a 5th level seidmadr uses her melding exchange ability, she draws far more knowledge from her target than usual. She may use the subject's ranks in Knowledge skills in place of her own, and she learns the command words or thoughts for any items the subject has (provided they were known to the subject). Additionally, as a standard action, she may expend her psionic focus to mentally "ask" her newfound memories one question, typically about the subject's past or personality. She learns the answer to that question to the best of the subject's knowledge. Asking about rote facts is often unnecessary, due to the granting of Knowledge ranks – this ability extends beyond the Knowledge skill.

**Death is Only the Beginning (Su):** Common folklore suggests that many people see their lives flash before their eyes just before they die. In some ways, this is literal truth for a seidmadr, although she tends to see only opportunity. Immediately upon being reduced to -1 hit points or lower, or failing a saving throw against an effect that would kill her, a 6th level seidmadr may expend her psionic focus to manifest *true mind switch* as an immediate action at the same manifester level she manifests *mind switch*. She may only target her killer with this effect (thus, if the killer is out of range, this ability is

Table 5-11 – THE SEIDMADR

Level	BAB	Fort	Ref	Will	Special	Manifesting
1	+0	+0	+0	+2	Body thief, extended transfer, melding exchange	-
2	+1	+0	+0	+3	The flesh remembers, traumatic transfer	+1 level of existing manifesting class
3	+1	+1	+1	+3	Mimic mind	+1 level of existing manifesting class
4	+2	+1	+1	+4	Rapid transfer, seal the host	+1 level of existing manifesting class
5	+2	+1	+1	+4	Mindleap contingency, greater melding exchange	+1 level of existing manifesting class
6	+2	+2	+2	+5	Death is only the beginning	-

worthless), and the DC is reduced by 4 due to the desperate nature of this technique. If successful, her mind switches places with her killer's just before dying. She suffers level loss as normal for losing her previous body after a *true mind switch*. Apply the XP cost for *true mind switch* after the level loss.

A seidmadr also adds *true mind switch* to her powers known at 6th level, even if she is incapable of manifesting 9th level powers. She may apply all her seidmadr class features (except seal the host and the XP cost reduction from body thief, though the manifester level increase applies) to any manifestation of *true mind switch*, even one made at the moment of death.

#### SAMPLE ENCOUNTER

A seidmadr NPC encounter should leave the players feeling more paranoid about every NPC they meet afterwards. The best played seidmadr NPCs may never let the PCs on to what they really are. If the PCs are asking whether they can trust any familiar faces, they've got an understanding of the kind of threat a seidmadr can represent.

**EL 12:** The PCs hear goblinoid cries of help from a basement window while passing down an alley. A little digging around leads them to a female goblin, trussed and chained, with a fantastic story. She claims that this isn't her real body – she's really an elf named Larikim, whose true body was stolen by the goblin she'd become. This occurs as elven nobles from a neighboring nation have arrived on a diplomatic mission, and the astute PC may have found out that one of them has a daughter by the name of Larikim. Her story is actually true – a goblin seidmadr named Valis switched bodies with Larikim in order to assassinate the human negotiators in what would appear to be a deliberate killing spree. An undercover agent of a rival elven nation, Valis' mission is to incite conflict between Larikim's country and the local human kingdom. The PCs will be richly rewarded if they can thwart Valis' plans, but that won't be the end of things, for the seidmadr has left her telepathic mark on other NPCs who could bother the PCs later (specifically, an augmented *attraction*, *programmed domination*<sup>UT</sup>, and *psionic charm* are active). Valis is a cunning agent who thinks nothing of manipulating bystanders' minds, and a dominated thrall in the right place makes for a good contingency plan should the first attempt at her mission fail. The following statistics are for Valis and Larikim

in each other's bodies – to return them to their original bodies, merely switch their races, physical ability scores, and racial senses, as well as removing the benefits Valis enjoyed as a seidmadr (such as *The Flesh Remembers*; see below for details).



Illustration by Brandon Glove

*One mind, many bodies; Valis is a seidmadr, and could usurp anyone's identity with a thought*

#### Valis

Female elf (normally goblin) telepath 10 / seidmadr 2

NE Medium humanoid (elf, psionic)

**Init** +2; **Senses** low-light vision, Listen +3, Spot +3

**Languages** Common, Goblin, Elven, Draconic, Giant, Orc

**Mode** +10 (mind insurgency +0)

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 armor, +2 deflection)

**hp** 42 (12 HD)

**Fort** +4, **Ref** +5, **Will** +11 (+13 against enchantments/telepathy); +4 against mind-reading powers

**Speed** 30 ft (6 squares)

**Melee** dagger of venom +8/+3 (1d4+2 plus poison as the spell 1/day, 19-20/x2)

**Melee** melee touch +7 (as power)  
**Ranged** ranged touch +8 (as power)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +7  
**Special Actions** Psionic Meditation, traumatic transfer  
**Combat Gear** *potion of cure serious wounds*, *potion of gaseous form*  
**Power Points Remaining** 97 of 128;  
**Telepath Powers Known** (ML 11, DC 14+level+augments), Overchannel, Extend Power, Power by Proxy <sup>UT</sup>, Improved Power by Proxy <sup>UT</sup>, Web of Influence <sup>UT</sup>, Delay Power, extended transfer, traumatic transfer:  
*7th* -- *mind switch*\* <sup>A</sup>  
*6th* -- *programmed domination*\* <sup>A</sup> <sup>UT</sup>  
*5th* -- *mind probe*  
*4th* -- *alienation* <sup>A</sup> <sup>UT</sup>, *mnemonic fugue* <sup>A</sup>, *psionic dominate* <sup>A</sup>  
*3rd* -- *dispel psionics* <sup>A</sup>, *false sensory input* <sup>A</sup>, *produce image* <sup>A</sup> <sup>UT</sup>  
*2nd* -- *brain lock* <sup>A</sup>, *disrupting lash* <sup>A</sup> <sup>UT</sup>, *ego whip* <sup>A</sup>, *forced sense link*, *feat leech* <sup>A</sup>, *read thoughts*  
*1st* -- *attraction*\* <sup>A</sup> <sup>(5)</sup> <sup>UT</sup>, *conceal thoughts*\* <sup>A</sup>, *crystal shard* <sup>A</sup>, *empathy* <sup>A</sup>, *psionic charm*\* <sup>A</sup>, *telepathic projection*, *unearthly terror* <sup>A</sup> <sup>UT</sup>  
\* - already manifest (at base power point cost unless otherwise indicated)  
<sup>UT</sup> - New power described in Chapter 7

**Abilities** Str 12, Dex 15, Con 12, Int 18, Wis 13, Cha 12  
**SQ** Body thief, melding exchange, the flesh remembers.  
**Feats** Overchannel, Talented <sup>B</sup>, Extend Power, Power by Proxy <sup>B</sup> <sup>UT</sup>, Psionic Meditation, Improved Power by Proxy <sup>UT</sup>, Web of Influence <sup>B</sup> <sup>UT</sup>, Delay Power.  
**Skills** Bluff\* +14 (+24 to oppose Sense Motive), Climb\* +6, Concentration +8, Disguise\* +9, Forgery\* +4, Perform (Acting) +7, Ride\* +7, Sense Motive +7, Swim\* +6, Tumble\* +7  
**Possessions** combat gear plus *dagger of venom*, studded leather armor, *ring of protection* +2, *psionatrix of telepathy*, 20 GP.

**Body Thief (Ex):** Valis manifests *mind switch* at a manifester level of 13.  
**Extended Transfer (Ex):** Valis does not need to pay additional power points to apply Extend Power to *mind switch*.  
**Melding Exchange (Su):** When Valis successfully manifests *mind switch*, she can absorb knowledge from the victim's mind in transfer (see Melding Exchange, above). While

in Larikim's body, Valis gets a +4 bonus on all skills marked with an asterisk (\*) to impersonate Larikim.

**The Flesh Remembers (Ex):** Valis can use Larikim's ranks in Climb, Ride, Swim and Tumble for those skill checks (already factored in above). Larikim's body also grants Valis proficiency with longswords, rapiers, shortbows and longbows (including composite versions), and light armor.

**Traumatic Transfer (Ex):** Valis can opt to manifest *mind switch* in a manner quite unpleasant to the subject, leaving them stunned for 1 round upon entering her body and dazed for 1d4 rounds thereafter.

**Hook** "That goblin is insane, obviously. Stealing bodies? How preposterous!"

### Larikim

Female goblin (normally elf) expert 2  
 CN small humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft, Listen +0, Spot +0

**Languages** Common, Elven

**AC** 12, touch 12, flat-footed 11 (+1 Dex +1)

**hp** 9 (2 HD)

**Fort** +1, **Ref** +1, **Will** +3

**Abilities** Str 6, Dex 12, Con 12, Int 8, Wis 10, Cha 15

**Feats** Athletic

**Skills** Climb +5, Ride +6, Survival +5, Swim +5, Tumble+6

**Possessions** masterwork manacles, average lock (both of which the party finds her bound by)

**Hook** "By the gods, you've got to help me!"

### Sighted Seeker

*"He fled the city yesterday and is currently on a boat to the Free Cities. He thinks he's lost me, too, the sorry fool."*

- Miriam Tenneth, sighted seeker

Fugitives and marks alike run from their would-be captors. The wisest of these hunters do not rely on mundane ways of tracking alone, instead combining those abilities with the information readily available through the powers of the mind. By blending clairsentient talents with the techniques of an inquisitive and a warrior, these sighted seekers become the worst nightmare of any criminal – or anyone they're hired to find.

## BECOMING A SIGHTED SEEKER

Because of the dual role of the sighted seeker, both as one who physically and mentally hunts for his target, those who look to become a sighted seeker tend to be multiclass characters with levels in ranger and seer. Members of either class individually can become sighted seekers, as can dedicated members of other classes (particularly rogues and society minds), although it is slightly more difficult. Despite the apparent focus on law enforcement, a sighted seeker does not need to be lawful – several see themselves as operating outside the law, and are thus free to do what they feel is ‘the right thing,’ even if the law would dictate otherwise.

### ENTRY REQUIREMENTS

**Base Attack Bonus:** +4

**Skills:** Gather Information 5 ranks, Listen 8 ranks, Spot 8 ranks, Survival 5 ranks

**Feats:** Track

**Special:** Power point reserve.

### Class Skills

The sighted seeker’s class skills are Autohypnosis, Climb, Concentration, Craft, Gather Information, Hide, Knowledge (local), Knowledge (nature), Knowledge (psionics), Listen, Move Silently, Profession, Psicraft, Search, Sense Motive, Spot, Survival, and Use Rope.

**Skill Points at Each Level:** 6 + Int modifier

### Class Features

All of the following are class features of the sighted seeker.

**Weapons and Armor Proficiency:** Sighted seekers are proficient with all simple weapons,

plus the longsword, rapier, sap, short sword, shortbow and whip. Sighted seekers are proficient with light armor and shields (except tower shields).

**Manifesting:** A sighted seeker gains manifesting ability if she did not already have it. Her power points per day, powers known, and maximum power level known are given on the table below. She chooses her powers from the sighted seeker power list. To learn or manifest a power, she must have a Wisdom score of at least 10 + the power’s level, the save DCs for her powers are Wisdom-based, and she uses her Wisdom score to determine bonus power points. Alternatively, if the sighted seeker was capable of manifesting psionic powers before becoming a sighted seeker, she may choose to forgo this training, instead opting to progress her existing manifesting class as described on the table below. At each indicated level, she gains power points, access to new powers, and an improved manifester level as if she had gained a level in whatever manifesting class she belonged to earlier. If she belonged to more than one manifesting class before becoming a sighted seeker, she must choose which class to add the level of sighted seeker to for the purposes of power points, access to new powers, and manifester level.

Once the sighted seeker has chosen her manifesting path, it can never be changed – not even with effects such as *psychic reformation*.

**Favored Prey (Ex):** Starting at 1st level, a sighted seeker may add her favored enemy bonus (if any) to the save DCs when manifesting powers (such as *remote viewing*) against her favored enemies. Favored prey only applies to powers the sighted seeker manifests from her

Table 5-12: THE SIGHTED SEEKER

Level	BAB	Fort	Ref	Will	Special	Manifesting Progression	HIT DIE: d6		
							PP	Max Level	Powers Known
1	+0	+0	+2	+2	Favored prey, Urban Tracking	-	2	1st	2
2	+1	+0	+3	+3	Passive seeking	+1 level existing class	5	1st	3
3	+2	+1	+3	+3	Mark prey	+1 level existing class	9	1st	4
4	+3	+1	+4	+4	Prescient tactics	+1 level existing class	14	2nd	5
5	+3	+1	+4	+4	Seeker’s analysis	+1 level existing class	22	2nd	6
6	+4	+2	+5	+5	-	+1 level existing class	30	2nd	7
7	+5	+2	+5	+5	Sighted analysis	+1 level existing class	42	3rd	8
8	+6	+2	+6	+6	<i>Hypercognition</i>	-	54	3rd	10
9	+6	+3	+6	+6	The sight	+1 level existing class	70	4th	11
10	+7	+3	+7	+7	<i>Metafaculty</i>	-	86	4th	12

own mind (it does not apply to those from a psionic item or to psi-like abilities), and if such a power would affect multiple targets, only favored enemies or marks face the increased DC.

**Urban Tracking:** A sighted seeker gains Urban Tracking as a bonus feat at first level. See the Urban Seekers sidebar for the details of this feat, which originally appeared in *Unearthed Arcana*.

**Passive Seeking (Su):** What makes the sighted seekers so efficient at their job is their ability to distil information from the passive thoughts and interactions around them, without arousing suspicion by asking any questions. While psionically focused and having a particular goal in mind, the sighted seeker may make a free Gather Information check relating to this goal every 10 minutes she's in a crowd as she detects scraps of information from those around her. If her goal is to locate a mark (see mark prey, below), she gains a bonus on this check equal to her class level.

**Mark Prey (Ex):** A 3rd-level sighted seeker can invest her own psionic power into actively seeking a specific individual target, known as a mark. This investment requires spending power points equal to 3 per specific target selected. While a sighted seeker does not need to know a

mark's specific name or appearance, she must be able to unquestionably identify the specific individual in some way – for instance, “the one who made these tracks” or “the Queen’s killer” would be sufficient, while simply looking for “the elf” would not. This cost must be paid immediately upon recovering power points on each subsequent day that mark is being actively hunted by the sighted seeker. A target remains a mark until the seeker ceases investing power points each day to hunt them.

The sighted seeker may treat a mark as a favored enemy, as if she had the ranger class ability, with a +1 bonus. If that foe is already a favored enemy by virtue of race or organization, the favored enemy bonus improves by +2. Many of a sighted seeker's class features function in an improved fashion if she uses them against a mark; see the individual abilities for details.

**Prescient Tactics (Ex):** When a sighted seeker of 4th level or higher manifests the *defensive precognition*, *offensive precognition*, or *offensive prescience* power, she adds the following augment to the power.

**Augment:** If you spend 2 additional power points, the duration increases to 1 hour/level, but you only gain the insight bonuses against your favored enemies. In addition, you also add the insight bonus to Survival checks made to use the Track feat, and to Gather Information checks made to use the Urban Tracking feat.

**Seeker's Analysis (Ex):** A 5th level sighted seeker has mastered the mundane aspects of the hunt, such that they become almost second nature to her. Add the following abilities to the Search skill:

Find Evidence	Normal time	DC 10-20
Analysis	1 minute	DC 15

Evidence is a physical clue which would provide information about her current task, such as the location or past deeds of a mark or the solution to a mystery. The DC to find a clue is based on how much the scene was disturbed from the act that left the evidence (with 10 being a perfectly undisturbed scene). However, it still must be interpreted to determine any useful information.

Analyzing evidence to determine useful information requires a DC 15 Search check, +2 per day past the event. Failure of analysis provides incomplete and potentially misleading information, while dramatic success may reveal more information than the clue may initially

Illustration by Gerald Lee



Miriam hunts her mark with mind and body; no wrongdoer can hide from a sighted seeker



suggest to a casual observer. Regardless of the success of analysis, though, it takes more dramatic means (such as *object reading* or related powers) to determine the authenticity of evidence (that fleck of kobold scales could have been planted at the scene, for instance).

A sighted seeker can take 10 to find or analyze evidence, but cannot take 20 and cannot retry failed checks. 5 or more ranks in a relevant Knowledge skill provide a +2 bonus on Search checks made when analyzing evidence.

Additionally, add the following abilities to the Knowledge skill:

Research subject: At least 1d4 hours DC 10  
Browse Records: At least 1d4 hours DC 10-30

Researching a subject involves perusing libraries or related sources for information about a particular subject, such as the nations which export the type of weapon found at a scene or what a particular symbol stands for. Difficult subjects require more time to research (up to the GM), but do not alter the DC – instead, you are limited by the amount of information present in the source you are browsing. Particularly good sources (such as royal archives or related specialists' libraries) may provide a bonus of up to +6 on this check. A successful check results in a general understanding of the subject, while higher checks result in better information (to the limit of the source).

Browsing records involves going over files or ledgers looking for a particular piece of information – trends in immigration, taxation patterns, the goals of documented experiments and the like. The complexity of the filing system sets the DC; more difficult systems also take longer to peruse (at the GM's option). If a sighted seeker sets out with a specific goal in mind – such as the exact date a particular individual checked in at the inn – the DC may increase by +5-+15 (at the GM's option), or may decrease dramatically if the filing system is particularly good.

A sighted seeker may take 10, take 20, and retry these Knowledge checks as often as time allows, though she is still limited by the information present in the source.

**Sighted Analysis (Su):** Beginning at 7th level, a sighted seeker learns to augment her deductive skills with her psionic powers. She may spend 3 power points to automatically determine if a source is authentic during analysis, or to gain a +2 insight bonus to a single Search or

Knowledge check (whether using seeker's analysis or not). If she increases her Knowledge check this way while browsing records or researching a subject, she is able to make such great leaps of insight that she is no longer bound by the limits of her source of information.

Unlike most supernatural abilities, sighted analysis can be augmented by spending more power points. Each additional power point spent increases the insight bonus on Search or Knowledge checks by 2. Alternatively, by spending 2 additional power points, the sighted seeker gains the trapfinding feature (as a rogue) for the duration of her Search check, or she may treat any single Knowledge check as a trained check. The sighted seeker may not spend more power points on a single use of sighted analysis than her class level.

**Hypercognition (Ps):** At 8th level, the sighted seeker gains the ability to use *hypercognition* once per week as a psi-like ability, with a manifester level equal to twice her class level. Additionally, she adds *hypercognition* to list of powers known as a 7th level power. If she is unable to manifest 7th level powers, she cannot manifest it until she is able to.

**The Sight (Su):** Experienced sighted seekers develop the technique from which their name derives: the Sight. At 9th level, a sighted seeker learns the *remote viewing* power automatically (without having to select it). If she already knows *remote viewing*, she may learn any other clairsentience power from her class list of 4th level or lower.

Additionally, when she manifests *remote viewing* on a mark (see mark prey, above), she treats her connection to the mark (if she has one) as if it were one step better (from a likeness or picture to a possession or garment, for instance), reduces the manifesting time from 1 hour to 1 minute, and increases the duration from 1 minute/level to 10 minutes/level. *Remote viewing* doesn't end if the sighted seeker attempts to manifest a power on her mark from her quasi-real viewpoint, although all other restrictions on such manifestations apply. Manifesting *remote viewing* on a mark does not cost any experience points (although the sighted seeker must still pay the XP cost if she uses *remote viewing* for other purposes).

**Metafaculty (Ps):** At 10th level, the sighted seeker gains the ability to use *metafaculty* once

per week as a psi-like ability, with a manifester level equal to twice her class level. Additionally, she adds *metafaculty* to her list of powers known as an 8th level power. If she is unable to manifest 8th level powers, she cannot manifest it until she is able to.

**Sighted Seeker Power List:**

**1st level:** *Blinding Flash* <sup>UT</sup>, *Burst*, *Call to Mind*, *Call Weaponry Chameleon Circumstance Shield* <sup>HC</sup>, *Compression*, *Destiny Dissonance*, *Detect Psionics*, *Detect Teleportation*, *Grip of Iron*, *Headcount* <sup>UT</sup>, *Judge* <sup>HC</sup>, *Precognition*, *Defensive Precognition*, *Offensive Precognition*, *Offensive Prescience*, *Prevenom Weapon*, *Psychic Tracking*

**2nd level:** *Clairvoyant Sense*, *Psionic Darkvision*, *Everyman* <sup>UT</sup>, *Feat Leech*, *Psionic Identify*, *Know Direction and Location*, *Object*

*Reading*, *Prowess*, *Recall Agony*, *Sensitivity to Psychic Impressions*

**3rd level:** *Danger Sense*, *Escape Detection*, *Fate Link*, *Mental Barrier*, *Ubiquitous Vision*

**4th level:** *Anchored Navigation*, *Aura Sight*, *Detect Remote Viewing*, *Psionic Divination*, *Physical Acceleration* <sup>UT</sup>, *Remote Viewing* (but see the Sight, above), *Steadfast Perception*, *Trace Teleport*

**PLAYING A SIGHTED SEEKER**

Investigator. Tracker. Bounty Hunter. You are all of these and more. Looking for people (and sometimes things) is what you do best. No one can evade you forever.

The transformation into a sighted seeker is a natural evolution of your existing abilities; by the time you'd entered this prestige class, you already had some respectable ability in following

**URBAN SEEKERS**

*Unearthed Arcana* introduced a variant ranger, the urban ranger, and the Urban Tracking feat. If you use these Open Game variants in your games, urban rangers may also become sighted seekers.

To become a sighted seeker under such a variant, you may replace the Track feat and Survival skill requirement with the Urban Tracking feat and a Search skill requirement.

If the urban ranger variant is allowed, a sighted seeker who entered the class with Urban Tracking gains the Track feat at first level instead. No other mechanical changes are necessary.

If you do not have access to *Unearthed Arcana*, the Urban Tracking feat is presented below.

**Urban Tracking [General]**

You can track down the location of missing persons or wanted individuals within communities.

**Benefit:** To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions.

If you fail a Gather Information check, you can retry after 1 hour of questioning. The game master should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

**Normal:** A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

**Special:** A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

You can cut the time between Gather Information checks in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty on the check.

Community Size	DC	Checks	Condition	DC Modifier
Thorp, hamlet, or village	5	1d3	Every three creatures in the group being sought	-1
Small or large town	10	1d4+1	Every 24 hours party has been missing/sought	+1
Small or large city	15	2d4	Tracked party "lies low"	+5
Metropolis	20	2d4+2	Tracked party matches community's primary racial demographic	+2
			Tracked party does not match community's primary, or secondary racial demographic	-2

trails. Your psionic powers dovetail nicely with the abilities of the seeker and make it possible for you to perform investigations most would consider utterly impossible.

### Combat

Once you have found your mark, there is always the tricky business of convincing him to come back with you. How you approach combat depends very much on your other classes and your progression before becoming a seeker. If you were focused most on manifesting, then your powers will probably be your primary weapon in apprehending marks. If you were more focused on a martial bent, then the powers will be secondary, although you should definitely still consider their use, especially once you gain the prescient tactics ability.

With their incredible tracking skills, sighted seekers are often valued highly by adventuring parties hoping to defeat well-hidden foes. Knowing how to fight well as part of a team is a good idea for any seeker – any help you can get in taking down the mark is vital. Another tactical opportunity not to pass up is the element of surprise. You should easily be able to chase a mark or marks to their lair and attack them when they are vulnerable.

### Advancement

Again, your advancement options should take advantage of whatever else you brought to the table before becoming a sighted seeker. If you focused on your manifesting, metapsionic feats may prove useful, as well as feats that are of more general help to manifesters such as Psicrystal Affinity, Psionic Endowment, and Power by Proxy <sup>UT</sup>. More combat-focused seekers may wish to consider the mantra feats in Chapter 5, especially if they were rangers before becoming sighted seekers; Claws of the Tiger <sup>UT</sup> and Patience of the Hunter <sup>UT</sup> are just two mantras that lend themselves well to the fighting styles of the ranger class.

### Resources

Sighted seekers are only a single force in the same way that a demographic is unified – they operate individually, and each sees others of their profession differently. They may view other sighted seekers as comrades, friendly rivals, direct business competitors or even threats, and act accordingly. As such, you cannot expect much backup from other seekers unless you have personally met them and have earned their respect on an individual basis. On the other

hand, you're likely well-known as a freelance agent by local law enforcement agencies, and can usually count on their cooperation and support while hunting a criminal mark or working on a crime scene.

### SIGHTED SEEKERS IN THE WORLD

*"Ya don't understand. I'd eluded a dozen others and had been comfortably living a new life halfway across the world with a new name and everything for years. She still found me."*

-Dorl Redhand, duergar thief

Sighted seekers are better at the task of finding people out than anyone else, and they know it. As such, the activities of law enforcement and other authorities will change depending on whether or not they have a sighted seeker at their disposal. A city guard, government, or noble with access to the seeker's abilities can rest confident that the most dangerous criminals will be brought to justice sooner or later. On the other hand, gangs and criminal groups who can employ seekers can intimidate others with far more effective threats to ensure obedience, as it is that much more difficult to run from their vendettas.

### Organization

There are many law enforcement agencies, from a kingdom's spies to orders of knights to lowly orders of the town watch that like to keep an investigator or two in their employ. It is not common for sighted seekers to form organizations of their own, though – they usually prefer either to work alone, or as part of small teams with others who complement their skills rather than overlap with them. Sighted seekers can be found most often working for organizations with urban headquarters and operations. A few churches of law-minded deities will sometimes call upon a seeker who follows the faith.

### NPC Reactions

Anyone's reaction to a sighted seeker is completely dependent on how much they have to hide, because if the seeker sets his mind to it, there won't be much left. Those close to criminal pursuits try to avoid seekers whenever possible. Unfortunately, so do those of more noble aspirations who have reasons to hide: rebels against a tyrant's rule, refugees evading unfair persecution, or some poor soul who offended the wrong corrupt magistrate. Lawkeepers of pretty much every cloth appreciate seekers immensely.

As many seekers have some wilderness experience to track marks through the brush, they can get along well with rangers and the like.

### SIGHTED SEEKER LORE

Characters with ranks in Knowledge (local) or Knowledge (psionics) can attempt to research sighted seekers to discover more information about them. When a character makes a successful Knowledge check, use the phrases or variations of them from below, including any information from lower DC checks, should there be any.

**DC10:** There are some inquisitives that get thrown off by fake evidence. There are some lawmen that have trouble following a mark when he leaves the country. There are some detectives that can't find a criminal who's been underground with a secret identity for over a decade. And then there are the sighted seekers.

**DC15:** Sighted seekers are a loosely-bound group of trackers that, if the stories are true, are able to find anyone, anywhere, even without asking anyone directly. A sighted seeker combines psionic ability with more everyday hunting ability to find their marks.

**DC20:** Sighted seekers aren't just hunters -- they're potent warriors as well, able to read into the actions of their marks and adapt their combat tactics accordingly. You don't want to fight one of these guys on their terms, although you may have to -- the most talented of them have what they call "the Sight," and with it can hunt down almost anyone in no time at all.

**DC30:** They take great pains to keep this hidden, but most sighted seekers also accept commissions as bounty hunters. Many prefer to use non-lethal techniques against their marks, but a rare few desperate tales exist of sighted seekers striking to kill. Interestingly, these stories usually come from people who claim to be fleeing a sighted seeker -- and these people are all no longer alive.

### SIGHTED SEEKERS IN THE GAME

If there is any sort of bounty hunting, thief chasing, or criminal punishment at all in your campaign world, then a sighted seeker should fit in just fine. Fitting them into a specific adventure will depend more on how much of the adventure involves having to solve puzzles and seek people.

#### Adaptation

A sighted seeker fits best in a game where

mystery and intrigue are important elements to the story and plot of an adventure, especially if the PCs work on the right side of the law. They work especially well in urban environments due to their detective-like seeker's analysis and sighted analysis abilities, which are less critical to the average dungeon-crawler. By adjusting the way that these abilities work (for instance, letting them operate on Survival checks to construct or set traps, or Bluff checks to imitate animal calls) the class may become closer to the wilderness-based hunter-killer.

Additionally, if you are playing in an urban environment, see the sidebar on urban seekers.

### Sample Encounter

A party operating in an urban environment might very well run into sighted seekers as fellow investigators, key witnesses, part of a rescue party, suspects in a crime, or even as marks the seeker is chasing. The more entangled in intrigue, espionage or criminal activity the party is, the more likely they will encounter a seeker. If the party is traveling on a long journey as part of an adventure, being followed by a seeker with questions to ask can certainly surprise PCs who were not expecting such pursuit.

**EL 12:** The PCs have left a major city, possibly days or even weeks ago, when they are approached by Miriam Tenneth. She comes across them at night, to catch them by surprise, and starts asking questions. Apparently a seemingly honest salesman they exchanged goods with back in the city was a front man for a criminal organization, and Miriam has her eye on the bounty. The PCs appeared to her through her psionic powers, and she demands further information and proof of innocence. Whether she acts peaceably or with force depends on the PC's reactions, although if the criminals she is hunting suspect the PCs spoke too much, that could lead to further reprisals.

### MIRIAM TENNETH

Female human ranger 2 / seer 4 / sighted seeker 6

LN Medium humanoid (psionic)

**Init** +4; **Senses** Listen +17, Spot +17

**Languages** Common, Draconic, Orc

**Mode** +9 (Reflex Catechesis +2)

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**AC** 20, touch 13, flat-footed 17

(+3 Dex, +7 armor)

**hp** 43 (12 HD)

**Fort** +6, **Ref** +12, **Will** +11

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**Speed** 30 ft. (6 squares)

**Melee** +1 *longsword* +10/+5 (1d8+1, 19-20/x2)

**Ranged** +2 *longbow* +11/+11/+6 (1d8+2, 20/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +8; **Grp** +8

**Atk Options** Favored enemy (orcs) +2, Point Blank Shot, Precise Shot, Rapid Shot

**Special Actions** Inquisitor

**Combat Gear** power stone of *ego whip*, 50 arrows

**Power Points Remaining** 123 of 144; **Seer**

**Powers Known** (ML 12, DC

13+level+augments), favored prey, prescient tactics:

5th – *clairtangent hand*<sup>A</sup>, *psionic true seeing*<sup>\*</sup>

4th – *aura sight*<sup>A</sup>, *control body*<sup>A</sup>, *psionic divination*, *psionic freedom of movement*<sup>\*</sup>, *trace teleport*<sup>A</sup>

3rd – *dimension slide*<sup>A</sup>, *dispel psionics*<sup>A</sup>, *fate link*<sup>A</sup>, *touchsight*<sup>A</sup>, *ubiquitous vision*<sup>\*</sup>

2nd – *ego whip*<sup>A</sup>, *energy stun*<sup>A</sup>, *object reading*<sup>A</sup>, *sensitivity to psychic impressions*

1st – *defensive precognition*<sup>A</sup>, *demoralize*<sup>A</sup>, *headcount*<sup>A</sup><sup>UT</sup>, *offensive precognition*<sup>A</sup>, *offensive prescience*<sup>A</sup>

<sup>UT</sup> – New power described in Chapter 7

\* – Already manifest (at base power point cost unless otherwise indicated)

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**Abilities** Str 10, Dex 16, Con 10, Int 17, Wis 14, Cha 16

**SQ** Passive seeking, mark prey, seeker's analysis

**Feats** Expanded Knowledge (*control body*), Expanded Knowledge (*dimension slide*), Far Shot, Inquisitor<sup>B</sup>, Point Blank Shot, Precise Shot, Psicrystal Affinity (Nimble), Rapid Shot<sup>B</sup>, Urban Tracking<sup>B</sup>, Track<sup>B</sup>

**Skills** Gather Information +18, Hide +8, Listen +17, Move Silently +8, Sense Motive +15, Spot +17, Survival +17

**Possessions** combat gear plus +1 *longsword*, +2 *longbow*, +2 *mithral breastplate*, *gloves of dexterity* +2, 4,135 gp

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**Favored Enemy (Ex):** Miriam gains a +2 bonus on Bluff, Listen, Sense Motive, Search, Spot, and Survival checks, as well as weapon damage rolls, made against orcs.

**Favored Prey (Ex):** Miriam adds her favored enemy bonus, if any, to the save DCs of powers she manifests against favored enemies. See above for more information.

**Mark Prey (Ex):** Miriam may enter battle with a particular target declared as a “mark”. A mark is treated as a favored enemy (see above) with a +1 bonus, although this bonus increases to +4 (total) against marks who are also orcs. See above for more information.

**Prescient Tactics (Ex):** Additional augments for *defensive precognition*, *offensive precognition*, and *offensive prescience* are available to Miriam. See above for more information.

**Hook** “Don’t bother running.”



Although the power of psionics comes from within and requires a large amount of self study and introspection, it is not unusual for several wielders of psionic might to join together, both for protection and to exchange knowledge.

Over the years, several organizations have arisen from mutual goals or mutual needs. Conversely, there exist those who have come into their psionic talents without formal training. Presented below are three new psionic organizations and a new class specifically for NPC manifesters.

As with any other class, the augur class below gains the standard benefits by leveling. Those with levels in augur gain feats every three levels and ability score increases every four levels.

The organizations detailed later in this chapter are suitable both for NPCs and as plot devices for characters to join. If your players show an interest in the Enlightenment organization, sample encounters with two of its members are detailed in Chapter 5: Prestige Classes.

### **New NPC Class: Augur**

Augurs go by many names. Some call her the medium, the wise woman, or the witch. Other augurs may be the oracle, the visionary, or even the grand vizier. In any case, an augur is capable of glimpsing the future, and generally uses this power in the name of the community, typically in an advisory role. Dedicated augurs may even awaken a broader array of powers through

dangerous meditations in dreamlike trances -- trances which drain the augur's very soul. A powerful augur may appear far older than may actually be the case.

The augur is not intended for use as a player class, instead representing inborn potential and visionary ability that would be both common and useful amongst the NPC population.

**Hit Dice:** d4

#### **Class Skills**

The augur's class skills are Appraise, Autohypnosis, Concentration, Craft, Diplomacy, Forgery, Gather Information, Heal, Intimidate, Knowledge (any), Profession, Psicraft, Sense Motive, Use Psionic Device.

**Skill Points at 1st level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier

#### **Class Features**

All the following are class features of the augur.

**Power Points/Day:** An augur'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 6-1: The Augur. In addition, she receives bonus power points per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Power Points). Her race may also provide bonus power points per day, as may certain feats and items.

**Powers Known:** An augur begins play

knowing no psionic powers, although she may learn them with experience. Augurs learn powers differently from other classes – they gain potential, but no actual ability to manifest without additional effort. An augur has a maximum number of powers that she can learn, but in order to actually learn any powers, she must research them by expending part of her soul in the form of XP (see Independent Research in the *Expanded Psionics Handbook*). After she has learned at least one power, an augur can manifest it or any other power she knows that has a power point cost equal to or lower than her manifester level.

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

An augur simply knows her powers; they are ingrained in her soul. 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 augur powers is 10 + the power's level + the

augur's Wisdom modifier. An augur's power list (for the purposes of activating psionic items) is her powers known.

**Maximum Power Level Known:** An augur begins play with the ability to learn 1st-level powers (although she does not begin knowing any, she may still learn them later through independent research). As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, an augur must have a Wisdom score of at least 10 + the power's level.

**Augury (Su):** An augur's role in the community is defined by her ability to glimpse the future. By meditating for 5 minutes, she gains the benefits of an *augury* spell (in Chapter 11: Spells in the *Player's Handbook*). No focus or material components are required, although the base chance of the effect succeeding is only 50% +2% per class level. An augur may attempt an augury more than once per day, although each additional attempt costs the same amount of power points as the last attempt +1 additional power point.

Table: 6-1: THE AUGUR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	+0	+0	+0	+2	Augury	2	0	1st
2	+1	+0	+0	+3		2	0	1st
3	+1	+1	+1	+3		3	1	1st
4	+2	+1	+1	+4	Granted knowledge	4	1	2nd
5	+2	+1	+1	+4		4	2	2nd
6	+3	+2	+2	+5		6	2	2nd
7	+3	+2	+2	+5		10	3	2nd
8	+4	+2	+2	+6	Granted knowledge	11	3	3rd
9	+4	+3	+3	+6		16	4	3rd
10	+5	+3	+3	+7		16	4	3rd
11	+5	+3	+3	+7		24	5	3rd
12	+6	+4	+4	+8	Granted knowledge	25	5	4th
13	+6	+4	+4	+8		32	6	4th
14	+7	+4	+4	+9		32	6	4th
15	+7	+5	+5	+9		39	7	4th
16	+8	+5	+5	+10	Granted knowledge	40	7	5th
17	+8	+5	+5	+10		49	8	5th
18	+9	+6	+6	+11		49	8	5th
19	+9	+6	+6	+11		65	9	5th
20	+10	+6	+6	+12	Granted knowledge	65	9	6th

**Granted Knowledge:** An augur gains the Expanded Knowledge feat as a bonus feat at level 4 and every four levels after that (levels 8, 12, 16, and 20). However, an augur's choice is limited to powers on the psion/wilder list for these bonus feats. She may still select from other lists if she selects Expanded Knowledge normally.

## ORGANIZATIONS

### Organizational Prestige Class Specialty Levels

Sometimes, organizations have unique prestige classes that illustrate their impact to the world in game-mechanical terms. These classes reflect the strengths and unique style of that group, giving a character a sense of pride in their membership. This is certainly the case with the Enlightenment in this book (with two prestige classes of its own). However, it's also quite common to have developed an organization without its own unique prestige classes, particularly in campaign worlds that incorporate previously-published material. Perhaps you want a distinct prestige class with new abilities tied to the organization's outlook, or perhaps you just want to distinguish your own Knights Obsidian from the similar (and already published) Knights Meditant in your game. That's where organizational specialty levels come in.

These operate just as racial specialty levels (see chapter 2: Races) in most respects. When you could gain one of the indicated levels of a particular prestige class, and you meet the unique organizational requirement, you can choose to gain the organizational specialty level instead. Possessing even one specialty level usually renames the prestige class accordingly and grants abilities that would normally be slightly stronger than the default prestige class – but it comes at a price. The organizational requirement is treated as a prerequisite for the class and often includes some distinct code of conduct. Should you leave the organization or otherwise violate the requirement, you lose access to the prestige class' special abilities just as if you had lost any other entry requirement. Individual prestige class specialty levels will include methods of recovery, if any.

Not every organization has a set of specialty levels; only the organizations presented here that do not have a unique prestige class of their own are included.

### Cosmic Echoes

World-spanning in every sense of the term, the Cosmic Echoes is an information network that subtly influences the communities it is in. Members are observers and scholars, and often teachers, guiding the world toward some unknown goal and serving as a source of education and information for psionic characters.

**Base of Operations:** The Cosmic Echoes don't have any singular base of operations. Given their unprecedented communication abilities, they don't need one.

**Alignment:** Neutral, though the current leadership is mostly Neutral Good.

**Size:** A few hundred inner members, and countless associate members.

**Members:** All inner members of the Cosmic Echoes are society minds of at least 19th level, and most are epic-level. Associate memberships are somewhat looser and fluctuating, and no single trend unifies them.

**Motto:** "We are all connected."

**Description:** The Cosmic Echoes were formed long ago as a result of several powerful society minds led by a single visionary leader dedicating themselves to the preservation of psionic ability and the development of cultures. It is an informal organization, consisting of epic-level society minds and their networks. They exist for three purposes:

1. Observe and record the development of cultures and keep in contact.
2. Encourage innovative thought, and the free spread of information, both in themselves and in their communities.
3. Recognize and cultivate psionic talent, particularly in areas that do not already support it.

The Cosmic Echoes, as a whole, are not leaders, movers, or shakers -- they are observers and advisors. Associate members may come from all walks of life, however.

In an unusual twist of fate, the original leader's identity is a mystery to most members, as he withdrew from active leadership duties after the organization became self-sustaining. The few inner members who had connected with him have, unusually, had their memories of him erased – although they would certainly recognize his mind if they saw it again. They can tell he is still connected to them, and that he's still alive, but through unknown means he hides himself from their network sense (considered by many to be an impossible task).



**Joining:** Any creature who learns of the Cosmic Echoes can apply for membership through any other member, who can contact the inner members. If the applicants can dedicate themselves to the three basic purposes of the echoes, they are added to the network of any existing member. Associate society minds can and often do induct members to the organization, although the range of that particular society mind's network limits activity unless the new members travel with the society mind. Adventurers interested in joining should seek to apply directly to an inner member, who can maintain connections anywhere an adventurer may travel. Inner members are busy and difficult to directly track down, so inexperienced parties or those not willing to do a bit of legwork find joining difficult.

It is practically impossible for a society mind to attain epic-level status without being noticed by the Cosmic Echoes, given the sheer size of the networks they maintain. At some point early in their epic career, most epic society minds are approached by a member of this organization, and should they wish to join, they are inducted by mutually joining each other's networks.

**Duties:** Beyond the three general goals mentioned above, the Cosmic Echoes do not put any special duties on their members. To do so, they feel, would alter the nature of the networks they form. An individual associate member is under no obligation to behave in any particular way with the group as a whole. It is generally expected that this ambivalence be returned in kind; if a fellow member does something loathsome to a new member, the new member is generally expected to maintain contact nonetheless. (There have been cases where extremely disharmonious behavior has led to expulsion (removal from every inner member's network), but this has only occurred with the consensus of every inner member.)

Since members tend to behave normally, they also retain their individual sensibilities. Asking for favors within the organization usually calls upon a commensurate favor in return, although such deals are likely to be out of necessity or formality rather than out of a desire for profit at the expense of another.

**Benefits:** Joining the Cosmic Echoes has one mechanical benefit: Inner members have access to the Epic Connections feat. This allows for far, far larger networks than usual, particularly if members of the new network are themselves members of other networks.

Associate members, regardless of their

background, find the Cosmic Echoes an incredible font of information. It can generally be assumed that any member of a Cosmic Echo network can be contacted in a few rounds at worst (although repeated contact can be considered annoying, and some society minds have been known to drop members that abuse this privilege). This is extremely helpful for traveling, as you'd frequently be "expected." It is also extremely useful for finding information -- Important news from across the multiverse is often broadcast as soon as a single member of one constituent network knows of it (such an effect cannot be controlled, it serves as a plot device). For more discrete information, respected members of the Cosmic Echoes find it extremely easy to locate tidbits of information. GMs are free to determine how to express this in their game, although large ad hoc bonuses to Gather Information, or a virtual Bardic Knowledge check, are considered good benchmarks. Disrespected members and ex-members of the network do not gain this benefit (though they retain the Epic Connections feat if they had learned it -- using it, however, may be another matter).

### Prominent Members

**Kessen D'Artael:** Kessen (NG human cleric [No deity, Healing/Knowledge] 3/society mind 5) is a doctor and teacher of medicine in a mid-sized rural town of your campaign. A tall fellow with short blond hair, he walks with a limp and appears weaker than he should be, as the victim of an undead attack during his formative years, but maintains an air of dignity and respect for other beings. A member of the Cosmic Echoes for reasons of their own, he continues to heal and teach others to heal. If he considers the PCs good people, he will serve as a contact point for other members. Regardless of his outlook on the PCs morals or ethics, however, he is a doctor first and foremost, and will heal them as best he can, frequently asking nothing more than information or the occasional favor in return. Unlike most society minds, he isn't likely to travel -- he appreciates his community too much, and his disability makes traveling difficult in the best of times.

### Organizational Specialty: Harmonizer (*Thrallherd*)

**Organizational requirement:** Membership in Cosmic Echoes for at least one month.

**Code of Conduct:** As a harmonizer, you cannot directly interfere with the development

of history: if your name would go down in the history books as a major player in a particular event, you must stay in the area and manipulate events or memories until this is no longer the case. (The Gather Information and Knowledge: Local skills can be invaluable in determining the "word on the street" that will eventually become history.) It is permissible to actively interfere by proxy, and to be present when events take place, just so long as it isn't evident to observers that you are pulling the strings. Most harmonizers don't even engage in such active manipulation, opting instead to give advice and guidance, or by devoting the resources of their supporters to a particular cause.

**NOTE:** Events prior to your harmonizer training aren't held against you when determining your candidacy for this class; many famous leaders who 'faded from history' or 'withdrew to obscurity' were in fact harmonizers who opted to hide their later influence.

The harmonizer is an adaptation of the thrallherd (*Expanded Psionics Handbook*, page 153). Instead of sending out a psychic call for servants, you instead establish a longer-range, but limited, form of a society mind's worldthought network. The thralls and believers do not represent people who are willing to serve you, but rather reflect those with mindsets the most like yours, and as such the most likely to understand what each other is thinking. Many of these followers are actually also connected to the Cosmic Echoes in some way, shape, or form.

Most harmonizers are society minds and telepaths. To take a level of harmonizer, you must meet the organizational requirement as well as all the requirements for the thrallherd class (Diplomacy 4 ranks, Knowledge [Psionics] 8 ranks, Inquisitor feat, manifester level 5, able to manifest *mindlink*), and be about to take your 1st, 5th, 7th, or 9th level in thrallherd. Unlike most other organizational specialties, harmonizers *must* take the first level of this class to take any of the later specialties (after that, you are free to choose between the normal and specialty levels; most harmonizers select all of them).

Harmonizers are identical to thrallherds except as follows:

**Class skills:** Add Knowledge (History), Knowledge (Local), and Speak Language to the list of thrallherd class skills.

**Harmony (Ex), Second Harmonic (Su):** Harmonizers gain the Thrallherd ability at first level, except they refer to things differently due to their different outlook. Rather than sending out a call for servants, a harmonizer calls to those who share his outlook and mission, and those who are of like mind and heart answer the call of their own free will.

The Thrallherd ability is renamed to Harmony. Thralls and believers are respectively known as agents and supporters, and unlike normal thralls and believers, every agent and supporter must be psionic. Most have the Wild Talent feat or are members of naturally psionic races, but others are augurs or more powerful psionic classes. Many also share some connection to the Cosmic Echoes, although this isn't a requirement (and in fact, several prominent members began their membership as supporters of a harmonizer).

Harmonizers also rename Twofold Master to Second Harmonic at 10th level, but the ability is otherwise unchanged.

**Worldthought Network (Su):** Levels in harmonizer stack with levels in society mind for all purposes relating to a worldthought network. If the harmonizer is not a society mind, he gains the ability to establish a worldthought network with others, exactly like a society mind of his class level. This only applies to the worldthought network itself (including range and number of members), not to any class features that operate through it (such as Spirit of Many, Telepathy, or Network Sense), although those abilities continue to function as normal if the harmonizer possesses them.

**Metaconcert (Ex):** Harmonizers of 5th level do not learn *psionic dominate*, but instead learn *metaconcert* (see Chapter 7: Powers for changes to this power). Once per day, they may reduce the cost of *metaconcert* as a thrallherd reduces the cost of *psionic dominate*.

**Synchronizer (Ex):** Instead of gaining a free

Table 6-2: THE HARMONIZER

Level	BAB	Fort	Ref	Will	Special	Manifesting Progression
1	+0	+0	+2	+2	Harmony, worldthought network	-
5	+3	+1	+4	+4	<i>Metaconcert</i>	+1 level existing class
7	+5	+2	+5	+5	Synchronizer	+1 level existing class
9	+6	+3	+6	+6	Resonant connection	+1 level existing class

augment of *psionic dominate*, a harmonizer of 7th level learns to manifest *metaconcert* using his personal worldthought network as a focus. He adds the following augment to *metaconcert*:

**Augment:** If you spend 4 additional power points, this power does not emit an emanation as normal. Instead, you can add any willing, psionic member of your worldthought network to the *metaconcert* as if they were in the power's normal area, even if there is more than 20 ft between you, up to the maximum number of members *metaconcert* can support. *Metaconcert* manifest this way does not interfere with members' move actions; they can move and act normally without risk of dropping out of the metanetwork. They may elect to leave the *metaconcert* via mental signal; you cannot stop them from leaving if they decide to do so. If the harmonizer is incapable of manifesting *metaconcert* (for instance, if he took the standard 5th level of thrallherd instead of the organizational specialty level), this ability provides no benefit until he is able to manifest it.

**Resonant Connection (Su):** Instead of gaining a free augment of *psionic dominate*, a harmonizer of 9th level learns to draw upon his harmonic network as a source of psychic power. To use this ability, he must expend his psionic focus. When a harmonizer manifests a psionic power, he may draw upon the power point reserve of a willing agent, supporter, or member of his worldthought network that he has line of effect to, effectively using them as a cognizance crystal. He may not entirely deplete any single source of power points this way – such a creature must be left with at least one power point remaining after the resonant connection.

**Ex-Harmonizers:** Harmonizers that violate their code of conduct lose access to all of their advanced class features except their Harmony and Second Harmonic abilities, although his effective Leadership score is reduced by half. The only way to regain his lost abilities is to rejoin the Cosmic Echoes (if necessary) and work to restore his historical anonymity – not even an *atonement* spell can restore his abilities. *GM Note:* It shouldn't be impossible to recover these abilities, although it should take effort – perhaps even 'sitting out' during an upcoming adventure while the harmonizer erases his reputation behind the scenes.

## The Mindwatch

Ever watchful for threats against those who wield psionic power, the Mindwatch have spent decades seeking out and eliminating enemies. Unlike the Enlightenment, the members of the Mindwatch have no qualms with manipulating the thoughts and emotions of others, if the result is the safety of its members. The ends justify the means to the members of the Mindwatch.

**Base of Operations:** The Mindwatch are a secretive group, and as such, their bases of operations tend to be hidden behind fronts of businesses or homes. The primary meeting place for the Mindwatch is rumored to be the home of a high-ranking official.

**Alignment:** Lawful Neutral.

**Size:** Over a score core members, with several dozen agents and more associate members.

**Members:** Core members of the Mindwatch are typically telepaths and seers, although some spellcasters are also thought to be members.

**Motto:** "Guard thy thoughts."

**Description:** Originally founded when the populace started a widespread persecution of manifesters, the Mindwatch was a splinter group of the Enlightenment and acted as a safe house for manifesters seeking to avoid detection. By synergizing their telepathic and clairsentient abilities, the members learned to hide their psionic abilities and identities from would-be persecutors. Over the years, as the persecution subsided, the group continued to grow, looking to turn the powers they had developed to protect themselves into a means to ensure such an act of persecution did not return. Since the splinter group formed, many have forgotten it was even originally a part of the Enlightenment, except for a few of the oldest elan members of each organization.

**Joining:** As the Mindwatch strives to maintain its anonymity, joining is all but impossible unless approached by a current member. Higher level telepaths and seers are more likely to get approached by current members as possible inductees, although the organization is not actively seeking to expand their numbers. Any capable adventuring parties with a predisposition towards the group's mentality may be approached for occasional tasks, even if they lack psionic ability of their own.

**Duties:** It is the duty of the members of the Mindwatch to ferret out those who would unjustly persecute manifesters. If diplomacy

cannot win the fight with the possible persecutor, they have been known to permanently silence those who would oppress the wielders of psionic power. Individual members or groups thereof may also be assigned their own operations, the natures of which vary greatly.

**Benefits:** Members of the Mindwatch are aware of possible persecution before a mob can form to cause trouble. Due to their ability to read and manipulate others' minds, they also tend to be in positions of political power, shaping the society around them. New members can expect that, should they need someone's mind changed for a legitimate reason to the organization, a higher level member will assist in that endeavor. Junior members seeking this aid on a regular basis may have their status as a member of the Mindwatch put under review, as the organization needs those who can work independently, not those who require assistance for the majority of their tasks. Additionally, adventurers can retreat to larger Mindwatch safehouses for training in the psionic arts – if a psionic class improves mind control, deception, information gathering, or stealth, the Mindwatch can probably train you in it. Sighted seekers (see Chapter 5: Prestige Classes) fit the description on practically every front, and are common in the Mindwatch.

### Prominent Members

**Vaerin D`uvre:** Cold and calculating, Vaerin (LN male human ranger 1 / seer 5 / sighted seeker 6) is the preeminent tracker of the Mindwatch. Using his abilities to track down those suspected of fostering ill will toward manifesters, Vaerin is merciless in ensuring no threats are left intact.

A regular field agent, Vaerin is a typical point of contact for those seeking to reach the Mindwatch and can act as a liaison or, for fellow members, as a tracker if the need arises. His whereabouts change quite regularly, so it is not uncommon to find Vaerin in unusual locations or remote areas. In general, people don't find him – he finds them.

### Organizational Specialty: Psychic Watchman (*Sighted Seeker*)

**Organizational requirement:** Any Lawful alignment, membership in the Mindwatch for at least one month, successful completion of at

least two Mindwatch missions with flying colors, one of which must be the (nonlethal) capture of a criminal (as defined by the Mindwatch; non-watchmen aren't empowered to judge others as criminals).

**Code of Conduct:** A psychic watchman places the safety of others before her own well-being. She does not knowingly commit crimes (both as defined by the Mindwatch and any local authority) without an express pardon in advance from a legitimate authority, unless that crime is the only viable way to apprehend a suspect. She does not use unnecessary violence in the apprehension of suspects, and, whenever possible, brings suspects to justice without killing them. She values proof over suspicion, and only invokes her authority as a watchman if she has unimpeachable evidence or a confession of involvement. Supernatural evidence is not as 'solid' as tangible evidence to the watchman; psychic powers aren't enough to convict someone, but they can guide the watchman to the right spot for her to legally capture him.

The psychic watchman is the Mindwatch's loyal guardsman and police officer. While similar to other sighted seekers, she tends to take a more active role in the hunting of criminals -- taking them down on her own, red-handed and unable to escape. Since this involves homing in on a crime *before* it takes place, she focuses less on following leads and more on actively rooting out criminals beforehand. In exchange for stronger martial abilities, all psychic watchmen are subject to intense psychic conditioning. They know if any potential course of action will be in violation of their oaths to the Mindwatch, and will not willingly proceed with such actions (GM note: similar to a phylactery of faithfulness, you must inform a watchman if her planned course of action will violate her code). This conditioning is not infallible -- it is possible for a psychic watchman to break the oath, although she will not do so lightly (it may require compulsion effects).

All psychic watchmen begin their careers as normal sighted seekers, and thus have similar backgrounds to the seekers, mostly being rangers or seers. More than a few have the spark of paladinhood in their souls, although most who become watchmen prefer more subtle methods in hunting down lawbreakers and those who persecute others. To take a level of psychic watchman, you must be a sighted seeker about to take your 2nd, 5th, 7th, or 9th level in that class, and meet the organizational requirement

above. Psychic watchmen are under no onus to take every one of these alternative levels -- in fact, most are encouraged to develop their own style by combining the elements they feel are useful from seeker training with watchman training.

**Warrant Officer:** Selecting any one of the psychic watchman specialty levels grants a candidate access to special training at any Mindwatch safehouse. Upon successful completion of this training (which takes 1d4+3 days), the watchman is granted special authority in the field. She may issue Mindwatch warrants for wanted criminals (including those she herself locates), provided such warrants do not conflict with her code of conduct. She may contact Mindwatch safehouses to garner the aid of junior members if necessary, although her superiors still need to approve the mission. Organizations that respect Mindwatch authority (or those that the Mindwatch manipulates behind-the-scenes) may honor these warrants as well, and will cooperate with watchmen in hunting down and capturing wanted criminals. To organizations that are unaware of the Mindwatch or those who do not respect its authority, a warrant is little more than a scrap of paper with fancy words on it.

Additionally, a watchman with warrant officer training does not take the standard -4 attack penalty when attempting to deal nonlethal damage.

**Ever Vigilant (Su):** A psychic watchman may choose not to gain the passive seeking ability of a standard sighted seeker at 2nd level, instead gaining this ability. While she is psionically focused, she is treated as if under the effects of *detect hostile intent*, with a manifester level equal to twice her class level. Every two levels beyond 2nd, the range and radius of this ability increase by 10 ft (40 ft at 4th level, 60 ft at 6th, and so on). She may make Sense Motive checks as a free action against anyone within range of this ability, instead of within 30 ft.

**Watch from the Shadows (Ex):** Instead of gaining Seeker's Analysis at 5th level, a psychic

watchman may instead gain the Inquisitor, Mental Dampening <sup>UT</sup>, and Mentally Inconspicuous <sup>UT</sup> feats, even if she doesn't meet the prerequisites. Unlike the normal use of Inquisitor, she may choose to benefit from a +5 bonus on Sense Motive checks to oppose Bluff checks while she is psionically focused (she may still expend her psionic focus to gain the feat's normal benefit). Leaving the investigation of past crimes to the seekers, a watchman instead blends into the background and observes potential criminals until she can catch them red-handed. For less physical crimes, a bit of interrogation gets the job done just as accurately.

**Psychic Inquisitor (Su):** If a psychic watchman selected the Watch from the Shadows ability at 5th level, she may choose to either gain the Seeker's Analysis ability (as a 5th level sighted seeker) or this ability at 7th level. Those who selected Seeker's Analysis at 5th level may not gain this ability, and instead gain Sighted Analysis. A watchman with Psychic Inquisitor may choose to expend 1 power point instead of her psionic focus when using her Inquisitor feat. If she instead expends 3 power points while she is psionically focused, her Inquisitor feat supercharges: for the duration of her conversation, while she remains psionically focused, she automatically knows when an intelligent, living being intentionally lies to her. She may detect a maximum number of lies per conversation equal to her Wisdom modifier. Psychic watchmen would be wise to refrain from supercharging Inquisitor frivolously -- once a conversation with an individual ends, the watchman must wait 8 hours before being able to use this ability again on the same individual. She decides when, or if, to supercharge her Inquisitor feat during conversation as an immediate action.

As her skills at interrogation improve, so too do her infiltration techniques; an experienced watchman gains the ability to blend into the foreground and strike without warning. If she spends 3 power points while she is psionically

Table 6-3: THE PSYCHIC WATCHMAN

Level	BAB	Fort	Ref	Will	Special	Manifesting Progression	PP	Powers Known	Max Level
2	+1	+0	+3	+3	Ever vigilant, warrant officer	+1 level existing class	5	3	1st
5	+3	+1	+4	+4	Watch from the shadows, warrant officer	+1 level existing class	22	6	2nd
7	+5	+2	+5	+5	Psychic inquisitor, warrant officer	+1 level existing class	42	8	3rd
9	+6	+3	+6	+6	The shadow, warrant officer	+1 level existing class	70	11	4th

focused, she gains the benefit of the Out of Mind, Out of Sight <sup>UT</sup> feat for three minutes. If she loses her psionic focus while this ability is active, she loses the benefit of that feat until she refocuses.

Like Sighted Analysis, Psychic Inquisitor can be augmented. When supercharging Inquisitor, every additional power point spent adds one to the maximum number of lies per conversation a watchman can detect, and cuts the recharge time in half (4 power points for 4 hours, 5 power points for 2 hours, and so on). When blending into the foreground, every additional power point spent adds one minute to the duration of the effect, and grants the watchman a +2 bonus on Hide and Move Silently checks during this duration. As with Sighted Analysis, a psychic watchman cannot spend more power points on a single use of Psychic Inquisitor than her class level.

**The Shadow (Su):** A master watchman can choose to master the powers of stealth over the powers of perception, gaining this ability at 9th level instead of the Sight. A psychic watchman with the Shadow adds *mass cloud mind* to her list of powers known as a 4th level power. Furthermore, she may augment that power: For every 2 additional power points she spends, the save DC increases by 1, or by 2 against a mark. A psychic watchman with the Shadow may still learn *remote viewing* normally, but does not gain any of the Sight's special functions related to it.

**Ex-Watchmen:** All the special powers described above require special components of the psychic watchman's conditioning to function. If this conditioning is violated (such as by breaking the code of conduct), the benefits of these levels is lost. An *atonement* spell or similar effect (available at any Mindwatch outpost) can reverse this, although such reversals are not given out lightly. In fact, they go on the permanent record of the watchman -- and after three infractions, they are cast out of the ranks of the Watchmen, never again able to regain their watchman powers (further *atonements* instead grant watchmen the replaced abilities of the sighted seeker). Such fallen watchmen are free to remain less formal members of the Mindwatch, although they often strike out independently as free agents instead.

## The Enlightenment

Those who walk the path of enlightenment believe that true power comes only from true understanding. The varied members of the

Enlightenment have helped to overthrow tyranny and oppression in peaceful methods if possible, although in extreme situations, they have been known to take up arms.

**Base of Operations:** Because the calling to spread enlightenment is not isolated to a specific region, there is no single base of operations for the members of the Enlightenment. The more prominent members may have houses or keeps as needed for the cause, but there is no singular location.

**Alignment:** Neutral Good.

**Size:** Several hundred direct members, with tens of thousands of associate members and field agents.

**Members:** Full members of the Enlightenment are either enlightened exemplars or enlightened protectors, as described in chapter 5. Associate members are those who are seeking to become enlightened exemplars or protectors, or those non-manifesters working on their own to spread understanding based upon the tenets of the organization.

**Motto:** "By following along the path toward enlightenment, you set yourself free."

**Description:** The name the Enlightenment does not truly capture what this organization is. It is merely what most members and outsiders choose to call it, not being able to truly communicate the abstract thought that is enlightened consciousness. When the organization is referred to through telepathic speech, it carries a different name which cannot be expressed in words.

The Enlightenment embodies using logic and reason to examine the doctrines of the world and, through peaceful measures, change any doctrines that are harmful to society. The organization also promotes the spread of knowledge, in particular knowledge of psionics and its uses. By removing the mystery of psionics, it helps to eliminate much of the fear and hatred that the ignorant possess.

**Joining:** Becoming a member of the Enlightenment entails proving to the association that you are dedicated to the cause of peacefully expanding the minds of others. Members of the organization travel openly; locating an individual member for initial tutoring and contact with the Enlightenment leadership should not be a difficult task. Ironically, they are easiest to find in places where oppression or psionic persecution run rampant, attempting to peacefully educate the population.

New applicants must understand that the use of mind-affecting abilities on the unwilling is not acceptable, as it does not enlighten another, but

instead stunts their mental development. A full member of the Enlightenment swears an oath to never affect an unwilling subject with any mind-affecting ability, from any source under their control (including psionic items). Deception of others about the nature of such an ability (such as wrongfully convincing a target that an ability is harmless) or using such abilities on targets while they sleep goes against this oath, as does promoting the use of such abilities in others. Although a member of the Enlightenment may find the behavior of some telepaths horrid, he is under no special restriction in choosing his associates.

This oath has a supernatural component to it, in the form of willingly accepting a minor telepathic effect, similar in nature to a latent *programmed domination* <sup>UT</sup> although significantly less malicious. Any member who breaks this oath has the telepathic effect trigger, which immediately and unquestionably blocks the violator from gaining any benefit from class features gained in either of the Enlightenment's prestige classes, locking those areas of his training away from him. This block cannot truly be removed: those who oppress the wills of others must face the harsh reality of what they have done by living with it forever.

If the oath was broken without the member's control, such as from that member being under the control of another, they may seek to rectify their actions: the Enlightenment's leaders typically assign a task of the ex-member, and upon successful completion of the task, render the block latent once again. If such activities are taken willingly, that individual is ejected from the Enlightenment for violating one of the core principles of the organization. The nature of the telepathic block records the state of mind of the bearer when triggered; it is impossible to hide intent at the time of triggering from the leaders of the Enlightenment. Thus, it is impossible to 'cheat the system' through false appeals of intent – those who willingly violate the oath and are not repentant are automatically ejected.

**Duties:** It is the duty of every member of the Enlightenment to spread knowledge and to re-evaluate current knowledge. Only by questioning assumptions can mistakes be caught and corrected. Knowledge is a powerful tool and

by distributing it to others, it empowers them to have a positive impact on their own lives. Similarly, it is the duty of all members of the Enlightenment to oppose tyranny that oppresses the minds of its subjects. If this can be done in a peaceful fashion, the preferred method, that would be the appropriate path for a member of the Enlightenment, although the militant arm of the organization, the enlightened protectors, exist to handle the situation if a peaceful end is not possible.

**Benefits:** Members of the Enlightenment freely trade knowledge with each other. For techniques such as item creation or *psychic surgery*, given enough time, a member of the Enlightenment is nearly guaranteed to find a member of the organization that knows any given power.

### Prominent Members

**Tyrl Lureth:** Tyrl (CG female human nomad 5 / enlightened mind 5) tends to rub others the wrong way, despite her attempts to preach the ways of enlightenment. Possessing a hawk-like nose and long, curly black hair, Tyrl's brash personality tends to set off those she tries to teach. Despite this juxtaposition, she still manages to find those who seek to learn from her the path of enlightenment, several of the newer members enjoying her rough personality, embracing the sincere message she preaches, instead of the wordplay used by other faiths.

Tyrl can be approached to provide obscure facts and has an uncanny knack for putting seemingly unconnected pieces of information together to find an underlying cause or issue. Tyrl can serve as a contact for characters who are members of this organization. Members of the Enlightenment find she's one category friendlier to them than she would normally be.

**Oren Ar'ohtar:** Oren (NG male half-giant psychic warrior 6 / enlightened protector 4) is tall, sturdy, and muscular, with black hair and piercing grey eyes. With a quick eye and a fast hand, Oren takes his post as an enlightened protector very seriously; early in his career, he lost several members of a band he was guarding to an ambush. Since the encounter, he has spent his extra time practicing his combat skills to prevent such a reoccurrence.



The powers presented here expand those in the *Expanded Psionics Handbook*. Additionally, two new descriptors are introduced along with a subschool of psychometabolism. Any changes to existing powers are noted in the relevant areas of the text.

In addition to an array of new and interesting powers for all psionic classes, Untapped Potential also introduces a possible replacement for the shapechanging powers in the *Expanded Psionics Handbook*. This replaces a few existing problematic powers, while several more gain a bit of extra functionality. There are even some powers unrelated to shapechanging which draw upon aspects of these rules. If you like the proposed change to shapechanging, it isn't difficult to transfer this model over to spellcasting.

**NEW DESCRIPTOR: [Network]**

The Network descriptor relates to powers that draw in some way on the psychic connections between creatures. While anyone with specialized training (Expanded Knowledge feats) can learn and use these powers, a society mind has special options when manifesting them, and can achieve results far and beyond any other manifester with them.

Like most descriptors, the Network descriptor does not provide any specific ability. Rather, certain society Mind class features only work when dealing with a Network power. For mechanical information, see the spirit of many and efficient network features of the society mind class.

**Retroactive Additions:** The *dimension swap*, *empathic transfer*, *sense link* and *psychic bodyguard*<sup>HC</sup> powers are considered to have the Network descriptor. All other Network powers are new, from this book.

**NEW DESCRIPTOR: [Formbound]**

Powers that carry the Formbound descriptor depend on imprinting the form of an available creature, usually by touch. This imprinted form serves as a catalyst for the power, similar to a focus for an arcane spell, and the power draws its parameters from the imprinted form.

Any character with a manifester or caster level of 3 or higher who can manifest at least one power or cast at least one spell with this descriptor may imprint the form of one willing living creature (or one who has been dead for no longer than 1 hour per caster/manifester level) into his own body. Imprinting a form takes 1 minute of continued physical contact, but no further action on the character's part. A



character cannot imprint a form if it has more hit dice than he has character levels, nor can he imprint forms that were never alive (monsters of the construct and undead types -- even if an undead creature was made from a previously living form, its essence is too far removed from its original type to imprint).

A character can imprint one additional form per five caster or manifester levels. The Formbinder and Master Formbinder feats and the anyform savant prestige class can increase this limit. Attempts to imprint additional forms beyond this limit automatically fail. However, as a standard action, a character may choose to abandon any number of imprinted forms, losing access to them (unless he imprints them again later), but allowing him to imprint additional forms. Unless he abandons the form, an imprint lasts a lifetime.

An imprinted form loses many of the characteristics of the individual it was imprinted from. An imprinted form is an average example of that kind of creature in all ways. Traits such as extraordinary ability scores, class levels or features, and templates are not stored in an imprint. No spell-like, psi-like, spellcasting, or manifesting abilities can be imprinted, nor can a character imprint any abilities that modify how such abilities are used, cast, or manifested.

Certain supernatural effects disrupt the ability to imprint forms: a character cannot imprint the form of a summoned creature, nor can they imprint the form of any creature with the Extraplanar subtype (although outsiders may be imprinted if a character attempts to imprint them on their native plane). Similarly, creatures with the Incorporeal or Swarm subtypes cannot be imprinted.

When using a Formbound effect, a character may substitute his own form or the form of a willing or unwilling creature he touches while manifesting/casting the effect in place of an imprinted form (and indeed must do so if he is using such an effect before his caster or manifester level is 3). This substituted form cannot have more Hit Dice than the character has levels, and must be of a valid type (and subtype). This creates a temporary imprint that doesn't count toward his maximum number of imprints, but fades when the effect does.

#### **NEW SUBDISCIPLINE: (Shapechanging)**

The Shapechanging subdiscipline signifies powers of the psychometabolism discipline that alter the shape and nature of the body.

**Retroactive Additions:** The following powers

are considered members of the Shapechanging subdiscipline: *alloyed hide*<sup>HC</sup>, *animal affinity*, *biofeedback*, *bite of the wolf*, *chameleon*, *claws of the beast*, *compression*, *construct toughness*<sup>HC</sup>, *ectoplasmic form*, *expansion*, *form of doom*, *oak body*, *psychofeedback*, *shadow body*, *thicken skin*, *unleash idbeast*<sup>HC</sup>. All other powers of the Shapechanging subdiscipline are new, from this book.

**Retroactive Removals:** The following powers from the *Expanded Psionics Handbook* are not intended for use with the Shapechanging and Formbound rules: *metamorphosis*, *greater metamorphosis*. If you previously knew either of these powers and have adopted these rules, speak with your GM about replacing them with *assume form* and related powers. If your character focused on shapechanging as a critical part of their design, you may need to rebuild your character from level 1 with levels in the anyform savant prestige class (see Chapter 5: Prestige Classes).

### **Power Lists**

New powers are marked with a <sup>UT</sup> and are described below. Powers marked with a <sup>HC</sup> originally appeared in *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell. The powers not marked are from the *Expanded Psionics Handbook*. An <sup>A</sup> following a power's name indicates the power can be augmented. An <sup>X</sup> indicates that the power carries an experience point cost.

### **MARKSMAN POWERS**

All powers are from the *Expanded Psionics Handbook* unless noted otherwise.

Certain powers behave slightly different for a marksman manifesting them; such differences (if any) are noted in italics on this list if the power originated in another book.

#### **1ST-LEVEL MARKSMAN POWERS**

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

**Avaunt**<sup>AHC</sup>: You gain a +2 bonus on your Intimidate check.

**Bolt**<sup>A</sup>: You create a few enhanced short-lived bolts, arrows, or bullets.

**Boost**<sup>AUT</sup>: Launch a projectile without its launcher.

**Bound**<sup>AHC</sup>: You gain a +2 bonus on your Jump check.

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

**Catfall**<sup>A</sup>: Instantly save yourself from a fall.  
**Chameleon**: Gain +10 enhancement bonus to Hide checks.

**Circumstance Shield**<sup>A HC</sup>: You gain a +2 insight bonus on Reflex saves.

**Clot**<sup>HC</sup>: You resist bleeding.

**Conceal Thoughts**: You conceal your motives.

**Detect Psionics**: You detect the presence of psionics.

**Dissolving Weapon**<sup>A</sup>: Your weapon deals 4d6 acid damage.

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

**Far Hand**<sup>A</sup>: Move small objects at a limited distance.

**Float**: You buoy yourself in water or other liquid.

**Foxhole**<sup>A UT</sup>: Quickly 'dig' a trench or shelter.

**Metaphysical Weapon**<sup>A</sup>: Weapon gains +1 bonus.

**My Light**<sup>A</sup>: Your eyes emit 20-ft cone of light.

**Precognition, Defensive**<sup>A</sup>: Gain +1 insight bonus to AC and saving throws. <sup>A</sup>

**Precognition, Offensive**<sup>A</sup>: Gain +1 insight bonus on your attack rolls.

**Prescience, Offensive**<sup>A</sup>: Gain +2 insight bonus on your damage rolls.

**Prevenom Weapon**<sup>A</sup>: Your weapon is mildly poisonous. [*Ranged weapons bestow this effect on their ammunition*]

**Resistance, Psionic**<sup>A HC</sup>: You gain a +2 resistance bonus on saves for one minute/level.

**Slow Light**<sup>HC</sup>: Languid movement of light grants the target a 10 percent miss chance. [*May only target self*]

**Trick Shot**<sup>UT</sup>: Small moving object performs one stunt.

**Vigor**<sup>A</sup>: Gain 5 temporary hit points.

#### 2ND-LEVEL MARKSMAN POWERS

**Body Adjustment**<sup>A</sup>: Heal 1d12 damage.

**Body Equilibrium**: You can walk on nonsolid surfaces.

**Body Purification**<sup>A</sup>: 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.

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

**Ephemeral Bolt**<sup>A UT</sup>: Create phasing projectiles with a delayed-damage effect.

**Levitate, Psionic**: Subject moves up and down at your direction. [*Manifest as a psychic warrior*]

**Localized Windstorm**<sup>A UT</sup>: Increase or

decrease winds in a small, controllable area.

**Psionic Scent**: Gain the scent ability.

**Share Pain**: Willing subject takes some of your damage.

**Steal Item**<sup>A HC</sup>: Distant or tended objects appear in your grasp.

**Sustenance**: Go without food and water for one day.

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

#### 3RD-LEVEL MARKSMAN POWERS

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

**Control Air**<sup>A</sup>: You have control over wind speed and direction.

**Danger Sense**<sup>A</sup>: Gain +4 bonus against traps.

**Darkvision, Psionic**: See 60 ft in total darkness.

**Dimension Slide**<sup>A</sup>: Teleports you a very short distance.

**Energy Adaptation, Specified**<sup>A</sup>: Gain resistance 10 to one energy type.

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

**Hustle**: Instantly gain a move action.

**The Arrow Knows the Way**<sup>A UT</sup>: Ranged attacks follow imaginary path to target.

**Touchsight**<sup>A</sup>: Your telekinetic field tells you where everything is.

**Ubiquitous Vision**: You have all-around vision.

#### 4TH-LEVEL MARKSMAN POWERS

**Aura Sight**<sup>A</sup>: Reveals creatures, objects, powers, or spells of selected alignment axis.

**Evade Burst**<sup>A</sup>: You take no damage from a burst on a successful Reflex save.

**Freedom of Movement, Psionic**: You cannot be held or otherwise rendered immobile.

**Keen Edge, Psionic**: Doubles normal weapon's threat range.

**Mirror Shot**<sup>A UT</sup>: Reflects alternate realities, partially duplicating a projectile in midair.

**Physical Acceleration**<sup>A UT</sup>: You move faster, gain +1 on attack rolls, AC, and Reflex saves.

**Psychic Reformation**<sup>A X</sup>: Subject can choose skills, feats, and powers anew for previous levels.

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

**Truevenom Weapon**: Your weapon is horribly poisonous. [*See Prevenom Weapon*]

**Zealous Fury**<sup>A UT</sup>: Subsequent attacks are as accurate as previous ones.

#### 5TH-LEVEL MARKSMAN POWERS

**Adapt Body:** Your body automatically adapts to hostile environments.

**Barrage** <sup>UT</sup>: Execute a flurry of swift attacks against nearby targets.

**Cloud Mind, Mass:** Erase knowledge of your presence from the minds of one creature/level.

**Inertial Barrier:** Gain DR 5/-.

**Power Resistance:** Gain PR equal to 12+level.

**True Seeing, Psionic:** See things as they really are.

### PSION/WILDER POWERS

All powers presented on the Psion/Wilder list below are new powers from this book except *affinity field and attraction*, which originally appeared in the *Expanded Psionics Handbook* and are expanded below.

#### 1ST-LEVEL PSION/WILDER POWERS

**Attraction** <sup>A</sup>: Subject has attraction you specify; augment for “addiction” effect.

**Blinding Flash** <sup>A</sup>: Sudden burst of light dazzles opponent.

**Foxhole** <sup>A UT</sup>: Quickly ‘dig’ a trench or shelter.

**Unearthly Terror** <sup>A</sup>: Terrify an enemy with sustained images.

#### 2ND-LEVEL PSION/WILDER POWERS

**Disrupting Lash** <sup>A</sup>: Quickly disrupt another's concentration.

**Dull the Edge** <sup>A</sup>: Delay opponent's reactions, leaving him open to attack.

**Everyman** <sup>A</sup>: You appear more average, blending into crowds.

**Induce Pleasure** <sup>A</sup>: Triggers target's pleasure sensors, distracting and weakening it.

#### 3RD-LEVEL PSION/WILDER POWERS

**Guarded Sleep:** Subject's mind is protected while asleep, and awakens in peak condition.

**Produce Image** <sup>A</sup>: Generate field of light that replicates an imprinted form.

#### 4TH-LEVEL PSION/WILDER POWERS

**Intellect Feast** <sup>A</sup>: Ephemeral tentacles drain opponent's Intelligence and you become smarter.

#### 5TH-LEVEL PSION/WILDER POWERS

**Bliss** <sup>A</sup>: Overloads target's pleasure sensors, rendering it unconscious and weakened.

#### 9TH-LEVEL PSION/WILDER POWERS

**Affinity Field:** Effects that affect you also affect others

**Energy Maelstrom** <sup>A</sup>: Storm of energy deals 15d6 damage, then 5d6/round.

### PSION DEVOTION POWERS

All powers presented on the devotion lists below are new powers from this book except *aversion, metaconcert, and true mind switch*, which originally appeared in the *Expanded Psionics Handbook* and are expanded below.

#### EGOIST DEVOTION POWERS

**3 Assume Form** <sup>A</sup>: Transform your body into an imprinted form.

**Physical Acceleration** <sup>A</sup>: You move faster, gain +1 on attacks, AC, and Reflex saves.

**4 Inanimate Transformation:** You assume the form of an object.

**5 Assume Ability** <sup>A</sup>: Gain the extraordinary attack

**9 Fluidic Form:** Transform yourself quicker and more efficiently than before.

#### KINETICIST DEVOTION POWERS

**3 Earthshaker** <sup>A</sup>: Damage and knock targets prone; deal force damage to burrowers.

**Localized Windstorm** <sup>A</sup>: Increase or decrease winds in a small, controllable area.

**Skeletal Eruption** <sup>A</sup>: Induce a lethal vibration in target's skeleton.

**5 Kinetic Aura** <sup>A</sup>: Store damage dealt to you and release it later.

#### NOMAD DEVOTION POWERS

**1 Trick Shot** <sup>A</sup>: Small moving object performs one stunt.

**3 Temporal Dissociation** <sup>A</sup>: Each round counts as two for effects on the target.

**4 Rending Rift** <sup>A</sup>: Displace attacks towards you, gaining a miss chance and damaging weapons.

**6 Cathartic Apportation** <sup>A</sup>: Teleport a subject, but leave harmful aspects behind.

**7 Dueling Ground** <sup>A</sup>: Draw yourself and your enemy into a psychoplanar arena.

**9 Dimensional Oublette** <sup>A X</sup>: Target is trapped in imaginary space.

#### SEER DEVOTION POWERS

**1 Headcount** <sup>A</sup>: Instantly learn number of touched creatures and determine their locations.

**Psychic Tracking** <sup>A</sup>: Follow a creature's mental echoes.

#### SHAPER DEVOTION POWERS

**3 Ectoskeleton** <sup>A</sup>: Your astral construct

becomes a suit of battle armor.

**9 Astral Juggernaut<sup>A X</sup>:** Create an *astral juggernaut* to fight for you.

#### TELEPATH DEVOTION POWERS

**2 Aversion<sup>A</sup>:** Subject has aversion you specify; augment for “edict” effect.

**3 Battlesense<sup>A</sup>:** Mental heads-up display allows for improved teamwork.

**Empathic Adaptation<sup>A</sup>:** You resist empathic damage.

**4 Alienation<sup>A</sup>:** Subject loses ability to communicate with or understand others.

**Mnemonic Fugue<sup>A</sup>:** Subject cannot form short-term memories.

**5 Induce Cascade<sup>A</sup>:** Trigger a psionic cascade in the subject.

**Metaconcert<sup>A</sup>:** Mental concert of two or more increases the total power of the participants.

**6 Programmed Domination<sup>A</sup>:** As *psionic dominate*, but latent until triggered.

**9 Mind Switch, True<sup>X</sup>:** A permanent brain swap.

### PSYCHIC WARRIOR POWERS

All powers presented on the psychic warrior list below are new powers from this book.

#### 1ST-LEVEL PSYCHIC WARRIOR POWERS

**Blinding Flash<sup>A</sup>:** Sudden burst of light dazzles opponent.

**Foxhole<sup>A UT</sup>:** Quickly ‘dig’ a trench or shelter.

#### 2ND-LEVEL PSYCHIC WARRIOR POWERS

**Ephemeral Bolt<sup>A</sup>:** Create phasing projectiles with a delayed-damage effect.

**Everyman<sup>A</sup>:** You appear more average, blending into crowds.

**Flourish<sup>A</sup>:** Inspire allies and dishearten foes.

**Physical Acceleration<sup>A</sup>:** You move faster, gain +1 on attacks, AC, and Reflex saves.

#### 3RD-LEVEL PSYCHIC WARRIOR POWERS

**Dispatch<sup>A</sup>:** Set up and deliver spectacular finishing strikes.

**Earthshaker<sup>A</sup>:** Damage and knock targets prone; deal force damage to burrowers.

**Intellect Feast<sup>A</sup>:** Ephemeral tentacles drain opponent’s Intelligence and you become smarter.

#### 4TH-LEVEL PSYCHIC WARRIOR POWERS

**Mirror Shot<sup>A</sup>:** Reflects alternate realities, partially duplicating a projectile in midair.

**The Arrow Knows the Way<sup>A</sup>:** Ranged attacks follow imaginary path to the target.

**Zealous Fury<sup>A</sup>:** Subsequent attacks are as accurate as previous ones.

#### 5TH-LEVEL PSYCHIC WARRIOR POWERS

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

**Metaconcert<sup>A</sup>:** Mental concert of two or more increases the total power of the participants.

#### 6TH-LEVEL PSYCHIC WARRIOR POWERS

**Dueling Ground<sup>A</sup>:** Draw yourself and your enemy into a psychoplanar arena.

### SOCIETY MIND POWERS

All powers are from the *Expanded Psionics Handbook* unless noted otherwise. The *attraction*, *aversion*, and *metaconcert* powers presented below augment those that appear in the *Expanded Psionics Handbook*.

Powers denoted by a dagger (†) have the Network descriptor, with which society minds have special options. See above for more information on Network powers.

#### 1ST-LEVEL SOCIETY MIND POWERS

**Attraction<sup>A</sup>:** Subject has an attraction you specify; augment for “addiction” effect.

**Avaunt<sup>A HC</sup>:** You gain a +2 bonus on your Intimidate check.

**Aver<sup>A HC</sup>:** You gain a +2 bonus on your Bluff check.

**Broker<sup>A HC</sup>:** You gain a +2 bonus on your Diplomacy check.

**Call to Mind:** Gain additional Knowledge check with a +4 bonus.

**Detect Compulsion<sup>HC</sup>:** You know if the target is controlled.

**Detect Psionics:** You detect the presence of psionics.

**Judge<sup>A HC</sup>:** You gain a +2 bonus on your Sense Motive check.

**Know Direction and Location:** You discover where you are and what direction you face.

**Missive:** Send a one-way telepathic message to subject.

**Precognition:** Gain +2 insight bonus to one roll.

**Precognition, Defensive<sup>A</sup>:** Gain +1 insight bonus to AC and saving throws.

**Sense Link<sup>A†</sup>:** You sense what the subject senses (single sense).

**Skills as One**<sup>A+UT</sup>: You and another share training in a skill.

**Suppress Compulsion**<sup>AHC</sup>: You attempt to free a target temporarily from another's control using conflicting signals.

**Telepathic Projection**: Alter the subject's mood.

**Unearthly Terror**<sup>A+UT</sup>: Terrify an enemy with sustained images.

#### 2ND-LEVEL SOCIETY MIND POWERS

**Aversion**<sup>A</sup>: Subject has aversion you specify; augment for "edict" effect.

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

**Dimension Swap**<sup>A</sup>: You and ally or two allies switch positions.

**Disrupting Lash**<sup>AUT</sup>: Quickly disrupt another's concentration.

**Empathic Condition Relief**<sup>HC</sup>: You relieve a target's condition.

**Empathic Transfer**<sup>A+</sup>: Transfer another's wounds to yourself.

**Feat Leech**<sup>A</sup>: Borrow another's psionic or metapsionic feats.

**Missive, Mass**<sup>A</sup>: You send a one-way telepathic message to an area.

**Psychic Bodyguard**<sup>HC</sup>: You make a target's Will saving throw for it.

**Psychic Interference**<sup>A+UT</sup>: Disrupt foes' effectiveness with sustained hallucinations.

**Read Thoughts**: Detect surface thoughts of creatures in range.

**Sense as One**<sup>A+UT</sup>: Shared perceptions improve offense or defense.

**Sense Link, Forced**: Sense what subject senses.

**Sensitivity to Psychic Impressions**: You can find out about an area's past.

**Share Pain**: Willing subject takes some of your damage.

**Strength of My Enemy**<sup>A</sup>: Siphon away your enemy's strength and grow stronger.

**Sustenance**: Go without food and water for one day.

**Tongues, Psionic**: You can communicate with intelligent creatures.

#### 3RD-LEVEL SOCIETY MIND POWERS

**Battlesense**<sup>AUT</sup>: Mental heads-up display allows for improved teamwork.

**Body Adjustment**<sup>A</sup>: You heal 1d12 damage.

**Body Purification**<sup>A</sup>: You restore 2 points of ability damage.

**Danger Sense**: You gain +4 bonus against traps.

**Empathic Adaptation**<sup>AUT</sup>: You resist empathic damage.

**Empathic Transfer, Hostile**<sup>A</sup>: Your touch transfers your hurt to another.

**False Sensory Input**<sup>A</sup>: Subject sees what isn't there.

**Fate Link**<sup>A</sup>: You link the fates of two targets.

**Guarded Sleep**<sup>UT</sup>: Subject's mind is protected while asleep, and awakens in peak condition.

**Mind Trap**<sup>A</sup>: Drain 1d6 power points from anyone who attacks you with a telepathy power.

**Mindful Aura**<sup>AHC</sup>: Onlookers are shaken by your apparent power and majesty.

**Share Pain, Forced**<sup>A</sup>: Unwilling subject takes some of your damage.

**Solicit Psicrystal**<sup>A</sup>: Your psicrystal takes over your concentration power.

**Strike As One**<sup>A+UT</sup>: Mental bond improves allied combat coordination, allowing unusual flanking angles.

**Vampiric Blade**: You heal half of your base weapon damage.

**Withstand As One**<sup>A+UT</sup>: You and another share the use of the best saving throws between you.

#### 4TH-LEVEL SOCIETY MIND POWERS

**Alienation**<sup>A</sup>: Subject loses ability to communicate with or understand others.

**Correspond**: Hold mental conversation with another creature at any distance.

**Empathic Feedback**<sup>A</sup>: When you are hit in melee, your attacker takes damage.

**Head Trip**<sup>AHC</sup>: You trap a foe's mind in a hellish landscape, and the foe's body falls prone.

**Intellect Fortress**<sup>A</sup>: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.

**Mindlink, Thieving**<sup>A</sup>: Borrow knowledge of a subject's power.

**Modify Memory, Psionic**: Changes 5 minutes of subject's memories.

**Phantasmal Killer, Psionic**<sup>AHC</sup>: You create a fearsome visage that kills a foe or deals 3d6 damage.

**Psychic Reformation**<sup>AX</sup>: Subject can choose skills, feats, and powers anew for previous levels.

**Psychic Vampire**: Touch attack drains 2 power points/level from foe.

**Power Leech**: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.

**Sensorineural Cascade**<sup>AHC</sup>: You overwhelm sensory systems of targets for 1 round/level.

## 5TH-LEVEL SOCIETY MIND POWERS

**Adapt Body:** Your body automatically adapts to hostile environments.

**Catapsi**<sup>A</sup>: Psychic static inhibits power manifestation.

**Correspond, Persistent**<sup>HC</sup>: You engage in ongoing mental conversation with subject.

**Dream, Psionic**<sup>AHC</sup>: You send a message to a sleeping target.

**Incarnate**<sup>X</sup>: Make some powers permanent.

**Leech Field**<sup>A</sup>: Leech power points each time you make a saving throw.

**Leech Known Power**<sup>AHC</sup>: You steal powers from another's mind.

**Metaconcert**<sup>A+</sup>: Mental concert of two or more increases the total power of the participants.

**Nightmare, Psionic**<sup>AHC</sup>: You send a vision that deals 1d10 points of damage and causes fatigue.

**Prowess as One**<sup>A+UT</sup>: You and another share the use of the highest base attack bonus between you.

**Psionic Revivify**<sup>AX</sup>: Return the dead to life before the psyche leaves the corpse.

**Psychofeedback:** Boost Str, Dex, or Con at the expense of one or more other scores.

**Second Chance:** Gain a reroll.

**Shatter Mind Blank:** Cancels target's mind blank effect.

**Tower of Iron Will**<sup>A</sup>: Grant PR 19 against mind-affecting powers to all creatures within 10 ft until your next turn.

## 6TH-LEVEL SOCIETY MIND POWERS

**Aura Alteration**<sup>A</sup>: Repairs psyche or makes subject seem to be something it is not.

**Brutalize Wounds**<sup>HC</sup>: Your target takes more damage than normal from his wounds.

**Contingency, Psionic**<sup>X</sup>: Sets trigger condition for another power.

**Co-opt Concentration:** Take control of foe's concentration power.

**Defer Fatality**<sup>XHC</sup>: You avoid death through suspended animation.

**Dispelling Buffer:** You are buffered from one *dispel psionics* effect.

**Restoration, Psionic:** Restores level and ability score drains.

**Technique As One**<sup>A+UT</sup>: You and another share the use of one feat between you.

## 7TH-LEVEL SOCIETY MIND POWERS

**Dream Travel**<sup>A</sup>: Travel to other places through dreams.

**Mind Blank, Personal:** You are immune to scrying and mental effects.

**Moment of Prescience, Psionic:** You gain

insight bonus on single attack roll, check, or save.

## 8TH-LEVEL SOCIETY MIND POWERS

**Ability As One**<sup>A+UT</sup>: You and another share one ability score between you.

**Bend Reality**<sup>X</sup>: Alters reality within power limits.

**Erase Presence**<sup>XHC</sup>: Enemies forget you and your allies are present for 1 round per level.

**Hypercognition:** You can deduce almost anything.

**Mind Blank, Psionic:** Subject immune to mental/emotional effects, scrying, and remote viewing.

**True Metabolism:** You regenerate 10 hit points/round.

## 9TH-LEVEL SOCIETY MIND POWERS

**Affinity Field:** Effects that affect you also affect others.

**Assimilate:** Incorporate creature into your own body.

**Psychic Chirurgery**<sup>X</sup>: You repair psychic damage or impart knowledge of new powers.

**Timeless Body:** Ignore all harmful, and helpful, effects for 1 round.

*New Power Descriptions***Ability As One**

Telepathy [Mind-Affecting, Network]

**Level:** Society Mind 8

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** You plus one creature

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will negates (harmless, see text)

**Power Resistance:** Yes

**Power Points:** 15

This power reflects the pinnacle of the network abilities -- the unification of physical and mental traits in their purest form, ability scores. When you manifest this power, choose one of the six ability scores. The highest example of that score amongst the targets replaces the same ability score amongst all willing targets.

Only base ability scores can be linked in this way -- that is, the ability score without any bonuses or penalties of any type, except racial modifiers, age modifiers, inherent bonuses, and the bonuses every four character levels. Other effects that modify ability scores (such as spells,

psionic powers, magic items, class features, and so on) are not transferred, though they remain in effect, altering any replaced score as they would alter the original.

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

1. If you spend an additional 2 power points, you may instead share the lowest base ability score amongst all targets, willing or not (which may impact spellcasting in a way similar to ability damage). Unwilling targets may make a Will saving throw each round to ignore the effects of this power for that round. You are exempt from any ability score change this way.
2. For every 2 additional power points you spend, you may choose an additional ability score for this power to affect, to a maximum of 10 extra points.

In addition, for every 2 power points spent to achieve either of these results, increase the save DC (if applicable) by 1.

### Affinity Field

Psychometabolism

**Level:** Psion/wilder 9

As *affinity field* (from Chapter Five: Powers in the *Expanded Psionics Handbook*), except as noted here.

The field cannot transfer any power or spell effects, damage taken, or wounds healed more than once – if such an effect is returned to the subject of *affinity field* by a similar effect (such as a society mind's cooperative healing, the *fate link* power, or another *affinity field*), then it is not transferred a second time.

### Alienation

Telepathy (Compulsion) [Mind-Affecting]

**Level:** Society mind 4, telepath 4

**Display:** Me

**Manifestation Time:** 1 standard action

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

**Target:** 1 living creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 7

You close off the centers of the subject's mind that deal with communication and social interaction. The subject effectively loses knowledge of all languages (including telepathic and body language) and is treated as illiterate for the duration of the power. He may still

“speak” and provide verbal components, and to him they sound completely normal, but to anyone else they appear as complete gibberish. The subject is unable to understand anyone else on any level – this prevents things such as Sense Motive, the Aid Another action (or benefits from another's Aid Another), any skill check involving communication (including Forgery), identifying a spell or power being cast or in use, or knowing if a magical effect used on him is harmless or not until it hits him (thus, he attempts a save against all effects he could). The subject still knows friend from foe, and does understand if his attacks or powers are successful.

**Augment:** For every additional power point you spend, this power may affect an additional target. No two targets may be further than 15 feet apart. For every 2 power points spent this way, increase the save DC by 1.

### Assume Ability

Psychometabolism (Shapechanging)  
[Formbound]

**Level:** Egoist 5

**Display:** Vi

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 9

Manifesting this power allows you to use one extraordinary special ability of an imprinted creature (see the Formbound descriptor at the beginning of the chapter). If the creature was limited in the number of times their ability could be used, then the ability granted by this power is equally limited. Limits on the imprinted creature's ability that specify a number of times per day (or other interval of time) are limited over that time period regardless of the number of times this power is manifested. If a special ability is dependent on a natural attack (such as poison delivered by a claw attack) or spectacular anatomy (such as the swallow whole ability), you must possess the natural attack or form in question to use it (natural attacks provided by powers such as *claws of the beast* count for this purpose).

If you are under the effect of another Formbound power that grants you characteristics of an imprinted form (such as

*assume form*), you may only assume abilities from the imprinted form that the existing effect is using. For instance, if you are under the effect of *assume form* using the imprint of a dire lion, *assume ability* could only grant you the dire lion's extraordinary abilities, and not the abilities of any other imprint.

**Augment:** For every 2 additional power points you spend, you may assume an additional extraordinary ability of the imprinted creature.

### Assume Form

Psychometabolism (Shapechanging)  
[Formbound]

**Level:** Egoist 3

**Display:** Ma

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** None (harmless)

**Power Resistance:** No (harmless)

**Power Points:** 5

Manifesting this power allows you to alter your physical shape into the appearance of one imprinted creature (see the Formbound descriptor at the beginning of the chapter). The assumed form can have challenge rating up to your manifester level, to a maximum of 15. Assuming the creature's form grants you a +10 circumstance bonus to Disguise checks made to mimic that creature or a member of that creature's race (if your new form is the same size as the creature's; see below). If you use your own form as the imprint, you may alter your guise to anything that would be considered normal for your race.

You gain all the mundane movement modes (such as swimming or burrowing) and natural attack forms the creature possessed, and lose your mundane movement modes and natural attacks (except those granted from effects such as *claws of the beast*) for the duration. You are not automatically proficient in your new form's natural attacks (any attack made with them suffers a -4 penalty) unless you are an anyform savant (see Chapter 5: Prestige Classes). In addition, if the imprinted form is larger or smaller than you, your size changes by one category in the appropriate direction (and you gain the appropriate size modifiers to attack rolls, reach, hide checks, and armor class). In place of normal ability score modifiers from a size change, you receive a +2 bonus to Strength

and a -2 penalty to Dexterity per category increase, or a +2 bonus to Dexterity and a -2 penalty to Strength per category decrease. Your new size may further be altered through effects such as *expansion* or *compression*. Additionally, you gain an enhancement bonus or penalty to your Strength, Dexterity, and Constitution scores equal to the imprinted form's corresponding ability modifiers. Treat nonabilities (scores of "-") as if they were scores of 0 (-5 modifier). If you use your own form as an imprint, your ability scores (and size, naturally) do not change, and you retain your own racial natural weapons, if any.

While in an assumed form, your racial abilities are temporarily suppressed, which has the following effects: You lose all racial bonuses to attack rolls, skill checks and saving throws, you lose any special senses you may have had due to your race (such as low-light vision or darkvision), and you may no longer use racial extraordinary or supernatural abilities (including racial feats). While your type is unchanged, you lose any of your subtypes and gain those of the imprinted form (although the Extraplanar, Native, Psionic and Shapechanger subtypes are never gained or lost this way). Naturally, this doesn't apply if you use your own form as an imprint.

If the assumed form is capable of speech, you can communicate normally. When the change occurs, your equipment remains worn or held by the new form (if the form is capable of holding or wearing the items in question) or melds into the form and becomes nonfunctional (if it isn't). If you are slain while under the effects of this power, you revert to your original form, though you remain dead.

If you are under the effect of another Formbound power that grants you characteristics of an imprinted form (such as *assume ability*), you may only assume the form of the imprinted form that the existing effect is using. For instance, if you are under the effect of *assume ability* using the imprint of a dire lion (gaining the lion's Improved Grab ability), *assume form* could only grant you the dire lion's shape, and not the shape of any other imprint, even your own.

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

1. If you spend 2 additional power points, this power's duration becomes "1 minute/level (D)"



2. If you spend 2 fewer power points, you can assume any animal form you are familiar with of up to 2 Hit Dice, even without an imprint. If you use this augment, you gain the animal form's racial bonuses on skill checks, as well as any low-light vision, darkvision, scent, or blindsense abilities they may have, and your size changes to that of the animal (instead of only one size category).
3. When you begin manifesting this power, you may instead choose to prolong its manifestation time, increasing it to 1 minute. If you do so, your size may change up to three size categories (instead of one), to a maximum or minimum (as appropriate) final size of the imprinted form.
4. For every additional power point you spend, the maximum CR of a form that this power can assume increases to 15+the number of additional points spent. It still cannot exceed your manifester level.

### Astral Juggernaut

Metacreativity (Creation)

**Level:** Shaper 9

**Display:** Ma, Vi

**Manifestation Time:** 1 round

**Range:** Close (25 ft + 5ft/2 levels)

**Effect:** One created astral juggernaut

**Duration:** 1 round/level

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 17, XP

The apex of the shaper's prowess of astral construction, this power creates a gargantuan engine of destruction -- an astral juggernaut (see Chapter 9: Monsters). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. An astral juggernaut acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral juggernauts are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the astral plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

Astral juggernauts are immensely difficult to create, and as such you may only have one astral juggernaut in existence at any given time. Manifesting the power again while one is already in your service causes the existing juggernaut to dissipate instantly, replaced by

the newer model.

Astral juggernauts can serve as protective shells for their creators; doing so also allows the creator to alter the structure of the construct. See Chapter 9: Monsters for more information.

*XP COST:* 500 xp.

**Augment:** For every additional power point you spend, the juggernaut gains one additional Hit Die.

### Attraction

Telepathy (Charm) [Mind-Affecting]

**Level:** Psion/Wilder 1, Society Mind 1

**Display:** Au

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** One creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 1

As *attraction* (in Chapter Five: Powers in the *Expanded Psionics Handbook*), except as noted here.

This is not a new power -- it merely adds functionality to *attraction* as it appears in the *Expanded Psionics Handbook*. If you know that power, you know the following augmentations. This also replaces the augment entry for *attraction*: it augments entirely as described below.

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

1. Every additional power point you spend improves the interaction bonus by 1.
2. If you spend 2 additional power points, you may implant an attraction to an action in the subject. The subject will make every reasonable attempt to perform that action as often as possible as long as this power is in effect. It will not attempt actions which will damage itself or put itself in harm's way (but see below).
3. If you spend 4 additional power points, the subject seeks its attraction even to its own detriment. If it does not approach or remain within 30 feet of its attraction (if an object) or perform its attracted action (see above), it suffers a -2 penalty on attack rolls, damage rolls, saving throws and skill checks for the round. *Attraction's* subdiscipline changes from Charm to Compulsion with this augment, which is sometimes called the "addiction" augment.
4. If you spend 4 additional power points, this power's duration becomes 1 day/level (D).

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

### **Aversion**

Telepathy (Compulsion) [Mind-Affecting]

**Level:** Society Mind 2, Telepath 2

**Display:** Au, Ma

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** One creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 3

As *aversion* (in Chapter Five: Powers in the *Expanded Psionics Handbook*), except as noted here.

This is not a new power -- it merely adds functionality to *aversion* as it appears in the *Expanded Psionics Handbook*. If you know that power, you know the following augmentations. This also replaces the augment entry for *aversion*: it augments entirely as described below.

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

1. If you spend 4 additional power points, this power's duration becomes 1 day/level (D).
2. For every additional power point you spend, the subject takes one additional die (d6) of nonlethal empathic damage whenever she attempts the action, for every round spent within 30 feet of the object or person of her aversion, or for every round spent attending the event you specify. Treat the basic power as dealing 6d6 nonlethal empathic damage for this augment. This damage can be reduced by any effect that reduces nonlethal or empathic damage, such as the *empathic adaptation*<sup>UT</sup> power. For every 2 additional dice of nonlethal damage, increase the penalty the subject takes when performing the action by 1. Some telepaths call this the "edict" augment.

In addition, for every 2 additional power points spent to achieve either of these effects, the save DC increases by 1.

### **Barrage**

Psychometabolism

**Level:** Psychic Warrior 5, Marksman 5

**Display:** Vi

**Manifestation Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 9

You boost your reflexes to supernaturally high levels, allowing you to strike at many targets in what others perceive as the blink of an eye. Your movements 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.

Alternatively, this round, as a full attack action, you may make a single melee attack with one weapon against all targets within a radius of twice your normal reach, rapidly dashing between targets if necessary (although you reflexively return to your original position at the end of your full attack, and such movement does not trigger effects like the Duck and Weave<sup>UT</sup> feat).

In either case, you may not make more attacks with *barrage* than your manifester level.

### **Battlesense**

Telepathy [Mind-Affecting]

**Level:** Society mind 3, telepath 3

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** 30 feet (see text)

**Target:** 1 willing creature/level

**Duration:** 1 round/level

**Power Points:** 5

You link the minds of your allies, dramatically improving their coordination. When you manifest this power, a type of heads-up display appears in each target's mind, improving their coordination and group awareness. Each affected target can use the Aid Another action as an immediate action.

Additionally, all targets that are also willing members of your worldthought network (if any) gain one special ability of your choice from this list. Your choice affects all members equally.

- +1 circumstance bonus to attack rolls
- +1 circumstance bonus to AC

- +2 circumstance bonus to weapon damage
- +5 circumstance bonus to speed

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

1. If you spend 2 additional power points, you can choose a second special ability from the worldthought network bonus list. You may choose the same benefit again; if you do, it stacks with itself.
2. If you spend 2 additional power points, you can use this power as if you had the worldthought network class feature, treating creatures you have established a mental link with as members. See the Power by Proxy <sup>UT</sup> feat for examples of mental links (*mindlink* is more than sufficient). Creatures that would not consider you an ally if not for the link do not count as willing members.

### Blinding Flash

Psychokinesis [Light]

**Level:** Psion/Wilder 1, Psychic Warrior 1,

**Display:** Vi

**Manifestation Time:** 1 swift action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Fortitude Negates

**Power Resistance:** Yes

**Power Points:** 1

You create a blinding flash of light to momentarily distract your opponents. A favorite of crafty psychic warriors who mastered the technique of reflecting light off their metal weapons to blind archers while they closed the distance, this power comes with double the surprise in dim and shady battlefields where such a mundane trick would not be possible. Many warriors today make a show of using a reflective surface when making a *blinding flash*, although no such prop is strictly necessary.

The target of this power must make a Fortitude save or be dazzled.

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

1. For every additional power point you spend, the power's duration increases by one round.
2. If you spend 4 additional power points, the target is blinded instead of dazzled.

In addition, for every 2 power points spent to achieve either of these effects, increase the save DC by 1.

### Bliss

Telepathy [Mind-Affecting]

**Level:** Psion/Wilder 5

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** 1 living creature

**Duration:** Instantaneous (see text)

**Saving Throw:** Will partial (see text)

**Power Resistance:** Yes

**Power points:** 9

You telepathically overload the target creature's pleasure centers. The target experiences something that might be likened to physical ecstasy, emotional euphoria or a spiritual epiphany but which fully transcends those terms; it is pleasure unmitigated by the senses at a level normally beyond mortal experience.

A failed saving throw means the target is overwhelmed by the sensation, taking nonlethal damage equal to its current hit points +10 (although treated as unconscious, it is actually in a stupor). If the target already has nonlethal damage, treat his hit points as that much lower when determining how much nonlethal damage *bliss* deals.

The target may recover from this normally



Illustration by Gerald Lee

*Bliss: Even pleasure can be a deadly weapon*

(through time or healing effects), but the experience leaves it craving more: Saving throws against mind-affecting effects are made at a -4 penalty, the target takes a -2 penalty on Concentration checks, and is treated as under the effect of a fifth-level distracting effect. These penalties last until the target is mentally restored (see *induce pleasure* <sup>UT</sup>) or until all the nonlethal damage caused by this power is healed. On a successful saving throw, the subject is dazed for 1d4 rounds, but suffers no other ill effects.

Intrinsic mental safeguards prevent you from manifesting this power or similar powers upon yourself, although it may be reflected with *reddopsi* or similar effects.

**Augment:** For every 2 additional power points you spend, increase the Concentration penalty on a successful save, the level of the distracting effect, and the save DC by 1. For every 4 additional points spent this way, the penalty on subsequent Will saves against mind-affecting effects increases by 1.

### Boost

Psychoportation

**Level:** Marksman 1

**Display:** Vi, Au

**Manifestation Time:** 1 swift action

**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 (combined with 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.

Alternatively, you may choose to boost a weapon as you throw it. A boosted thrown weapon deals damage as if it were one size larger.

**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 part of a full attack up to the number of attacks you could normally make during a full attack action.

2. For every 2 additional power points you spend, the size of the launcher emulated increases by one step (for example, from a Medium light crossbow to a Large light crossbow), and the effective size of any thrown weapon increases by one additional step.

3. If you spend 1 additional power point, you may boost a projectile as if fired by a longbow or a heavy crossbow instead.

### Cathartic Apportation

Psychoportation (Teleportation)

**Level:** Nomad 6

**Display:** Vi, Ma

**Manifestation Time:** 1 standard action.

**Range:** Touch

**Target:** One touched Large (or smaller), corporeal creature

**Duration:** Instantaneous

**Saving Throw:** Will partial, see text

**Power Resistance:** Yes, see text

**Power Points:** 11

You teleport the subject a very short distance, applying a filter such that substances and items not innate to its physiology are left behind. If the subject fails a Will save, it appears in another space you could touch, and is dazed for 1 round. You must specify whether your filter is internal or external when you manifest this power.

If you apply an internal filter, poisons, disease, alcohol, and the like are all cleansed from the subject's system as well as internal parasites, embedded arrow heads, and food in the digestive tract. Ongoing magical effects induced by potions or psionic tattoos or those that involve consumption of a conjured substance (such as *heroes' feast*) end immediately for the subject. Creatures that have been swallowed whole or internalized (such as an intellect devourer) may be removed by the use of this power if it is applied to the creature that holds them. Note that you may not specify or exempt substances; if the subject is both poisoned and under the effects of a *potion of heroism* then this power will remove both.

If you apply an external filter, the subject is left naked after being teleported and can be teleported out of shackles, another creature's grasp, an *ectoplasmic cocoon*, a *web*, and similar effects. Any mundane equipment the subject was wearing or carrying clatters to the ground at its former position. This effect may

also remove acid, burning oil, and other damaging contact agents, as well as dirt, grime, and external parasites (such as puppeteers).

Magic and psionic items are resistant to *cathartic appotation*, and usually teleport with the subject (but see below). Corporeal creatures other than the target that would be displaced by this power may resist it with power resistance, and if successful, they are teleported along with the target. Regardless of the success of resistance, they, like the target, are still dazed for one round unless they make a Will saving throw.

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

1. For every 2 additional power points you spend, you may increase the maximum size of the target by one size category.
2. If you spend 4 additional power points, this power may affect magical items the subject holds or carries as if they were mundane, although each magic item independently gets a saving throw against this effect and if successful teleports with the target. Additionally, you may remove items that have been supernaturally bonded to the subject (such as weapon affected by the *graft weapon* power) if you use an external filter, or items that have been diffusely absorbed into the subject's forms (such as from effects like *assume form*) if you use an internal filter. Crystalics may be harmlessly removed from a subject with an augmented external filter, as can many cursed items (although this power does not end the curse; the item makes a saving throw normally). Psionic tattoos may be removed with an augmented internal filter, although if a tattoo would be removed, it migrates to you (potentially setting your tattoos off if this would exceed twenty tattoos).
3. If you spend 4 additional power points, you may simultaneously apply an internal and external filter.

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

### Dimensional Oubliette

Psychoportation (Teleportation)

**Level:** Nomad 9

**Display:** Vi

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** One creature or one object weighing 600 lbs or less.

**Duration:** Instantaneous.

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 17, XP

You open a dimensional portal through which the subject passes into oblivion. The subject is entombed in a pocket dimension with an impossible or imaginary location; its existence becomes only theoretical, although it is not killed or destroyed. Effects that would normally grant freedom from immobilization have no effect in the *oubliette*. The subject is the sole occupant of a microverse and comprises its boundaries; there is no space around the subject in which to move and no time flows with which to interact. The subject does not exist in the conventional sense; clairsentience and divination effects used directly on or to locate the subject automatically fail as if they were used on something nonexistent.

A subject may be freed from a dimensional oubliette by use of this power, or a *wish*, *freedom*, *reality revision*, or *miracle* provided such is used within 20 feet of the spot at which the subject was affected. The area where this power was manifest does not continue to resonate with psionic energy beyond what is normal for a ninth level power; locating a creature so entrapped can prove impossible without eyewitness accounts.

*XP COST: 2000*

**Augment:** For every 2 additional power points you spend, the weight of an object that can be affected doubles, and the save DC increases by 1.

### Dispatch

Clairsentience

**Level:** Psychic Warrior 3

**Display:** Me

**Manifestation Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

**Power Points:** 5

You gain a split second insight into the intentions of your foes allowing you to predict and counter their attacks and place them in line for a single, devastating final strike.

You gain a +4 insight bonus on attack rolls made to disarm or trip (and any relevant ability

checks to do so) for one round. If you successfully disarm or trip an opponent in melee, you may make an immediate attack of opportunity against that opponent at your highest attack bonus with a +4 circumstance bonus to the attack roll. This counts against your allowed number of attacks of opportunity for the round.

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

1. If you spend 5 additional power points, your critical threat range is doubled while making attacks of opportunity from this power. Unlike most of these effects, this stacks with Improved Critical or the *keen* weapon property (that is, using a *keen scimitar* that would normally threaten on a 15-20 – six numbers – with this augment would lead to attacks of opportunity that threaten on a 12-20 – nine numbers).
2. For every 2 additional power points you spend, your insight bonus on disarm and trip attempts (including the ability checks as necessary) increases by 1.
3. For every 4 additional power points you spend, this power's duration increases by one round.
4. Each additional power point you spend (including those spent on other augments) gives you a +1 insight bonus on damage rolls on attacks of opportunity generated by this power.

### Disrupting Lash

Telepathy [Mind-Affecting]

**Level:** Psion/Wilder 2, Society Mind 2

**Display:** Me

**Manifestation Time:** 1 immediate action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Power Resistance:** Yes

**Power Points:** 3

You lash out telepathically at one creature within range, trying to disrupt their concentration. A creature seeking to avoid having their concentration disrupted must make a Concentration check with a DC equal to the save DC of this power. Disruption of concentration can spell disaster for spellcasters or manifesters: All spells being cast or powers being manifested by the target are lost, and all spells and powers with a duration of concentration that the target is maintaining end as if their durations had expired.

**Augment:** You may augment this power in

one or both of the following ways:

1. For every additional power point you spend, increase the DC of the Concentration check by 1.
2. If you expend your psionic focus to activate this augment, the target also loses its psionic focus (if any) if it fails the Concentration check. Expending your focus on other effects in conjunction with this power (such as Enlarge Power) does not trigger this augment.



Illustration by Brandon Gloré

*Disrupting Lash interrupts another's mental actions*

### Dueling Ground

Psychoportation (Teleportation)

**Level:** Nomad 7, Psychic Warrior 6

**Display:** Vi

**Manifestation Time:** 1 standard action

**Range:** Touch

**Targets:** You and touched creature OR you (see text)

**Duration:** 5 rounds (D)

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** Psychic Warrior 11, Nomad 13

If the touched creature fails a Will save, you and that creature are teleported to a psychoplane coexistent with the plane you were on. The plane spans a 40 foot radius sphere centered on where this power was manifest, and looks like the area you were previously in, though slightly out of focus, as if in a dream. At the boundary of this plane there is a shimmering energy field through which you can observe the events going on in the plane you were on normally, though neither you nor the touched creature can physically cross this barrier. In addition, teleportation effects cannot cross the barrier unless they are normally capable of crossing planar barriers (such as *psionic plane shift*). Creatures from the outside world that would appear within this barrier instead appear as a translucent shimmering outline of themselves, completely incapable of interacting with you. Back in the real world, observers see a similar shimmering outline of you and the touched creature out of the corners of their eyes for the duration of the power. No material effect can affect a psychoplane – treat it in most regards as a nondimensional space.

A successful *dispel psionics* targeted on these shimmers transports you and the touched creature back to the plane you were on, in your corresponding locations (movement in the psychoplane is reflected in the real world), as does dismissing the power. If at any point only one creature remains conscious in the psychoplane, everyone within is immediately transported back to the plane on which the power was manifested, appearing in corresponding locations. If you leave the psychoplane, all other occupants are shifted back to their corresponding locations and the power ends. When manifesting *dueling ground* adjacent to an existing shimmer (that is, adjacent to where a psychoplanar duelist would be were he on your plane), you may choose to transport yourself into the corresponding location on the existing psychoplane; *dueling ground* manifest this way cannot be augmented.

Nomads who manifest this power can aesthetically change the appearance of the psychoplane, though it retains the major terrain features of the area in which it was manifested. Many nomads choose to add features that mimic their dreams or nightmares. In addition, nomads who manifest this power may choose to

infuse themselves and all occupants with the power of their minds rather than that of their bodies. Creatures within the psychoplane must replace their Strength and Constitution scores (if any) with their Intelligence score (or Charisma score if they are mindless) if the nomad chooses so for as long as they remain in the psychoplane. Those who enter the psychoplane by manifesting *dueling ground* (including the original manifester) may choose to be affected by this replacement or not, at their option.

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

1. If you spend 4 additional power points, all creatures in the psychoplane are subject to a *psionic dimensional anchor* effect, and may not leave via planar teleportation effects such as *psionic plane shift*. In addition, planar teleportation effects cannot be used to enter the psychoplane, though creatures manifesting *dueling ground* on a shimmer can still enter normally.
2. For every additional power point you spend, this power may affect an additional touched creature.
3. If you spend 2 additional power points, you may alter a psychoplane you create to be artificially hostile to those you consider enemies. This may take whatever aesthetic form you please – grasping tree branches, a rain of crystalline brimstone, an atmosphere of lethal gas, or other effects – but always amounts to 1d8 points of damage per round to all your enemies within the psychoplane. Every 2 additional power points spent beyond this initial investment increases the damage by +1d8 per round.

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

**Dull The Edge**

Telepathy [Mind-Affecting]

**Level:** Psion/Wilder 2

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** 1 living creature

**Duration:** 2 rounds/level

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 3

You dampen the subject's perception and

reflexes so that he has trouble noting and reacting to the actions of others. The subject takes a -2 penalty on Initiative checks (although its place in a previously-rolled initiative count remains unchanged). Furthermore, the subject may not make attacks of opportunity; he simply does not notice an opponent leaving himself open to attack quickly enough to exploit this opportunity. Readied actions taken by the subject are resolved after the action or event for which the subject waited, not before (possibly causing them to miss if the subject's target moved). The subject may not take immediate actions or otherwise react to the actions of others outside its turn, although actions that would be available as immediate may still be taken as swift actions during its turn.

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

1. If you spend an additional 4 power points, the subject may not use the Evasion special ability, and Improved Evasion is treated as Evasion. If you instead spend 6 additional power points, the subject may not use either of these abilities.
2. If you spend an additional 4 power points, the subject may not use the Uncanny Dodge special ability and Improved Uncanny Dodge is treated as if it was instead Uncanny Dodge. If you instead spend 6 additional power points, the subject may not use either of these abilities.
3. For every 2 additional power points you spend, the subject's penalty to Initiative checks increases by 2.

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

### Earthshaker

Psychokinesis [Force – see text]

**Level:** Kineticist 3, Psychic Warrior 3

**Display:** Au

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Area:** Close range burst centered on you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Power Resistance:** Yes

**Power Points:** 5

You send a massive psychokinetic shockwave into the ground around you, creating a powerful tremor that damages all nearby. Creatures in the area in contact with the ground take 5d6 points of nonlethal damage and are knocked prone. Subjects who make the saving throw take half damage and are not knocked prone.

This power deals force damage to creatures underground in the area of effect, and has the Force descriptor against such targets.

**Augment:** For every additional power point you spend, the damage increases by one die (d6). For each extra two dice of damage, the save DC increases by 1.

### Ectoskeleton

Metacreativity (Creation)

**Level:** Shaper 3

**Display:** Ma, Vi

**Manifestation Time:** 1 round or 1 swift action (see text)

**Range:** Touch

**Target:** One astral construct, created by you, of your size or larger

**Duration:** 1 round/level (D)

**Saving Throw:** None (harmless)

**Power Resistance:** No (harmless)

**Power Points:** 5

By touching an astral construct you create, you may merge with it, gaining protection and improved physical abilities. You move into the construct's space as part of manifesting this power. The construct ceases to exist as an independent entity while this power lasts, but your new *ectoskeleton* provides you with the following benefits:

- Use the construct's size (including all modifiers to attack rolls and AC, space, and reach) instead of your own. You gain an enhancement bonus to your Strength score equal to the construct's Strength modifier.
- You gain the construct's natural weaponry, which you may use as normal for natural attacks. You are considered armed when attacking without a weapon, and your unarmed strikes deal the same base damage as your slam attack.
- You gain an Armor bonus to AC equal to the construct's natural armor, and any base damage reduction the construct had is now yours. This armor has an armor check penalty equal to the construct's level, a 5% chance of arcane spell failure per level of the construct, and a maximum dexterity bonus of the construct's Dexterity modifier. You are proficient with your *ectoskeleton*, but are treated as wearing heavy armor for purposes such as encumbrance and interference with class features.
- You may make free use of the construct's base speed, low-light vision, and darkvision as if they were your own,



although any menu options it had are disabled. Physical changes in the construct (such as the wings from the Fly option) remain, but are inert.

- You gain temporary hit points equal to one-half the construct's remaining hit points. This power ends prematurely if these hit points run out or if you fail your Will save against *dismiss ectoplasm*. As always, temporary hit points from different sources do not stack.

This power can be manifested as a swift action in the same round that you manifest *astral construct*, affecting the construct as you shape it, as long as the total power points you spend to perform both actions does not exceed your manifester level and the construct appears in a square adjacent to you. If the construct's duration would allow it to exist past the duration of *ectoskeleton*, it reappears adjacent to you when this power ends, with a number of hit points equal to the temporary hit points you had remaining from this power when it ended.

**Augment:** If you spend 2 additional power points, the construct's menu options are not disabled, and you may make free use of them as if you were the construct. If the menu options would grant you a Swim speed, you do not apply your armor check penalty from *ectoskeleton* to Swim checks for the duration.

### Empathic Adaptation

Telepathy [Mind-Affecting]

**Level:** Society Mind 3, Telepath 3

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Power Resistance:** No

**Power points:** 5

Your mind no longer fights pain and force, but rather joins and moves with it. The wear and tear of mental stress does not affect your body as much anymore.

You gain resistance 10 against empathic damage, such as the damage from *hostile empathic transfer*, *empathic feedback*, *fate link*, *affinity field* or an *aversion* (if augmented as described in this chapter). Even the damage you inflict on yourself with *empathic transfer* is reduced this way (an exception to the usual rule that you cannot reduce this damage). Your

empathic resistance increases to 20 at 9th level and to a maximum of 30 at 13th level.

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

1. If you spend 4 additional power points, you may manifest this power as an immediate action.

2. If you spend 2 additional power points, this power's range becomes "Touch" and its target becomes "Willing creature touched."

### Energy Maelstrom

Psychokinesis [See Text]

**Level:** Psion/Wilder 9

**Display:** Au, Vi

**Manifestation Time:** 1 standard action

**Range:** Long (400 ft + 40 ft/level)

**Area:** 40 ft radius emanation

**Duration:** 1 round/level

**Saving Throw:** Reflex Half or Fortitude Half (see text)

**Power Resistance:** Yes

**Power Points:** 17

Upon manifesting this power you choose cold, electricity, fire, or sonic. You create a swirling maelstrom of the chosen energy type in the area. Each creature and unattended object within the area takes 15d6 points of damage. At the start of each of your turns, while the duration lasts, *energy maelstrom* deals an additional 5d6 points of damage to any creature or unattended object within the area.

*Cold:* A maelstrom of this type deals +1 point of damage per die. The saving throw to reduce damage is a Fortitude save instead of a Reflex save.

*Electricity:* Manifesting a maelstrom of this type provides a +2 bonus on manifester level checks to overcome power resistance and increases the save DC by 2.

*Fire:* A maelstrom of this type deals +1 point of damage per die.

*Sonic:* A maelstrom of this type deals -1 points of damage per die and ignores the hardness of any objects it affects.

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

**Augment:** For every additional power point you spend, the damage increases by one die (d6). For each extra two dice of damage, the save DC increases by 1. This increase in damage has no effect on the subsequent 5d6 damage the power deals after the initial impact.

**Ephemeral Bolt**

Metacreativity (Creation) [Force]

**Level:** Marksman 2, Psychic Warrior 2**Display:** Ma**Manifestation Time:** 1 standard action**Range:** 0ft**Effect:** 1d4 ectoplasmic bolts, arrows, or sling bullets**Duration:** 1 minute/level**Saving Throw:** None**Power Resistance:** No**Power Points:** 3

You coalesce semi-stable ectoplasm into 1d4 arrows, crossbow bolts, or sling bullets appropriate to your size, and encase them 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 hits successfully hits a corporeal target embeds itself entirely in the target, but the effect is not terribly obvious -- the bolt does no damage, and there's no entry wound.

At any point during the power's duration, as a swift action, you may order any or all of the bolts to return to the material plane, at which point they deliver their full normal damage (adjusted for damage reduction if appropriate) +1d4 points of force damage before dissipating back to their 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. However, you cannot use this power to attack the material plane while on the ethereal plane.

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 2 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.

**Everyman**

Psychometabolism (Shapechanging)

**Level:** Psion/Wilder 2, Psychic Warrior 2**Display:** Vi**Manifestation Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 hour/level**Power Points:** 3

You subtly shift your facial features and voice to become more average. This is a minor physical transformation, not an illusion, and as such fools touch as well as sight. If there was anything striking about your appearance it can be hidden while this power is in effect. You may alter your skin tone and texture, hair (including facial hair) color, length, and style to anything normally possible for the race you appear as. Birthmarks, moles, tattoos, piercings, and other distinguishing features are not visible unless you specifically will it. Psionic tattoos may still be tapped while hidden.

While changed you are recognizable as yourself only if you want to be; even an average-looking manifester can appear as a different average individual (but not any specific individual). During the manifestation of this power, your features liquefy and shift. It is obvious to anyone directly watching you that you are changing, although it is subtle enough that it doesn't call additional attention to you (and may be hidden by clothing such as a hood). At any point during the power's duration, you may concentrate as a standard action to change your appearance again. If you are dressed appropriately you may also attempt to hide, even in plain sight, by ducking into a large crowd and shifting as you move through it.

Your clothing and gear are not changed. While this power does not allow you to mimic a specific individual, you do gain a +10 circumstance bonus to Disguise checks.

Dromites, elans, and half-giants may be treated as humanoids for the purposes of this power.

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

1. If you spend an additional 2 power points, you may consider humanoids, monstrous humanoids, and fey as part of the same type when changing your apparent race.
2. If you spend an additional 2 power points, you may alter your smell to blend in with creatures using the scent ability or who identify individuals by pheromones or other chemical senses.
3. If you spend 1 additional power point, you may use this power to disguise yourself as particular individuals as well as average members of the race. You also receive a +5 bonus on Bluff checks to act in character while mimicking a particular individual. If you instead spend 2 additional power points, you may change your apparent race to any other race within your type that is the same size as you. If you do change your race, your land speed changes to that of the new form, but you do not gain the functionality of any other racial abilities (although unusual anatomy such as the dromite's antennae may be present, it confers no benefit, just as anatomy that is lost becomes nonfunctional). Your apparent size may also change up to one category from your own (so a human could disguise himself as a dromite or vice versa). Your ability scores, space and reach cannot be changed by *everyman*.

### Flourish

Telepathy [Mind-Affecting]

**Level:** Psychic Warrior 2

**Display:** Vi

**Manifestation Time:** 1 standard action

**Range:** Personal (see text)

**Target:** You (see text)

**Duration:** 1 round / level

**Saving Throw:** None and Will Negates (see text)

**Power Resistance:** No

**Power Points:** 3

Using subtle telepathy and general bravado you inspire courage in your allies and fear in your enemies through displays of great strength and skill. For the duration of this power, whenever you successfully perform a combat maneuver that requires an opposed roll (such as a disarm, trip, bull rush, sunder, or grapple attempt) you grant a cumulative +1 morale bonus on attack and damage rolls to allies within 60 feet, and enemies within 60 feet must succeed a Will save or suffer a cumulative -1 morale penalty to their attack and damage rolls. This morale penalty is considered a fear effect. The morale bonus

provided by this power cannot exceed +3 and the penalty cannot exceed -3.

**Augment:** For every 2 additional power points you spend, the maximum morale bonus and penalty bestowed by this power increase by 1, the power lasts an additional round, and the save DC to resist the penalties increases by 1.

### Fluidic Form

Psychometabolism (Shapechanging)

**Level:** Egoist 9

**Display:** Vi

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes /level

**Power Points:** 17

You become able to alter your body with unmatched speed and efficiency. For the duration of this power, the total power point cost (base cost plus any augmentations) of any power you know of the Shapechanging subdiscipline is reduced by one-half (rounded up), although its power point cost before reduction cannot exceed your manifester level. You can manifest any power you know of the Shapechanging subdiscipline with a manifesting time of 1 standard action or less as a swift action, and may even manifest multiple such powers with the same swift action, although this requires that you pay the power point cost for all powers at the same time, and the sum of their costs (before reduction) cannot exceed your manifester level.

### Foxhole

Psychokinesis

**Level:** Marksman 1, Psion/Wilder 1, Psychic Warrior 1

**Display:** Ma, Ol

**Manifestation 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. Exactly how much cover is granted depends on the size and posture of the creature within the burrow, as if the burrow were natural or shaped by shovels. The shape of the wall can be altered mid-manifestation with a Craft (Sculpting) check or afterward with proper tools, providing parapets or arrow slits as necessary, along with other alterations such as steps or ledges if need be.

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, that creature must make a Reflex save or fall prone in the burrow. You are not immune to this; if you occupy a square you displace, you may fall prone yourself. 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.

This power is frequently used in military applications for emergency trenches, when shovels would be too slow, and in extended voyages through hostile terrain where any bit of shelter helps. Dedicated adventurers have also used it to rapidly burrow under fortified walls, although *foxhole* provides no special protection for such endeavors, and tunnels made by ill-prepared adventurers have been known to collapse.

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

1. If you spend 1 additional power point, the burrow may affect four 5-foot cubes instead of squares. Only one of these cubes need be in contact with the surface when you start manifesting.
2. If you spend 2 additional power points you may manifest this power as a swift action.
3. If you spend 2 additional power points, this power can dig through harder substances such as stone or ice. *Foxhole*, however, cannot rearrange any material of hardness greater than 10.

### Guarded Sleep

Clairsentience

**Level:** Psion/Wilder 3, Society Mind 3

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Touch

**Target:** One sleeping creature

**Duration:** Until the target wakes

**Power Points:** 5

You create a temporary dreamstate in the mind of a sleeping creature, sheltering it from outside influence while providing it with a pristine resting environment, ideal for recovering mental energies. For the duration of this power, the subject is immune to all mind-affecting effects and may make saving throws normally (it is not automatically considered "willing" as unconscious creatures usually are). After a *guarded sleep* of at least 8 hours, a subject's mind is in top condition, and it gains special benefits based upon its particular abilities. If the target could manifest psionic powers, it gains one temporary power point for each manifester level it has (which it can access as if from a cognizance crystal). If the target could cast arcane spells spontaneously, it gains one additional spell slot of his highest level. If the target prepares arcane spells, it may prepare spells in half the usual amount of time. These benefits fade when the target next sleeps. You cannot manifest *guarded sleep* on yourself unless you are capable of manifesting powers while unconscious (such as with the Subconscious Power<sup>HC</sup> feat).

### Headcount

Clairsentience [Formbound]

**Level:** Seer 1

**Display:** Au, Ol

**Manifestation Time:** 1 standard action

**Range:** 100 ft

**Effect:** 100-ft radius burst, centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Power Points:** 1

You are able to determine the number of creatures in the area of the same race as an imprinted form (see the Formbound descriptor at the beginning of the chapter). One round after you manifest this power, your mind finishes correlating the information, revealing the exact location (relative to you) that every such creature had when you manifest *headcount*. Combining this information with that from other senses, canny seers can pierce some disguises or illusions that obscure a creature's kind. The power can penetrate barriers, but 1 foot of stone, 1 inch of common

metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

**Augment:** For every 2 additional power points you spend, increase the range and the radius of effect by 50 feet.

### Inanimate Transformation

Psychometabolism (Shapechanging)

**Level:** Egoist 4

**Display:** Ma, Ol

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 7

You assume the form of an inanimate object that weighs no more than 20 pounds per manifester level. You gain the object's hardness and retain your own hit points. You can take the shape of almost any simple object you can think of. If you attempt to take the form of a complex object, you must make an appropriate Craft check, at the same DC required to craft the object. If you fail the check, your manifestation of the power does not succeed. Likewise, you cannot take the form of a complex mechanical mechanism unless you have some sort of skill associated with the object and make the same Craft check. You cannot use this power to assume the form of a psionic item or a magic item (except in appearance), or any object with a hardness greater than 15. You also cannot take the form of a psionically animated mechanism or any object formed of ectoplasm.

As an inanimate object, you lose all mobility. You retain your normal senses and your ability to speak. You can manifest a power if you make a Concentration check (DC 20 + power level); however, you cannot attempt Concentration checks to hide the power's displays. If you take damage while in the form of an object, your actual body also takes damage (but the object's hardness, if any, protects you).

### Induce Cascade

Telepathy [Mind-Affecting]

**Level:** Telepath 5

**Display:** Me

**Manifestation Time:** 1 standard action

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

**Target:** 1 living psionic creature

**Duration:** 1 round/level or until triggered

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 9

You create a disharmonic in the subject's mind such that if it attempts to manifest any psionic abilities, there is a chance a psionic cascade will be initiated. If the subject fails a Will saving throw, it must make a Concentration check with a DC equal to the DC of this power every time it manifests a power or uses a psi-like ability. If it fails one such Concentration check, a psionic cascade is initiated (see the *Expanded Psionics Handbook*, page 67-68). All powers manifested due to a cascade are augmented as high as possible, but the subject is not obligated to use any other voluntary effects (such as metapsionic feats or Wild Surge).

The power may be dispelled before it is triggered, but once a cascade is initiated it continues until it runs its course, even though this would extend its effect beyond the normal duration of the power. An induced psionic cascade may also be terminated by rendering the subject unconscious, moving it to an area where manifestation is impossible, or application of *brain lock* or similar effects. Effects that drain power points will also end a cascade prematurely, but only by helping to empty the subject's power point reserve sooner.

The subject does not actually contract the disease cascade flu, and cannot transmit this condition to others. Immunity to disease and disease curative effects are likewise of no benefit against *induce cascade*.

**Augment:** For every 2 additional power points you spend, increase the save DC by 1.

### Induce Pleasure

Telepathy [Mind-Affecting]

**Level:** Psion/Wilder 2

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** 1 creature

**Duration:** Instantaneous (see text)

**Saving Throw:** Will partial (see text)

**Power Resistance:** Yes

**Power Points:** 3

You telepathically stimulate the pleasure centers of the target's brain causing a disorienting jolt of extreme pleasure. This is distracting and

somewhat exhausting, causing 3d6 points of nonlethal damage. The subject is considered to be under the effect of a second-level distracting effect and suffers a -2 penalty on saving throws against mind-affecting effects until all nonlethal damage from the power has been healed. Alternately, effects that restore a subject's mentality (such as *aura alteration*, *empathic condition relief* <sup>MC</sup>, or *psychic surgery*) can be used to remove or suppress these ill effects. A successful Will saving throw means the target takes half of the nonlethal damage, but suffers no other ill effects.

Creatures not in combat or not otherwise on alert for trouble may not realize this effect is an attack. Intrinsic mental safeguards prevent you from using this power or similar powers upon yourself, although it may be reflected by *reddopsi* or similar effects.

**Augment:** For each additional power point you spend, increase the nonlethal damage by one die (d6). For every two additional dice of nonlethal damage, the save DC increases by 1, and the distraction effect is considered 1 level higher.

### Intellect Feast

Psychometabolism

**Level:** Psion/Wilder 4, Psychic Warrior 3

**Display:** Ma, Vi

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Power Points:** Psion/wilder 7, psychic warrior 5

Four translucent ephemeral tentacles form from your head, bathed in a violet glow. The tentacles can be used to attack any creature within 5 feet of you. You may use an attack action to make a touch attack with one tentacle, or a full attack action to make touch attacks with all four (which need not affect the same target if multiple targets are within the tentacles' reach). Attacks with these tentacles suffer a -4 penalty due to their need to target a specific area: a tentacle that successfully hits appears to plunge into the opponent's brain.

On a successful hit, a tentacle deals 1 point of Intelligence damage. You gain that point of Intelligence as an enhancement bonus to your Intelligence score. Intelligence you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your

Intelligence, (maximum +8), and you gain only the highest total. You cannot damage Intelligence below 1 with this effect -- it can hinder, but not cripple. Furthermore, if your tentacle successfully hits a psionic foe, in addition to the intelligence damage, that foe loses 1d4 power points as if it had spent them (it is possible to drain a psionic foe to 0 power points through this effect).

An attack with the tentacles is considered a mind-affecting effect -- which means, amongst other things, creatures immune to mind-affecting effects are immune to the tentacles. Despite their psionic nature, the tentacles bypass power resistance.

Although the tentacles resemble natural weapons, they are not natural weapons. They do not threaten opponents, cannot be combined with other attacks on a full attack, and are not subject to powers that enhance or otherwise alter natural attacks. However, it is possible to score a critical hit with any or all of the tentacles if the target is subject to critical hits. A tentacle threatens a critical hit on a 20, and on a successful critical hit, the Intelligence drain and power point depletion are doubled.

Slayers (from the *Expanded Psionics Handbook*) manifest this power as if their



*A psion leeches the mental power of her foe with Intellect Feast*

Illustration by Brandon Glone

manifest level was one higher.

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

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Intelligence increases by 2, and the tentacles deplete an additional +1 power point when they strike a psionic foe.
2. For every 2 additional power points you spend, the tentacles extend an additional 5 feet.
3. If you spend 4 additional power points, the tentacles now threaten any enemy in their reach, and you can make a touch attack with one tentacle (with the usual -4 penalty) as an attack of opportunity if an opponent within their reach provokes one.

### Kinetic Aura

Psychokinesis [Force]

**Level:** Kineticist 5

**Display:** Au, Vi

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** Reflex half (see text)

**Power Resistance:** Yes

**Power Points:** 9

You gain damage reduction 5/-. Each point of damage prevented by this power is stored as psychokinetic energy within the aura. As a standard action, you can choose to release this stored energy in a 20-foot radius burst centered on you. All creatures (except you) and unattended objects within this burst take force damage equal to the amount of stored damage. However, if this power prevents more than 5 points of damage per manifest level before it discharges, the stored psychokinetic energy erupts immediately (requiring no action on your part), affecting all creatures (including you) and objects within a 20-ft radius.

In either case, a successful Reflex saving throw reduces the damage taken by half. Once the stored psychokinetic energy is released, the power ends.

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

1. For every 2 additional power points you spend, the damage reduction increases by 1 and the maximum damage that can be stored before discharge is increased by 1 per manifest level.
2. If you spend 4 additional power points, you can control the release of energy at the end of the power, and may prevent it from damaging

particular targets or objects at your discretion (whether the release occurs by your will or spontaneously).

### Localized Windstorm

Psychokinesis [Air]

**Level:** Kineticist 3, Marksman 2

**Display:** Au

**Manifestation 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. 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 is identical to the *wind wall* spell (from Chapter 11: Spells in the *Player's Handbook*), except as noted here. All rules regarding the shaping of the *wind wall* apply to your *localized windstorm*, regardless of your choice to intensify or pacify.

Pacifying the winds allows you to generate a region of calm that consisting 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).

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

### Malediction

Telepathy (Compulsion) [Mind-Affecting]

**Level:** Psion/Wilder 4

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** 1 intelligent creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 7

You remove the filters of civility and decorum from the subject's mind. His speech is peppered with invectives, curses, rude noises, embarrassing details from his personal life, and insults directed at those around him. The subject is only aware of what words he used after using them, and may opt to remain silent.

The subject takes a penalty on any skill check that requires spoken language (such as Bluff or Diplomacy) equal to your key ability modifier (Intelligence for psions, Charisma for wilders). Casting spells that require verbal components is possible if the subject makes a Concentration check against the DC of this power (failure means he loses the spell). If the subject uses (or directs) a language-dependent effect vocally, he must make a Concentration check against the DC of this power or have the attempt fail.

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

1. If you spend 2 additional power points, the

subject loses the option to remain silent and maintains a more or less constant stream of swearing as long as it is awake and the power remains in effect. Gagging it or supernaturally silencing it still work normally.

2. If you spend 4 additional power points, *malediction* extends to nonverbal means of communication including gestures, body language, writing, and telepathic communication. The subject must make a Concentration check to cast a spell with a somatic component; spells with both a verbal and somatic component require two separate rolls. Skill checks that involve these forms of communication (such as Forgery or Perform [Dance]) take a penalty equal to your key ability modifier. Attempting to use or direct any language-dependent effect requires a Concentration check as above.

3. Every additional 2 power points you spend (including those spent on other augments) increases the save DC by 1.

### Metaconcert

Telepathy [Mind-Affecting, Network]

**Level:** Psychic warrior 5, society mind 5, telepath 5

**Display:** Vi, Me; see text

**Manifesting Time:** 1 minute

**Range:** 20 ft.

**Effect:** 20-ft.-radius emanation, centered on you

**Duration:** 1 min./level (D)

**Power Points:** 9

This is not a new power; it merely replaces the *metaconcert* power (from Chapter Five: Powers in the *Expanded Psionics Handbook*) completely.

You link your psychic might with other psionic creatures, creating a composite network more powerful than the sum of its parts. If there are no willing, psionic creatures in the area other than you when you use this power, it fails.

When you manifest this power, up to five willing, psionic creatures in the area connect with you into a *metaconcert* network (a "metanetwork"), a distributed, metaphysical analogue of a psionic manifester. Misty strands of glowing power link the brows of each member in a complex and shifting pattern, and a mental image of each other member appears in the minds of everyone so linked. A number of power points you designate flow from each member (including yourself) into a collective pool. If a



member does not have enough power points to contribute, he drops out of the *metaconcert* (see below).

One individual is chosen as the *metaconcert* conductor by mutual consent of the other members (this is usually the manifester, but doesn't have to be). Until the power ends, this conductor directs the efforts of the network. Members of a *metaconcert* can continue to take actions of their own as normal without disrupting the metanetwork, provided they stay within the area (see below).

All the powers known of each member (except *metaconcert*) are available to the conductor through the metanetwork. While the conductor may still manifest his own powers as normal, he may instead choose to manifest a power from the metanetwork instead of from his own powers known. If he does so, he must use the power point pool of the metanetwork and may not use any of his feats or class features to modify the manifestation (although items are permitted), but he also gains numerous benefits. When manifesting a power from the metanetwork, his manifester level increases by one for each other metanetwork member (for instance, the normal maximum membership of five members besides the conductor increases the conductor's manifester level by five). If the conductor manifests a power with an XP cost from the metanetwork, the XP cost is divided evenly between all members (with the conductor taking the remainder if the cost can't be divided evenly). It is obvious to an outsider when the conductor manifests from the metanetwork, as arcs of light pulse between the various members in a scintillating pattern, streaming to the conductor as his power manifests -- this display cannot be hidden.

The metanetwork also supports its members. Each member of the metanetwork gains a bonus on saving throws made against spells or powers equal to the number of other members, as the metanetwork distributes incoming magical energy about its nodes. If a spell or power would deal damage or ability damage to the conductor, he may choose to instead distribute it evenly between himself and all willing members. An individual member may decline receiving damage this way on a case-by-case basis (for example, if a *metaconcert* consists of the conductor and four other members, one of whom is not willing to receive damage at this

time, the conductor may split the incoming damage between himself and the three willing members). Damage split this way is typeless and empathic in nature. This splitting takes place prior to the effects of other powers or abilities that lessen damage, such as energy resistance or the *intellect fortress* power. Spells and powers that are not subject to power resistance cannot have their damage or ability damage split this way, though the saving throw bonus still applies.

Once the metanetwork forms, the members must remain within the power's area, and as a group can move at half the slowest member's speed on the conductor's turn. This counts as a move action for each member (that is, if the group moves, each member is treated as having used a move action on their next turn). If a member moves outside the area (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the metanetwork is instantly recalculated.

All members who leave before a *metaconcert* ends or is dismissed reclaim a number of power points equal to the metanetwork's current power point pool divided by the number of members. That same number of points is removed from the metanetwork's power point pool. If the conductor drops out, the power ends. When a *metaconcert* ends normally or is dismissed, remaining power points in the pool are divided among all the members (the conductor receives the remainder if the points can't be divided evenly). No creature can leave a *metaconcert* with more power points than they had when they entered it -- surplus points dissipate as harmless light radiating from the creature's eyes.

If a society mind manifests this power, it benefits normally from the Spirit of Many class feature, except that the additional augment has no effect (as *metaconcert* is an emanation, not a targeted effect).

**Augment:** For every additional power point you spend, this power's duration increases by 1 minute. For every 2 additional power points spent this way, the maximum number of members of the metanetwork increases by one, and the range and radius of the area of effect increase by 5 ft.

**Mind Switch, True**

Telepathy [Mind-Affecting, Network]

**Level:** Telepath 9**Manifesting Time:** 1 minute**Duration:** Instantaneous**Saving Throw:** Will negates; see text**Power Resistance:** Yes**Power Points:** 17, XP

As *true mind switch* (from Chapter Five: Powers in the *Expanded Psionics Handbook*), except as noted here.

This is not a new power – it merely adds functionality to *true mind switch* as it appears in the *Expanded Psionics Handbook*. If you know that power, you know the following augmentation.

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

1. For every 2 additional power points you spend, this power's save DC increases by 1.
2. If you spend 4 additional power points, you instead consider your new body your "natural" body after the switch. This severs the tie between you and your old body completely – either can die without causing level loss in the other. Seidmadr (see Chapter Five: Prestige Classes) have come to call this augment "Never Look Back."

**Mirror Shot**

Psychoportation

**Level:** Marksman 4, Psychic Warrior 4**Display:** Au, Vi**Manifestation 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. 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). 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.
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.

**Mnemonic Fugue**

Telepathy [Mind-Affecting]

**Level:** Telepath 4**Display:** Me**Manifestation Time:** 1 standard action**Range:** Close (25 ft + 5 ft/2 levels)**Target:** 1 living creature**Duration:** 1 round/level**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 7

The subject loses the ability to form short-term memories and for the duration of this power

dwells only in the present. Memories of events before this power was manifested are not affected, but the subject's current span of awareness is on the order of 5 to 6 seconds.

In a combat situation the subject rolls initiative anew each round, applying all normal modifiers, and is considered flat-footed until his turn. The subject will be aware of any wounds or special conditions he has suffered, but will not remember the following round how these effects came to pass. Social interaction skills used on the subject may be retried if they failed earlier during the duration, although success at such a skill only lasts for 1 round; and the end of that time the subject forgets the interaction. The subject may attempt to plan for future rounds, but those plans leave his head at the end of the current round.

The subject fights and moves normally; opponents gain no special advantage over him other than his inability to remember previous rounds. The subject knows what spells he has prepared or how many power points or spell slots he has remaining. The subject may cast spells and manifest powers normally provided such takes 1 standard action or less. Spells and powers that take 1 round or more to use have a 50% chance of failure; effects that take longer to use simply cannot be used. The subject may not maintain concentration on a power or spell beyond one round.

When this power expires the subject begins to form memories normally again, but does not remember events that took place while he was affected. *Heal*, *limited wish* and higher level restorative effects (including *psychic surgery*) can restore memory of this time period.

**Augment:** For every 2 additional power points you spend, the save DC increases by 1.

### Physical Acceleration

Psychometabolism

**Level:** Egoist 3, Marksman 4, Psychic Warrior 2

**Display:** Au

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Power Points:** Egoist 5, Marksman 7, Psychic Warrior 3

As the *haste* spell (from Chapter 11: Spells in the

*Player's Handbook*), except as noted here.

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

### Produce Image

Psychokinesis [Formbound, Light]

**Level:** Psion/Wilder 3

**Display:** Au, Vi

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will disbelief; see text

**Power Resistance:** Yes

**Power Points:** 5

You can manipulate light into forming a false image – specifically, the image of one imprinted form (see the Formbound descriptor at the beginning of the chapter). The use of an imprint negates the need for you to make skill checks to replicate a given appearance – the image is, visually, identical to the imprinted form, and can be directed appropriately for that form as you concentrate. This image does not produce any sound, smell, texture, temperature, or resistance.

Anyone who sees this image must make a Spot check against the DC of this power to realize it is a fake. This Spot check is made with a -4 penalty unless the spotter has reason to suspect that it is false (realizing it makes no sound, for instance). Anyone who takes a full round action to examine the image can retry a failed Spot check. If a creature directly interacts with the image (most usually touching it), it gets a Will save to recognize the illusion as what it is, and if successful may ignore it. A character faced with incontrovertible proof that the image isn't real needs no saving throw or Spot check to disbelieve this effect. If any viewer successfully disbelieves this effect and communicates this fact to others, each such viewer gains a saving throw (and makes all subsequent Spot checks, if necessary) with a +4 bonus.

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

1. If you spend 4 additional power points, this power's duration becomes 1 minute/level (D).
2. If you spend 2 additional power points, this power manipulates sound into producing appropriate sound effects on command in addition to the image of the imprinted form. This makes the image more believable, but now Listen checks can be attempted to realize the

production is a fake. Making Listen checks to disbelieve follows the same procedures as making a Spot check to disbelieve, as above, and at the same skill check DC.

3. For every additional power you spend, the Spot check (and Listen check, if applicable) to disbelieve the production increases by 1.

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

### **Programmed Domination**

Telepathy (Compulsion) [Mind-Affecting]

**Level:** Telepath 6

**Display:** Me

**Manifestation Time:** 1 round

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

**Target:** One humanoid

**Duration:** Special, see text.

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 11

This power functions as *psionic dominate* except as described here. Once manifested, the power lies dormant in the subject's mind until a predetermined trigger event takes place. The trigger can be anything the subject would be capable of discerning; the passage of a certain amount of time, arrival at a particular place, seeing a particular person, hearing a particular word spoken, and so on. *Protection from chaos/evil/good/law* (as appropriate), *suppress compulsion*<sup>HC</sup> and similar effects will prevent a *programmed domination* from becoming active when the trigger condition is met, but will not remove the condition. It is possible for the subject to go its whole life without the trigger condition being met.

Once this effect becomes active, the subject follows whatever instructions you issued when the power was manifest for 1 minute per manifester level. Unlike *psionic dominate*, this power does not provide a telepathic link, so all instructions must be set in advance, and you will not know if your subject's *programmed domination* has become active unless you use other means to do so.

*Programmed domination* may be dispelled or removed by effects that counter compulsions once it has become active, but not while latent. A latent *programmed domination* may be detected with *mind probe*, *aura sight* or similar effects, but only if the manifester is specifically

looking for it. A latent *programmed domination* may be removed only with *psychic surgery*, *reality revision*, *greater restoration*, or *wish*, although *aura alteration* allows a new Will save to negate the power.

The subject of this power may know that a mental power was used, but will not know the trigger condition, what action he has been programmed to take, or even that he carries a latent compulsion.

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

1. If you spend an additional 2 power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend an additional 4 power points, this power can affect an aberration, dragon, elemental, or outsider in addition to the creature types listed above.

3. If you spend 1 additional power point, the duration of this power, once active, is 1 hour. If you spend an additional 2 power points the active duration is 24 hours. If you spend an additional 4 power points the active duration is 1 day per manifester level.

4. If you spend an additional 2 power points, the subject does not remember the actions it took while actively dominated. It may not even be aware time has passed without a cue.

5. If you spend an additional 2 power points, the duration of the active phase of the power does not have to be continuous. The power may then be activated multiple times (on different occurrences of the trigger condition) and will run for a set portion of its duration, or until a predetermined anti-trigger event takes place. This augmentation is sometimes called the "sleeper" augmentation.

In addition, for every 2 power points spent to achieve any of these effects, increase the save DC by 1. If you are using *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell, *programmed domination* also gains the 'utter thrall' augment for *psionic dominate* presented in that book.

### **Prowess As One**

Telepathy [Mind-Affecting, Network]

**Level:** Society Mind 5

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** You plus one creature

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will negates (harmless, see text)

**Power Resistance:** Yes

**Power Points:** 9

This power links the fighting prowess of one to another. Treat all targets of this power in all ways as if they have a base attack bonus equal to the highest base attack bonus amongst all willing targets affected (this can grant additional attacks per round as usual for a high base attack bonus).

Temporary effects that alter base attack bonus (such as, *divine power*) are ignored by this power. While subjects still gain the benefits of both effects, *prowess as one* only deals with their regular base attack bonus before other temporary effects are applied.

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

1. For every 3 additional power points you spend, you can share one of the target's weapon proficiencies with every other willing target.
2. If you spend 4 additional power points, you can instead share the lowest base attack amongst any targets you choose instead of the highest. This can cause a loss of melee attacks or deny use of feats or class abilities. If a recipient's base attack bonus would be lowered through the use of this power, they may attempt a Will saving throw each round to ignore its effects.

### Psychic Interference

Telepathy [Mind-Affecting, Network]

**Level:** Society Mind 2

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** One creature

**Duration:** Concentration, up to 1 min/level

**Saving Throw:** Will partial (see text)

**Power Resistance:** Yes

**Power Points:** 3

You form a mental bond with one creature within range and use that bond to force minor hallucinations into the target's mind, hindering them in several potential ways.

Targets of this power suffer a -2 penalty on one of the following for the duration of the power:

- Attack rolls
- Saving throws
- Ability checks and skill checks

Targets that succeed a Will save only take a -1 penalty.

**Augment:** You may augment this power in

one or both of the following ways.

1. If you spend 2 additional power points, you may choose a second type of check to which the penalty applies.
2. For every 2 additional power points you spend, the penalty increases by 1. For every two points the penalty increases, the penalty on a successful Will save increases by 1.

In addition, for every 2 power points spent to achieve either of these results, increase the save DC by 1.

### Psychic Tracking

Clairsentience

**Level:** Seer 1

**Display:** Au

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

**Power Points:** 1

Feared by all thinking beings who wish to remain hidden, this power enables you to track an intelligent creature by the mental "footprints" left behind by its thoughts. You can only track creatures with an Intelligence score of 3 or greater. Pass without trace and similar effects provide no protection from this power; however, creatures immune to mind-affecting effects leave no perceptible psychic tracks, and cannot be followed this way.

Finding psychic tracks or following them for 1 mile requires a Psicraft check (DC 20). Every time the tracks become difficult to follow (such as when they intersect with other psychic tracks,

Condition	Psicraft DC modifier
Every three intelligent creatures in the group	-1
Every 12 hours since the trail was made	+1
Tracked party using <i>conceal thoughts</i>	+10

enter an area of heavy traffic such as a market, or backtrack and diverge), you must make another check. If you fail a Psicraft check, you can retry after 1 hour (high traffic) or 10 minutes (low traffic) of meditation.

While tracking, you may move at half your normal speed. If you accept a -5 penalty on your Psicraft check, you may move up to your normal speed, and if you accept a -20 penalty you can

move up to twice your speed. Other modifiers apply to this check as specified below.

**Augment:** For every additional power point you spend, you gain a +2 bonus on Psicraft checks made this way.

### Rending Rift

Psychoportation (Teleportation)

**Level:** Nomad 4

**Display:** Au, Vi

**Manifestation Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Save:** None

**Power Resistance:** No

**Power Points:** 7

You force numerous chaotic fissures in the fabric of reality around you, creating a swirling maelstrom that disperses any matter passing through it in space and time. This storm of fissures moves with you and proves hostile to those who would attack you.

Any attacks made against you suffer a 50% miss chance, and the attacker's weapon (or the

attacker itself if making a melee attack with an unarmed strike or natural weapon) suffers 2d6 points of slashing damage regardless of the attack's success or failure. Hardness and damage reduction may reduce this damage (an exception to the standard rule regarding damage reduction and powers: *rending rift* counts as a magic slashing weapon for the purposes of damage reduction).

**Augment:** You can augment this power in or both of the following ways.

1. For every 2 additional power points you spend, increase the damage dealt by one die (d6).
2. If you spend 6 additional power points, you can manifest this power as an immediate action.

### Sense As One

Telepathy [Mind-Affecting, Network]

**Level:** Society Mind 2

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** One willing creature other than you

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will negates (harmless)

**Power Resistance:** Yes (harmless)

**Power Points:** 3

You form a mental bond with one creature within range, giving them the ability to 'borrow' your perception and use that information to direct their movements.

You may choose to direct the target either offensively, alerting them to weaknesses in their opponent's defenses, or defensively, alerting them to incoming attacks. You may change whether you are directing offensively or defensively once per round as a free action. While being directed offensively, the subject gains a +1 insight bonus on attack rolls and damage rolls. While being directed defensively, the subject receives a +1 insight bonus on armor class and saving throws.

**Augment:** For every 3 additional power points you spend, increase the insight bonus by 1.

### Skeletal Eruption

Psychokinesis

**Level:** Kineticist 3

**Display:** Au, Ol

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** One creature with a skeletal system

Illustration by Kevin Miller



A wilder taunts his opponents from within the safety of a rending rift

**Duration:** Instantaneous

**Saving Throw:** Fortitude half or Reflex half (see text)

**Power Resistance:** Yes

**Power Points:** 5

You charge the target's skeletal structure with a lethal vibration, damaging the target and potentially causing its bones to explode. The target takes 3d6 points of damage and 2 points of Strength damage (a successful Fortitude saving throw reduces both by half). If this damage reduces the target's Strength to 0, it takes an additional 2d6 points of damage and falls prone as its body is unable to support itself. If the total damage inflicted reduces the target to -10 hit points, the target's body explodes as the bones turn to shrapnel, dealing half the damage the target took in a 5 ft burst around the target (a successful Reflex save reduces this damage by half). A creature that dies from *skeletal eruption* can be resurrected, but not raised.

**Augment:** For every 2 additional power points you spend, this power's damage increases by one die (d6) and the save DC increases by 1. For each extra two dice of damage, the Strength damage increases by 2.

### Skills As One

Telepathy [Mind-Affecting, Network]

**Level:** Society Mind 1

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** You plus one willing creature

**Duration:** Concentration, up to 1 min/level

**Saving Throw:** None (see text)

**Power Resistance:** Yes

**Power Points:** 1

When manifesting this power, you must choose one skill. If your rank in that skill is higher, the target uses your ranks in place of his own ranks (maximum 5 ranks), and vice versa. If a target's skill ranks are replaced by this power, they are treated as though they actually had the shared ranks in the skill for all purposes (including synergy bonuses and the use of trained-only skills).

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

1. For every 2 additional power points you spend, you can choose an additional skill to share. Compare each skill individually.
2. For every 2 additional power points you

spend, the maximum ranks you can share increases by 5 ranks.

3. If you spend 2 additional power points, this power can affect an unwilling target, and the power's saving throw becomes "Will negates (harmless)". Unwilling targets do not gain the benefit of increased skill ranks, although their skill ranks may be shared with willing targets.

### Strike As One

Telepathy [Mind-Affecting, Network]

**Level:** Society Mind 3

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** You and one willing creature

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** None (harmless)

**Power Resistance:** Yes (harmless)

**Power Points:** 5

You form a mental bond with a creature within range and use that bond to coordinate your attacks to throw your foes off balance.

Any time a target of this power makes an attack against a creature that is threatened by another target of this power, that creature is considered flanked. If that creature would already be considered flanked, the bonus on the attack roll from flanking improves to +4.

All targets gain some measure of awareness from other targets, guarding each other from external threats. If any target is aware of danger, all targets are. No target may be flat-footed or flanked unless all targets are.

### Technique As One

Telepathy [Mind-Affecting, Network]

**Level:** Society Mind 7

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** You plus one willing creature

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will negates (harmless, see text)

**Power Resistance:** Yes

**Power Points:** 13

When you manifest this power, pick one feat that either you or the target has. This feat cannot be one restricted to first-level characters, nor can it have a racial prerequisite. All willing targets of this power gain this feat for the duration of the power, although they must meet all prerequisites of that feat to gain its benefits.

Feats that directly modify hit points, power points, or spells per day cannot be chosen this way. If a feat requires a specific choice, that choice is also shared.

This power does not grant you any special knowledge of the target's feats (though it is generally assumed that a willing target has filled you in on them beforehand). If your target does not actually have the feat you named, then the power fails.

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

1. For every 2 additional power points you spend, you may share an additional feat from the same target. These feats can serve as prerequisites for other shared feats.
2. If you spend 2 additional power points, the power can affect unwilling targets. Unwilling targets may attempt a Will saving throw each round to negate the effects of this power – and if successful, any feats borrowed from them fade from the other targets until the start of the unwilling target's next action.

### Telepathic Threat

Telepathy [Mind-Affecting]

**Level:** Psychic Warrior 1

**Display:** Au

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** 1 creature

**Duration:** 1 round per level

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 1

You telepathically convince a foe that he is being attacked by more creatures and from more angles than he really is. If the subject fails their saving throw they are considered flanked against any attack, regardless of whether or not he is actually threatened. Such attacks gain the usual +2 bonus for flanking a target.

**Augment:** For every 4 additional power points you spend, this power may affect an additional target within range and the save DC increases by 2.

### Temporal Dissociation

Psychoportation

**Level:** Nomad 3

**Display:** Vi

**Manifestation Time:** 1 standard action

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

**Target:** One creature or object OR all creatures and objects within a 20 ft radius burst

**Duration:** Instantaneous

**Saving Throw:** None (See text)

**Power Resistance:** No

**Power Points:** 5

All supernatural effects affecting the targeted creature or object are shifted into a different timeframe. The ongoing effects of all powers and spells currently active on the target (regardless of their original source) run at an accelerated rate: each round counts as two against their remaining durations. A power or spell effect reduced to less than 1 round ends immediately.

Effects sustained by the target's concentration, even if they target an unaffected creature, are subject to this power normally. For example, if a creature is concentrating on *matter agitation* and is subject to this power, each round counts as two for his *matter agitation*, even though he is undoubtedly using it on a different target (which may not be affected).

Effects on the target sustained by a different creature's concentration (such as several society mind powers) may be unaffected if they originate from an unaffected target. The creature sustaining the effect must make a Will saving throw for each effect it sustains on the target. If successful, that effect is unaffected by *temporal dissociation*.

**Augment:** For every 2 additional power points you spend, each round counts as an additional round – 7 power points (total) makes each round count as three, 9 makes each count as four, and so on.

### The Arrow Knows the Way

Psychoportation

**Level:** Marksman 3, Psychic Warrior 4

**Display:** Vi

**Manifestation 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 the dreamborn <sup>HC</sup> subtype (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.

### Trick Shot

Psychopotation

**Level:** Marksman 1, Nomad 1

**Display:** Me

**Manifestation Time:** 1 immediate action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** One Tiny or smaller object in motion

**Duration:** 1 round or until discharged

**Power Points:** 1

By altering the levels of probability surrounding a small object in motion, you can 'trick' it into performing seemingly impossible maneuvers. While this ability has no direct influence on an attack roll, it can nevertheless make a certain outcome possible in the first place.

Until the beginning of your next turn, you may make one Tiny or smaller moving object perform a 'trick shot' -- a stunt that you describe -- so long as it is not moving under its own power (thrown objects or fired projectiles are not moving under their own power, while an insect or a flying psicrystal are). So long as the stunt can be succinctly described in ten words or less, it occurs, no matter how unlikely this is - no rolls, no checks, no questions. This *trick shot* has no influence on attack or damage rolls at all, although the effect itself may allow an attack to occur.

Example *trick shots* include the following (which are descriptive and of varying complexity; the sentences used in manifesting are shorter):

- Shooting an arrow through the sockets of twelve axe heads between you and your target
- Bouncing a billiard ball off of nine different fixtures (including your friend's breastplate) before sinking in a pocket
- Having a crossbow bolt "loop the loop" before impacting normally
- Forcing a tossed coin to land, perfectly

stable, on its edge

- Getting a javelin to slalom around trees between you and your target
- Directing the tiny bead of an undetonated *fireball* to fly a "figure eight" around its target's feet
- Allowing a dagger, despite being pointy, to bounce off of the ground between a creature's legs and continue (unhindered) to its actual target behind him

Additional trick shots beyond this list are possible.

In short, the most powerful combat use of this power should be to avoid small obstacles (GM's call on what actually is an "obstacle"; *trick shot* should not be a single answer against cover unless the trick is relatively simple and the target doesn't have total cover). It is more frequently used, however, to show off outside of combat (one can usually figure out if a *trick shot* has been performed in the area by listening for cries of "That's not possible!"). *Trick shot* can be used to shoot around corners, although without other means of sensing targets, this is effectively shooting blind.

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

1. Each additional power point spent allows you to affect one additional object before the power ends.
2. For every 2 additional power points you spend, the size of an object you can affect with this power increases one step.
3. For every additional power point you spend, the power's duration extends 1 round. The number of objects you can alter this way remains unchanged, and the power still ends when these run out.

Additionally, every additional power point spent to achieve any of these effects allows for your *trick shots* to be described in sentences of up to one word longer.

### Unearthly Terror

Telepath [Mind-Affecting, Network, Fear]

**Level:** Psion/Wilder 1, Society Mind 1

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5ft/2 levels)

**Target:** One creature

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will negates or Will partial (see text)

**Power Resistance:** Yes

**Power Points:** 1

You form a mental bond between yourself and an enemy, and use that bond to bombard their mind with horrifying images and incite fear. Targets of this power who fail their saving throws are shaken for the duration of the power. This power cannot affect any creature whose hit dice exceed your manifester level.

This power is most commonly employed as a form of torture, using it repeatedly to wear away the mental defenses of those they wish to extract information from. It is also a defining feature of the nameless fear (see chapter 9), and rumors persist that it first appeared in dreamscarred wilders.

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

1. If you spend 4 additional power points, creatures that fail their save become frightened for the duration and those that succeed are considered shaken. If you spend 8 additional power points, creatures that fail their saves become panicked for the duration, and those that succeed are shaken.
2. Every 2 additional power points you spend (including those spent on other augments) increases the save DC by 1.

### Withstand As One

Telepathy [Mind-Affecting, Network]

**Level:** Society Mind 3

**Display:** Me

**Manifestation Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Target:** You plus one other creature

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will negates (harmless, see text)

**Power Resistance:** Yes

**Power Points:** 5

When manifesting this power, you must choose one kind of saving throw: Fortitude, Reflex, or Will. For the duration of the power, all willing targets share the highest base bonus to that that save. This only includes bonus to saves from hit dice (including racial hit dice and class levels), not any bonuses from ability scores, racial traits, class features, temporary effects such as powers, spells, and items, or such. You and all willing targets may use the highest save between you in place of their original values.

Alternatively, you may force all targets to use the lowest save bonus between you in place of their original base save. If this decreases the target's bonus, then the target may attempt a

Will save (with his normal Will saving throw modifier) every round to ignore the effects of this power for that round.

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

1. If you spend 2 additional power points, you may choose a second kind of saving throw to share. If you spend 6 additional power points, you may choose to share all three kinds of saves with all targets. Compare each new save individually with each target's original, and use the favorable choice for the version of the power you are using.
2. For every 4 additional power points you spend, you may also select one class feature belonging to you or a target that directly modifies the saving throw(s) you share, either by providing a bonus or by altering the effects of successful and/or failed saves. Example class features include Evasion and Improved Evasion, Still Mind, Divine Grace, and Slippery Mind. The GM may allow additional abilities at his discretion. You may effectively grant this class feature to any or all willing targets of your choice; treat them as if they actually had the class feature in question, with one exception: if a class feature has additional benefits besides directly modifying the saving throw (such as fear immunity from Aura of Courage), then they are not included.

In addition, for every 2 power points spent to achieve either of these effects, the save DC increases by 1.

### Zealous Fury

Psychometabolism

**Level:** Marksman 4, Psychic Warrior 4

**Display:** Me, Au

**Manifestation Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 7

You gain a +5 bonus on your attack rolls. This cannot raise your attack bonus beyond your highest attack bonus. For example, a character with a base attack bonus of +11 under the effects of this power would make full attacks at +11/+11/+6 instead of +11/+6/+1, before accounting for other modifiers.

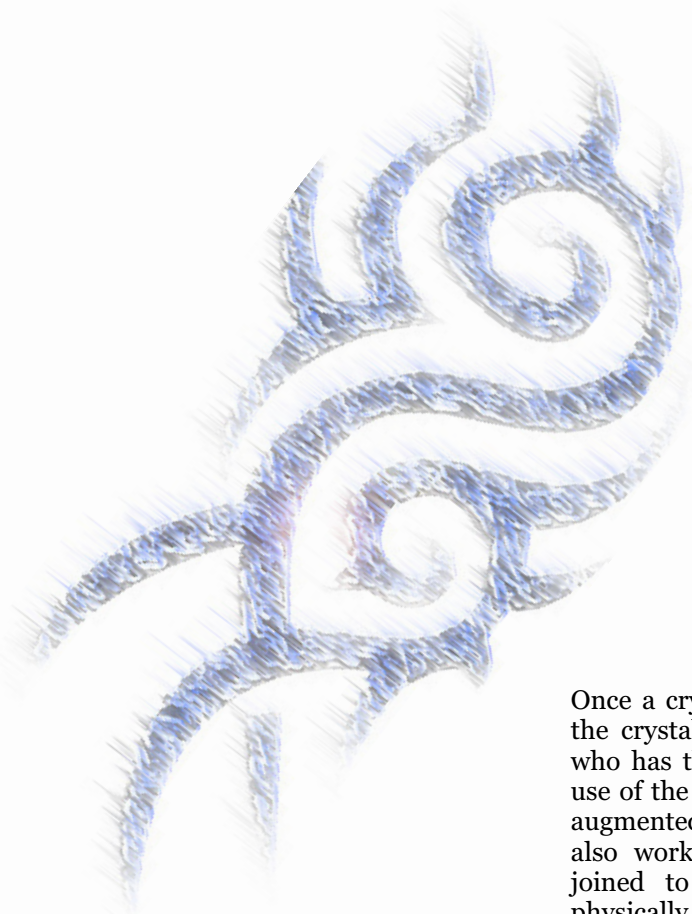
**Augment:** You may augment this power in one or both of the following ways:

1. If you spend an additional 5 power points, the

bonus increases to +10. If you spend 10 additional power points, the bonus increases to +15.

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





Although psionic power stems from within, it's quite possible to imbue a physical substance with psychic energy. The result is a psionic item, and these tend to be welcome aids to most adventurers, psionic or no. The items and equipment detailed below are meant to expand on the options presented in the *Expanded Psionics Handbook*.

Additionally, two new types of item have been introduced. The crystalic grafts first invented by Rajrin's maenads aid warriors in battle, while impression crystals and mindstones serve as boosts to any manifester alongside their cousins, cognizance crystals.

## CRYSTALICS

Crystalics are created from a steel frame and raw crystal which is then shaped and powered by their creator. Some of the most advanced models, those produced by amalgamists (see Chapter 5: Prestige Classes), even draw upon astral ectoplasm to function. Their shape typically takes a form to resemble the effect granted: wings for flight, claws for slashing attacks, and so on.

Once a crystalic has been applied to its wearer, the crystalic can only be removed by someone who has the Craft Crystalic feat or through the use of the *restore extremity* power (although an augmented *cathartic apportation* <sup>UT</sup> power can also work). Otherwise, a crystalic is forever joined to its wearer. Because crystalics are physically attached to their bearer, instead of just worn, they sometimes impose penalties on the owner due to the change in physiology, but typically do not take up a body slot. Such bonding leads to unusual interaction with shapechanging powers: only the form to which the crystalic is grafted can bear it (that is, unless otherwise noted, a crystalic is always absorbed into your new form should you change shape). Applying and removing crystalics take 4 hours per crystalic, except through the use of psionic powers (which can only remove a crystalic). A creature may not have more than five crystalics at any time, or more than one crystalic per body part. For example, you could have *adamantine fists* and *eagle's eyes*, but not *adamantine fists* and *rending claws*, as both are grafted to the hands.

**Physical Description:** Varies.

**Activation:** Usually use activated or command thought, but details vary from item to item.

### *Crystalic Descriptions*

Standard crystalics are described below, as are to which body area they are attached.

**Adamantine Fists (Hands):** Extremely thin crystals imbued to simulate the effects of

adamantine, this crystalic envelops the bearer's hands, giving them the appearance of being crafted of pure metal. These fists grant the bearer's unarmed strikes the effects of an adamantite weapon (including bypassing hardness less than 20). The bearer must have his hands free to receive this benefit on unarmed attacks; it does not apply when using monk weapons, for instance. It also does not apply unless the bearer is attacking; the crystals do not noticeably harden the hands except during an attack.

Faint psychometabolism; ML 9th; Craft Crystalic, *metaphysical claw*; Price 6,000 gp; Weight -

**Crystalline Wings (Back):** Formed to resemble crystal, this pair of wings attaches to the shoulder blades of the bearer. As a standard action, the bearer can take flight at a speed of 60 feet (or 40 feet if he wears armor heavier than light or carries more than a light load). He can ascend at half speed and descend at double speed, and his maneuverability is average. Because the wings are physically awkward for the size of the wearer, he must squeeze to fit in any space that is as wide as his normal space, and must use the Escape Artist skill to squeeze through narrower spaces. *Crystalline wings* can flex and contort to lie flush against the wearer in such circumstances, so he makes such checks at no additional penalty, and can even hide the wings under normal clothing (although it's uncomfortable in anything tighter than a cloak). He is unaffected if in any space that is wider than his normal space.

Faint psychometabolism; ML 9th; Craft Crystalic, *psionic fly*; Price 5,000 gp; Weight 5 lbs

**Eagle's Eyes (Head):** This crystalic rests inside the eye socket, and can generate faceted crystal lenses over the eyes when commanded by thought. It takes five minutes to generate these lenses (or to dissolve them afterward); until the lenses are completely present (or completely gone) there is no noticeable change. When intact, the crystals sharpen the wearer's vision, granting him a +2 competence bonus on ranged attacks and doubling his range increments for ranged weapons; his maximum range does not change. Unfortunately, the crystals distort moving objects closer to the bearer, giving him a -2 penalty on melee attacks while in place.

Faint psychometabolism; ML 7th; Craft Crystalic, *animal affinity*; Price 2,500 gp; Weight -

**Lumidermis (Body):** Built of miniscule crystalline pieces and connected using ectoplasm, this crystalic is embedded into the bearer's body, just below the skin. Whenever triggered by pain, the bearer's body glows briefly (shedding light as a candle for an instant) as the crystals react to the sensation, rapidly healing the recently-damaged flesh. The bearer gains damage reduction 2/cold iron, as cold iron disrupts the crystalic's functioning. Additionally, the bearer may project a command thought to cause the *lumidermis* to glow for an instant, as if struck. Unlike other crystalics, the *lumidermis* resists shapechanging effects, and continues to function even in alternate forms.

Faint psychometabolism; ML 12th, Craft Crystalic, *biofeedback, my light*; Price 7,200 gp; weight -

**Plated Torso (Body):** This seamless piece of semi-rigid ectoplasm is bound to the bearer's torso, covering from his shoulders to his waist. The plate, once bound, has a faint metallic sheen and may, upon impact, briefly crystallize about the incoming force, granting the bearer a 25% chance of negating a sneak attack or other precision damage. The plate, however, hampers movement and imposes a -2 Dexterity penalty on the bearer. This penalty cannot be removed while the *plated torso* remains bound.

Strong psychometabolism; ML 12th, Craft Crystalic, *thicken skin*; Price 3,000 gp; Weight 4 lbs.

**Quickening Bands (Legs):** This pair of sapphire bands encircles the bearer's legs and amplifies his intentions to move, resulting in increased mobility. The bearer gains a +10 ft enhancement bonus to his base speed and a +1 enhancement bonus to Reflex saves. This amplification interferes with the bearer's subtle control over his general movement and position, which manifests as a -2 penalty to Balance and Tumble checks.

Faint psychometabolism; ML 9th; Craft Crystalic, *burst*; Price 1,500 gp; Weight -

**Rending Claws (Hands):** This set of retractable razor-sharp claws attaches to the wearer's fingers. If the bearer fights unarmed and extends the claws (a free action) he does slashing damage instead of bludgeoning damage with his unarmed strikes, and does not take a -4 penalty to deliver lethal damage with an unarmed strike. Because the bearer's fingertips are covered with the crystals that house the claws (whether extended or retracted), the bearer takes a -2 penalty on Forgery, Open Lock, Sleight of Hand, and Use Rope checks.

Faint psychometabolism; ML 6th; Craft Crystalic, *claws of the beast*; Price 750 gp; Weight –

### Focus Crystals

Focus crystals include *cognizance crystals*, *impression crystals*, and *mindstones*. These gems appear almost entirely identical, and serve as a special focus when manifesting powers, providing some additional benefit. While they take time to attune to the bearer, they can also be customized by their owners on the fly, rather than during creation, to the limit of their original construction. All are created using the Craft Cognizance Crystal feat (which might be more properly named “Craft Focus Crystal”).

### Impression Crystals

*Impression crystals* are modified *cognizance crystals* which can store additional imprints for use with Formbound effects (see the Formbound descriptor in Chapter 7: Powers).

**Physical Description:** An *impression crystal* consists of a core crystal and one or two smaller crystals positioned around it on strands of steel wire. Once an *impression crystal* contains a form, it gives off a faint glow. A typical *impression crystal* has the same physical statistics as a *cognizance crystal*.

**Activation:** The user must merely hold or have an *impression crystal* on her person for a period of at least 10 minutes (which is long enough to attune herself to the crystal). After she is attuned to the crystal, she can use it during any Formbound effect to generate a temporary imprint of any form it stores, much like she would from touching another creature, and following all the same rules. If her form changes as a result of the effect, the *impression crystal* which provided that imprint is automatically absorbed into the new form, and returns to her hand when she returns to her normal form. You cannot generate a permanent imprint from an *impression crystal*, although it may be used to generate a temporary imprint any number of times.

The maximum number of forms an *impression crystal* can store is set during creation; it can never hold more imprinted forms than this limit. An attuned wielder knows how many forms remain to be imprinted. When an *impression crystal* contains no forms, the glow of the crystal dies until new forms are imprinted.

To add an imprint to an *impression crystal*, you must hold the crystal and release a form you have imprinted, thereby passing the form into

the *impression crystal* (and losing access to it yourself except through the crystal). You may flush any number of forms from an *impression crystal* to make room for new forms as a standard action. An attuned owner can identify a form stored in an *impression crystal* with a Psicraft check (DC 10 + the form’s HD), similar to identifying a power in a power stone.

**Construction:** The market price of *impression crystals* with no forms stored within is 2000 gp times the maximum number of forms the crystal will hold (so an *impression crystal* holding 5 forms costs 10,000 gp). Costs for crystals containing forms vary greatly based upon the particular form or forms in question, and prices must be negotiated individually (if such a crystal is even available for sale)

Spellcasters make frequent use of these stones, and may have also discovered their own ways of making them.

Faint to strong psychokinesis; ML equal to maximum number of forms; Craft Cognizance Crystal; Price: see above Weight 1 lb.

### Mindstones

A *mindstone* is in many ways the fusion of a power stone, an ioun stone, and a *cognizance crystal*. It stores a particular power, which a psionic manifester may later call upon as if he knew the power.

**Physical Description:** A *mindstone* is indistinguishable physically from an *impression crystal*, except that traditionally it is made of opaque stones such as opal, turquoise, and obsidian, and typically no smaller stones are included. These stones do not shed light except when used. It has the same physical statistics as a *cognizance crystal*.

**Activation:** The user must merely hold or have a *mindstone* on his person for a period of at least 10 minutes (which is long enough to attune the user to the crystal). After he has attuned to the crystal, the user who holds a *mindstone* in his hand may cause it to orbit his head as if it were an ioun stone. He may manifest the power stored within any orbiting *mindstone* as if he knew the power, provided the power is on his class list and he is capable of manifesting powers of that level. Unlike most psionic items, the manifester uses his own power points, manifester level, and key ability score when manifesting from a *mindstone*. Using a power from a *mindstone* is limited, however – a manifester uses his own manifester level or the power point limit of the stone, whichever is lower, to determine how many power points he can spend on the power.

A *mindstone* can hold any power with a power point cost equal to or lower than its power point limit, which is set during creation. For instance, a *mindstone* with a limit of 7 power points could hold the knowledge of any power of 4th level or lower, but the greatest number of power points that even the most powerful of manifesters could spend manifesting the power from it would be 7.

Storing a power within a blank *mindstone* requires a manifester to “lock” one of his powers known as unavailable for 24 hours, during which time he cannot manifest it (he is treated as not knowing that power for this duration). During those 24 hours, the blank *mindstone* must orbit his head continuously, drawing upon his sequestered psionic energy. At the end of this time, the power returns to his mind, and the *mindstone* is successfully attuned and is ready for use. If the manifester wishes, he may interrupt the attunement process by snatching the orbiting stone prematurely, which instantly restores his ability to manifest the power in question (although any time spent orbiting is wasted; the stone must be attuned anew).

Flushing a *mindstone* takes 10 minutes of continuous meditation. At the end of this time, the *mindstone* returns to its blank state, and another power can be stored within. An attuned wielder knows if a crystal contains a power, although he must address the *mindstone* (as if it were a power stone) before he can attempt to identify an unknown power within using Psicraft.

**Construction:** The market price for a blank *mindstone* depends on its power point limit, which is always an odd number and is never higher than 17. The formula is identical to that of a *cognizance crystal*: determine the highest-level power that could be manifest by spending a number of points equal to its limit, square this number, and multiply by 1,000 gp. For *mindstones* with powers stored within, the price fluctuates wildly and must be individually negotiated (if such an item is even available).

Faint to strong psychokinesis; ML equal to power point limit, Craft Cognizance Crystal; Price: see above Weight 1 lb.

## Psicrowns

A *psicrown* stores multiple related psionic powers and a reserve of power points with which to use them. A *psicrown*'s user may use the manifester level of the crown or his own manifester level when using these powers, although it always draws upon its own power point reserve and cannot be recharged from the wearer's power points. *Psicrowns* are described

in detail on page 169 of the *Expanded Psionics Handbook*, although some powers come from this book.

### Psicrown of the Archer's Gambit

Favored by marksmen and archery-inclined psychic warriors or nomads, this simple band provides insight into ranged combat, and rewards what would otherwise be terribly risky maneuvers. The *psicrown of the archer's gambit* is nothing more than a simple, light steel band. It holds 400 power points when first created and allows the use of the following powers:

*Mirror shot* <sup>UT</sup>

*Precognition, offensive*

*Prescience, offensive*

*The arrow knows the way* <sup>UT</sup>

*Trick shot* <sup>UT</sup>

Moderate clairsentience and psychoportation, ML 8; Craft *Psicrown, mirror shot, precognition, offensive, prescience, offensive, the arrow knows the way, trick shot*, Price 25,500 gp, weight ½ lb.

### Psicrown of the Cautious Bowman

Those who choose ranged combat over melee skirmishes tend to place great value on their own safety. It's no small wonder that *psicrowns* like this one are immensely popular among such adventurers. A *psicrown of the cautious bowman* appears as a series of interlocking plates of wood and iron that form a headband resembling a fortress wall all around the wearer's skull, complete with ramparts and arrow slits. It has 400 power points when first created and allows the use of the following powers.

*Foxhole* <sup>UT</sup>

*Levitate, psionic*

*Localized windstorm* <sup>UT</sup>

Moderate psychokinesis, ML 8th; Craft *Psicrown, foxhole, psionic levitate, localized windstorm*. Price 15,000 gp, weight ½ lb.

### Psicrown of the Challenger

A *psicrown of the challenger* is an excellent secondary weapon of any psychic warrior who wishes to face their foes in single combat. Containing powers relating to single combat, it can force a single strong foe to challenge the wearer, tips the scales toward the wearer, and enables spectacular finishing strikes. It appears as a strip of leather studded with spikes, as a dog's collar - except rather than metal, these spikes are made of crystals in alternating colors. A *psicrown of the challenger* has 550 power points when first created and allows the use of

the following powers.

*Animal affinity*

*Dispatch* <sup>UT</sup>

*Dueling ground* <sup>UT</sup>

*Physical acceleration* <sup>UT</sup>

Moderate psychoportation and psychometabolism, ML 11; Craft Psicrown, *animal affinity, dispatch, dueling ground, physical acceleration*. Price 44,344 gp, weight ½ lb.

### Psicrown of the Collective

The *psicrown of the collective* (sometimes referred to by its more proper name, the *psicrown of shared will*) facilitates a society mind's ability to make a party function at its best. It comes in two types, the greater and lesser versions, although both take are constructed from a variety of materials - crystals, ectoplasm, various types of stone and even wood. Despite the medley, all fragments are organized and fit into each other in a well crafted pattern.

The lesser version of this psicrown is intended to train aspiring society minds. It has 400 power points and allows the use of the following powers.

*Sense as one* <sup>UT</sup>

*Skills as one* <sup>UT</sup>

*Strike as one* <sup>UT</sup>

*Withstand as one* <sup>UT</sup>

The greater version of this psicrown has 750 power points. In addition to the powers of the lesser version, it also allows the use of the following powers.

*Ability as one* <sup>UT</sup>

*Prowess as one* <sup>UT</sup>

*Technique as one* <sup>UT</sup>

Lesser: moderate telepathy, ML 8; Craft Psicrown, *sense as one, skills as one, strike as one, withstand as one*, price 21,754 gp, weight ½ lb.

Greater: strong telepathy, ML 15; Craft Psicrown, *ability as one, prowess of one, sense as one, skills as one, strike as one, technique as one, withstand as one*, price 122,367 gp, weight ½ lb.

### Psicrown of the Manyfaced

The *manyfaced* psicrown allows the user to imitate the appearance and physiology of others. It is made of pale marble-colored clay, and its shape seems to shift slightly whenever the powers within are used. This psicrown has 450 power points and allows the use of the following powers.

*Assume ability* <sup>UT</sup>

*Assume form* <sup>UT</sup>

*Everyman* <sup>UT</sup>

Moderate psychometabolism, ML 9th; Craft Psicrown, *assume ability, assume form, everyman*, price 27,844 gp, weight ½ lb.

### Psicrown of the Nightmare Denied

The *psicrown of the nightmare denied* is a potent weapon used by the foes of the Nameless Fear to protect the dreams and thoughts of themselves and those close to them. It is usually made from precious metals and silk, and is shaped to form two hands holding a shield over the forehead of the wearer. A *psicrown of the nightmare denied* has 750 power points and allows the use of the following powers.

*Empathic adaptation* <sup>UT</sup>

*Guarded sleep* <sup>UT</sup>

*Mind blank, psionic*

Strong telepathy, ML 15; Craft Psicrown, *guarded sleep, insulate mind, psionic mind blank*, price 66,094 gp, weight ½ lb.

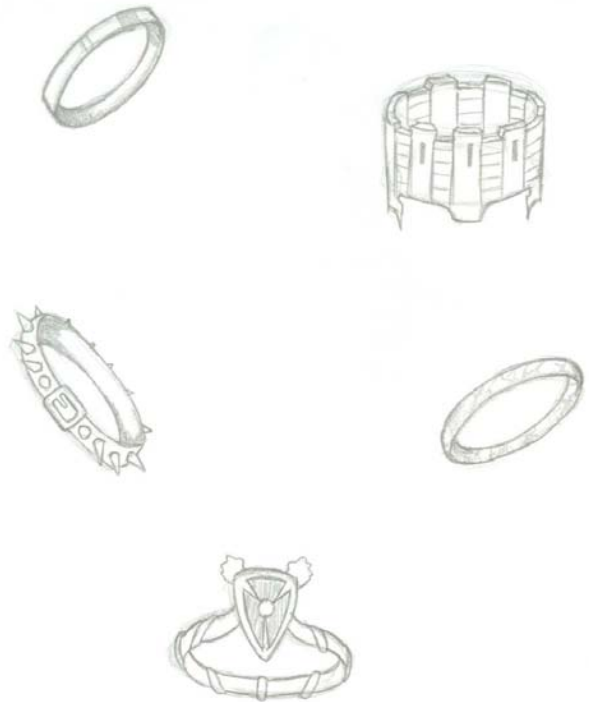


Illustration by Kevin Miller

Psicrowns, clockwise from upper-left: archer's gambit, cautious bowman, manyfaced, nightmare denied, challenger



## New Universal Items

'Universal items' is a catchall term for psionic items made from the Craft Universal Item feat. While some universal items fit into a subcategory (such as psychoactive skins), most do not.

**Ferroplasmic Skin:** A ferroplasmic skin is, essentially, a psychoactive skin formed of an alloy of ectoplasm and ferroplasm (see below). It follows all the general guidelines for psychoactive skins (see page 175 of the *Expanded Psionics Handbook*), although unlike most psychoactive skins the wearer must be psionic to gain access to its benefits. Like armor made of ferroplasm, a *ferroplasmic skin* hardens when surrounded by psychic energy. The wearer of a *ferroplasmic skin* is considered to be wearing light armor for the purposes of class features, and can channel power points into the skin and benefit as if it were light armor (although the skin can be worn with normal armor, which encumbers you as normal). Additionally, while the wearer is psionically focused, he may will the *ferroplasmic skin* to shape part of itself into the form of any weapon he could proficiently wield in one hand. Treat this in all regards as a mundane ferroplasmic weapon (including the ability to channel power points into it) that is under the effect of a *graft weapon* power. The weapon lasts until the wearer wishes it, although only one such weapon can be in effect at any given time. If this weapon is destroyed, the wearer does not lose Constitution, although the skin must be repaired before it can function again.

While the wearer is capable of forming a mind blade, the weaponry generated by a *ferroplasmic skin* can benefit from any feat or class feature the wearer possesses that can only be used with a mind blade (including charging it with psychic strikes), except that it cannot be thrown or used in a bladewind. The weapon in this case has the same enhancement bonus and special ability configuration as the wearer's mind blade, if any. Strong psychometabolism; ML 15th; Craft Universal Item, *call weaponry*, *graft weapon*; Price 30,000 gp, weight --

**Grafting Needle:** This larger than normal needle is crafted of the finest metal. A crystallic maker with the Craft Crystallic feat can use this specialized needle to create the grafts more easily than normal. As long as the needle is used throughout the entire crystallic creation process, the gold piece cost of the crystallic is reduced by 10%. This does not alter the amount of time it

takes to create, graft, or remove the crystallic. Faint metacreativity; ML 12th; Craft Universal Item, Craft Crystallic; Price 2,500 gp; Weight --.

**Headband of the Great Village:** This simple leather headband is adorned with markings depicting hundreds of people holding hands. This headband allows the wearer to *mindlink* herself with one or more willing creatures within 30 ft as a standard action. The *mindlink* persists as long as the wearer concentrates and can be used at will, although the maximum number of creatures the wearer can be linked to is limited by the strength of the band. More powerful versions of this headband allow you to connect to more creatures.

If worn by a creature with the worldthought network class feature, the wearer may also connect this same number of additional creatures in their network, beyond their normal limit.

Faint telepathy; ML 12th, Craft Universal Item; worldthought network class feature; 3,000 gp (1 creature), 12,000 gp (2 creatures), 27,000 gp (3 creatures), Weight 1/2 lb.

**Psicrystal Binder:** This metallic needle comes with a harness and is attached to the underside of a psicrystal, where it resides in a sheath. The psicrystal may, as a standard action, extend the needle into the form of a construct, either crafted or summoned, that its master controls. Once this is done, the psicrystal binds with the construct and is enveloped inside the construct's form.

Once bound, the psicrystal takes full control over the construct, including directing its attacks and movement. The owner of the construct can no longer direct the construct as he or she could before, though the psicrystal's master can order the psicrystal to do so. Exactly how it complies, however, is subject to the psicrystal's personality.

The construct maintains its normal physical attributes, including its base attack bonus, but gains the psicrystal's mental attributes. The psicrystal may use both the construct's senses and its own Sighted ability when bound. If the construct used is being maintained by a psionic effect (such as *astral construct*), while the construct and psicrystal are bound, the construct's duration increases to 1 hour / level (measured from its initial appearance), but once the crystal is removed, it immediately dissipates. If the construct is destroyed while the psicrystal is melded to it, the needle is also destroyed and the psicrystal released into the same square the

construct had occupied.

The psicrystal's master loses access to the following psicrystal granted abilities when the psicrystal is bound to a construct: alertness, deliver touch powers, and channel power. The psicrystal itself loses access to the improved evasion, flight, and self-propulsion abilities while melded in this manner.

Each needle is crafted with the ability to command a construct up to a certain physical size, with more expensive needles allowing command of larger constructs.

Strong metacreativity; ML 15th, Craft Universal Item, Psicrystal Affinity; Price 24,000 gp (small), 36,000 gp (medium), 48,000 gp (large), 72,000 gp (huge); Weight –

## SPECIAL MATERIALS

**Ferroplasm:** This slightly purplish metal is found in the ethereal plane and is only effective when held by one with psionic power. Any creature with the psionic subtype can wield ferroplasm, but when held by a non-psionic creature, the item crafted of this metal becomes non-functional. Weapons crafted of it lose their edge or become rubbery; armor becomes spongy, granting no armor bonus; and similar effects for other items.

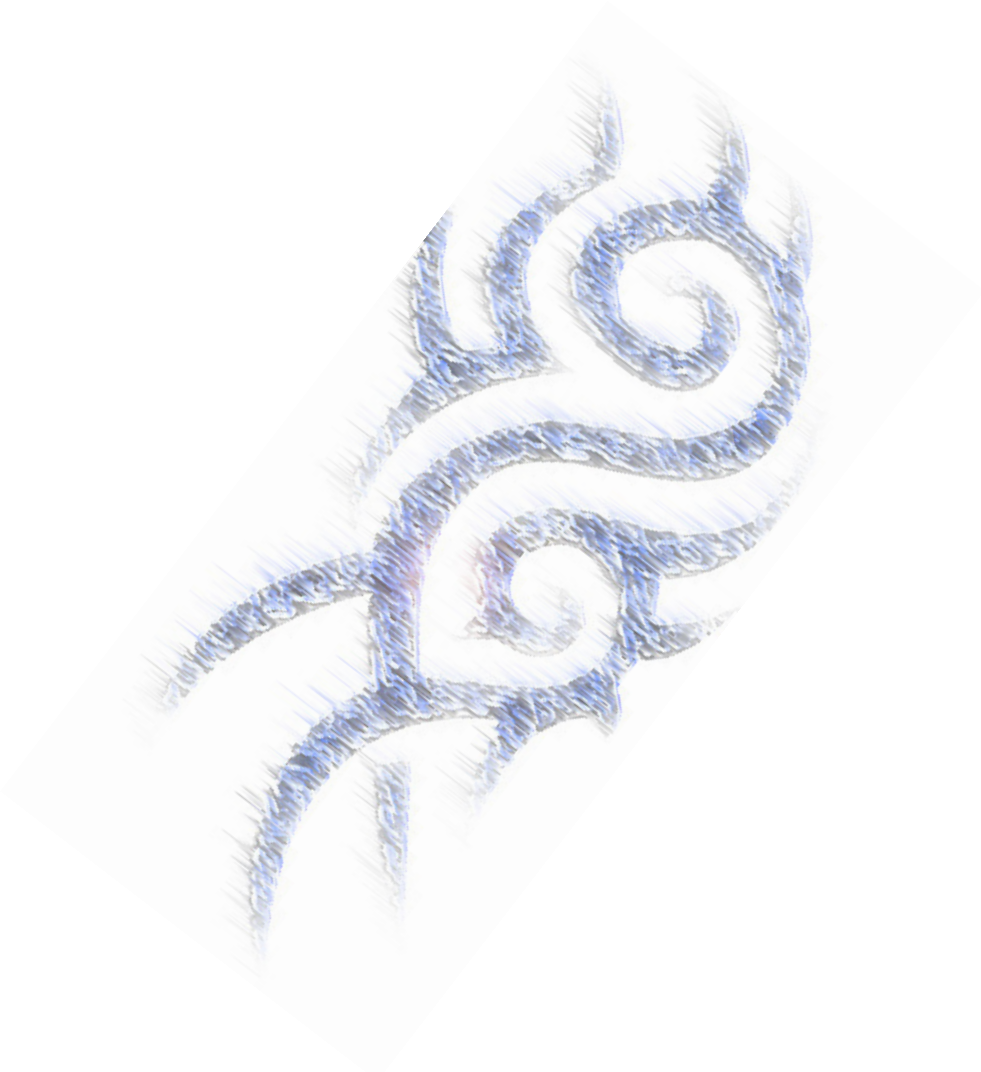
When held by a psionic creature, an item crafted of ferroplasm radiates a soft violet light, effectively illuminating as a candle. This effect can be suppressed if the wielder so chooses. If brought into an area where psionics power is suppressed, such as a null psionic field, an item crafted of ferroplasm assumes its non-functional state as if held by a non-psionic creature.

A psionic creature may also temporarily render ferroplasm as hard as adamantine by subjecting it to a powerful jolt of psychic energy. This has differing effects depending on whether the item is a weapon or a suit of armor, and varies depending on the quantity of ferroplasm used. When a psionic creature focuses his psionic power into a suit of armor or shield made of ferroplasm, it increases the protection afforded from the item. As a free action that does not provoke an attack of opportunity, the wearer can channel psionic power into the armor or shield

created of ferroplasm: by expending 1 power point, the armor or shield grants damage reduction based upon the amount of ferroplasm in the protective device. Weapons fashioned of ferroplasm can be similarly hardened by psionic power to increase their effectiveness. Depending on the amount of ferroplasm used in the weapon's creation, it confers a bonus to damage which stacks with all other bonuses (similar to the Psionic Weapon feat) and ignores hardness less than 20 if used to attack an object. A double weapon has both heads hardened simultaneously at no additional cost to the wielder. The effect of charging a weapon, armor or shield last until the wielder's next turn. When hardened, the illumination provided by a ferroplasmic item increases to that granted from a torch. Weapons or armor fashioned from ferroplasm are treated as masterwork items for the raw item cost and creation time.

Ferroplasm has hardness 10 and 20 hit points per inch of thickness when held by a psionic creature, and a hardness of 5 and 10 hit points per inch of thickness when in a non-functional state. While hardened, it has hardness 20 and 40 hit points per inch of thickness. Only items made mostly out of metal can be made out of ferroplasm.

Item	Market Price	Bonus
Light Armor / Shield	+1,000 gp	DR 1/-
Medium Armor	+2,000 gp	DR 2/-
Heavy Armor	+4,000 gp	DR 3/-
Light weapon	+1,500 gp	+2 damage
One-handed weapon or double weapon (per head)	+3,000 gp	+3 damage
Two-handed weapon	+4,500 gp	+4 damage



The *Expanded Psionics Handbook* and *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell introduced an assortment of psionic monsters – an assortment which is expanded upon below. Some of these monsters (in particular the dreamscarred and the mindborn) may be of interest to PCs. While several of these creatures originated on Rajrin, they are rapidly spreading throughout the world, and, given time, may be encountered anywhere.

Most of the monsters here have adaptation notes to showcase alternate situations for them to appear in the game. Also, several monsters make use of the dreamborn subtype introduced in *Hyperconscious*. For more information, see the introduction.

## **ASTRAL JUGGERNAUT**

### **Gargantuan Construct**

**Hit Dice:** 24d10+60 (192 hp)

**Initiative:** +0

**Speed:** 40 ft. (8 squares)

**Armor Class:** 31 (–4 size, +0 Dex, +25 natural), touch 6, flat-footed 31

**Base Attack/Grapple:** +18/+46

**Attack:** Slam +30 melee (4d6+16)

**Full Attack:** 2 slams +30 melee (4d6+16)

**Space/Reach:** 20 ft./20 ft.

**Special Attacks:** Ectoplasmic salvo (see ectokinetics)

**Special Qualities:** Three Astral Construct

abilities from Menu C, construct traits, damage reduction 10/- and 15/magic, darkvision 60 ft., low-light vision, carry master, ectokinetics

**Saves:** Fort +8, Ref +8, Will +8 or as master, see text

**Abilities:** Str 43, Dex 11, Con –, Int –, Wis 11, Cha 10

**Skills:** –

**Feats:** –

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 15

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** See *astral juggernaut* power

**Level Adjustment:** –

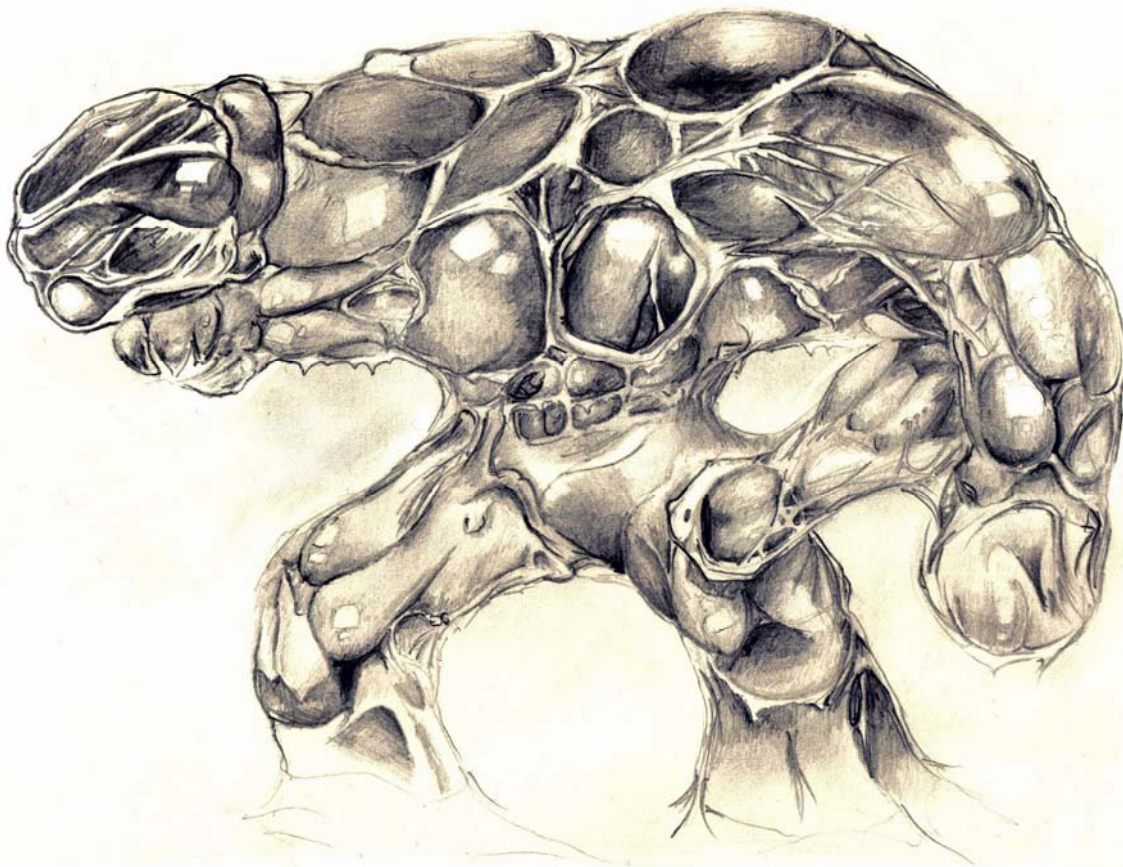
*A hulking mass of silvery ectoplasm the size of a small inn surges to its feet before you. Vaguely humanoid in shape, this titan is largely transparent. Under its opaque hide, you can see psionic energy coursing through silvery threads that wind and cluster all throughout its body.*

Astral juggernauts are extremely powerful astral constructs brought into existence by the astral juggernaut power. Powered by an advanced psychokinetic system, an astral juggernaut is in nearly every way more powerful and dangerous than a normal astral construct.

Astral juggernauts generally appear as enormous humanoid forms composed of ectoplasm, although each one's appearance can vary according to the whims of its creator. The creator of an astral juggernaut can craft and

*Astral Juggernaut*

Illustration by J.R. Dart



shape its appearance just as he could with an astral construct (see page 185 of the *Expanded Psionics Handbook*).

An astral juggernaut is usually 50 feet tall and weighs 30,000 pounds.

### COMBAT

Astral juggernauts act as directed by their creators.

**Carry Master (Ex):** The creator of an astral juggernaut can enter a space within the juggernaut, from where he can find protection and grant the juggernaut a number of benefits. The creator must be able to touch the juggernaut. Entering or exiting the juggernaut is a full round action for the creator. Only the manifester who created the astral juggernaut can enter the juggernaut in this way.

Once inside the juggernaut, the creator is stored in a special compartment, and cannot move around inside the construct. He can breathe normally while inside, and can see and hear anything the juggernaut can (this includes the juggernaut's darkvision and low-light vision). While carrying its master, the juggernaut uses its own saving throws or those of its master, whichever is higher. While the creator cannot

be targeted by melee or ranged attacks (the space is completely contained giving him total cover), he is still vulnerable should the juggernaut be destroyed. Should the juggernaut reach 0 hit points while the creator is inside, he takes 10d6 points of damage. If the juggernaut dissipates or is destroyed while the creator is inside, he may appear in any space the juggernaut occupied of his choice.

The creator cannot be targeted or affected by powers or spells normally while inside the juggernaut, although powers enhanced with the Burrowing Power metapsionic feat can pass through the juggernaut to affect the creator inside. Likewise, the creator cannot affect targets outside of the juggernaut without use of the Burrowing Power metapsionic feat. The creator can use the juggernaut to deliver powers with a range of 'Touch', though. To do this, the astral juggernaut must either spend a standard action (in addition to the actions the creator took to manifest the power) to touch the target, or deliver the power through one of its natural attacks.

**Ectokinetics (Su):** If inside an astral juggernaut (see Carry Master, above), the creator can expend psionic power to make the

juggernaut more powerful or activate special abilities. Enhancing the juggernaut in any of the following ways is a full round action for the creator. The creator's may spend power points on one or more than one ectokinetics option per round, but the total cost may not exceed the creator's manifester level.

**Metaphysical Slam:** The creator channels power into the juggernaut's natural weapons. The astral juggernaut's natural weapon attacks gain a +1 enhancement bonus to attack and damage rolls for every 4 Hit Dice it possesses. This effect lasts as long as the juggernaut does and costs the creator 7 power points.

**Metaphysical Defense:** The creator channels power into the juggernaut's psionic defense systems. The astral juggernaut gains a +1 insight bonus to AC and all its saving throws for every 4 Hit Dice it possesses. This effect lasts as long as the juggernaut does and costs the creator 7 power points.

**Rapid Repair:** The creator channels power into repairing damage the juggernaut has sustained. The astral juggernaut is healed 10 points of damage for every power point the creator spends.

**Master's Enhancements:** The creator opens up the juggernaut's hidden abilities. The astral juggernaut gains a bonus feat from the following list even if it does not meet the prerequisites: Ability Focus, Awesome Blow, Empower Spell-Like Ability, Quicken Spell-Like Ability, Stand Still (*Expanded Psionics Handbook* page 51). Unless otherwise noted, these feats are from the *Monster Manual*. This ability costs the creator 5 power points for each feat, and may be used more than once in the same round.

**Ectoplasmic Salvo:** The creator can expend psionic power to blast enemies with bolts of psychokinetically charged ectoplasm. Activating the salvo requires the creator to expend 10 power points, and after each use the creator must wait 1d4 rounds to before firing it again. The ectoplasmic salvo does 1d10 points of force damage to a single target for every Hit Die the juggernaut possesses. The creator must make a ranged touch attack to hit the target, although he may use his key ability modifier in place of his Dexterity modifier if he wishes. Ectoplasmic salvo has a maximum range of 200 feet.

Alternatively, the creator can choose to affect multiple targets with a single use of the ectoplasmic salvo. This requires making ranged touch attacks for each individual target, and the dice of damage are divided up between targets as the creator sees fit. For example, if inside a 24

HD construct and targeting three creatures, the creator could choose to deal 8d10 damage to all three, or 7d10 to two targets and 10d10 to the third, or any other combination adding up to no more than 24d10 damage. The creator must decide how the damage is to be divided before making the ranged touch attack rolls.

**Construct Traits:** An astral juggernaut has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

## CREATING AN ASTRAL JUGGERNAUT

Creating an astral juggernaut is very similar to creating an astral construct – including selecting menu choices when manifesting the *astral juggernaut* power. See page 185 of the *Expanded Psionics Handbook* for more information. An astral juggernaut has three abilities of the manifester's choice from Astral Construct Menu C, which can each (as usual) be swapped for two Menu B options, which can in turn each be swapped for two Menu A options at the manifester's choice.

An astral juggernaut, however, is not an astral construct. While all menu options still operate for it, feats, powers, and other special abilities that specifically modify astral constructs (including the Durable Construct<sup>HC</sup> feat, the *ectoskeleton*<sup>UT</sup> or *stabilize construct*<sup>HC</sup> powers, and the abilities of the phenotype impressionist<sup>UT</sup>) do not affect astral juggernauts. The only exceptions are the Boost Construct feat and *ecto protection* (or similar abilities at the GM's option).

## EGO DRAGONS

Ego dragons are breeds of true dragons that epitomize the power and prevalence of the mind. Each ego dragon represents the pinnacle of a manner of thinking, being the ultimate manifestation of a form of thought. Although their alignments may differ, they consider their philosophical approaches to reality to be their true divide, and are more likely to debate with another ego dragon than attack tooth and nail.

These debates can have far-reaching consequences in their escalations; while other true dragons may be single-minded, the term best describes the ego dragons. It is extremely rare that two different types of ego dragon ever agree on anything, and when such events occur the dragons typically agree to disagree rather than reach an effective conclusion.

*Adaptation: If the ego dragons, with their philosophical nature, seem a bit odd, they work just as easily if named after human traits and emotions such as Reason and Passion. Tying them to particular deities or divine forces also works, and completely changes how they appear.*

## LOGOS DRAGON

### Dragon (Psionic)

**Environment:** Any

**Organization:** Wyrmling, Very Young, Juvenile, and Young Adult; solitary or clutch (2-5); Adult, Mature Adult, Old, Very Old, Ancient, Wyrm, or Great Wyrm; solitary, pair, or family (1-2 and 2-5 offspring)

**Challenge Ratings:** Wyrmling 4, Very Young 5, Young 7, Juvenile 8, Young Adult 11, Adult 14, Mature Adult 16, Old 18, Very Old 19, Ancient 21, Wyrm 23, Great Wyrm 25

**Treasure:** Triple Standard

**Alignment:** Any Lawful

**Advancement:** Wyrmling (7 – 8 HD), Very Young (9-11 HD), Young (12-14 HD), Juvenile (15-17 HD), Young Adult (18-20 HD), Adult (21-23 HD), Mature Adult (24-26 HD), Old (27-29

**Table 9-1: Logos Dragons by Age**

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45 hp)	13	10	13	14	14	14	+6/+3	+8	6	5	7	2d6 (14)	-
Very Young	M	9d12+18 (76 hp)	15	10	15	14	14	14	+9/+11	+11	8	6	8	4d6 (16)	-
Young	M	12d12+24 (102 hp)	17	10	15	16	16	16	+12/+15	+15	10	8	11	6d6 (18)	-
Juvenile	L	15d12+45 (142 hp)	19	10	17	18	18	18	+15/+23	+18	12	9	13	8d6 (20)	-
Young Adult	L	18d12+72 (189 hp)	23	10	19	18	18	18	+18/+28	+23	15	11	15	10d6 (23)	23
Adult	H	21d12+105 (241 hp)	27	10	21	20	20	20	+21/+37	+27	17	12	17	12d6 (25)	24
Mature Adult	H	24d12+120 (276 hp)	29	10	21	20	20	20	+24/+41	+31	19	14	19	14d6 (27)	27
Old	H	27d12+162 (337 hp)	31	10	23	22	22	22	+27/+45	+35	21	15	21	16d6 (29)	28
Very Old	H	30d12+180 (375 hp)	33	10	23	24	22	22	+30/+49	+39	23	17	23	18d6 (31)	31
Ancient	G	33d12+231 (445 hp)	35	10	25	26	24	24	+33/+57	+41	25	18	25	20d6 (33)	32
Wyrm	G	36d12+288 (522 hp)	37	10	27	28	26	26	+36/+61	+45	28	20	28	22d6 (36)	35
Great Wyrm	G	39d12+312 (565 hp)	39	10	27	30	26	26	+39/+65	+49	29	21	29	24d6 (37)	37

### Logos Dragons Abilities By Age

Age	Speed	Initiative	AC	Special Abilities	Manifester Level	PR	Mindscape Mode Check
Wyrmling	40 ft., fly 100 ft. (average)	+0	16 (1 Size +5 Natural) touch 11, flat-footed 16	<i>Call to Mind, Conceal Thoughts</i>	-	-	+5
Very Young	40 ft., fly 150 ft. (poor)	+0	18 (0 Size +8 Natural) touch 10, flat-footed 18		-	-	+6
Young	40 ft., fly 150 ft. (poor)	+0	21 (0 Size +11 Natural) touch 10, flat-footed 21	<i>Mental Disruption</i>	-	-	+8
Juvenile	40 ft., fly 150 ft. (poor)	+0	23 (-1 Size +14 Natural) touch 9, flat-footed 23	Devotion	1st	-	+9
Young Adult	40 ft., fly 150 ft. (poor)	+0	26 (-1 Size +17 Natural) touch 9, flat-footed 26	DR 5/Magic	3rd	19	+11
Adult	40 ft., fly 150 ft. (poor)	+0	28 (-2 Size +20 Natural) touch 8, flat-footed 28	<i>Dispel Psionics</i>	5th	21	+12
Mature Adult	40 ft., fly 150 ft. (poor)	+0	31 (-2 Size +23 Natural) touch 8, flat-footed 31		7th	22	+12
Old	40 ft., fly 150 ft. (poor)	+0	34 (-2 Size +26 Natural) touch 8, flat-footed 34	DR 10/Magic	9th	24	+12
Very Old	40 ft., fly 150 ft. (poor)	+0	37 (-2 Size +29 Natural) touch 8, flat-footed 37	<i>Mind Trap</i>	11th	25	+12
Ancient	40 ft., fly 200 ft. (clumsy)	+0	38 (-4 Size +32 Natural) touch 6, flat-footed 38		13th	27	+12
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	41 (-4 Size +35 Natural) touch 6, flat-footed 41	DR 15/Magic	15th	29	+12
Great Wyrm	40 ft., fly 200 ft. (clumsy)	+0	44 (-4 Size +38 Natural) touch 6, flat-footed 44	<i>Telekinesis*</i>	17th	31	+12

HD), Very Old (30-32 HD), Ancient (33-35 HD), Wyrms (36 – 38 HD), Great Wyrms (39+ HD)

**Level Adjustment:**

*This large, dark orange dragon with birdlike wings appears as if it were trying to figure something out. It swings its relatively long neck around to reveal a tiger-like scaled face, with three horns over each of its eyebrows. Numerous spines stick up around its head in a lethal looking mane. Calculating, black eyes seem to analyze everything they take in.*

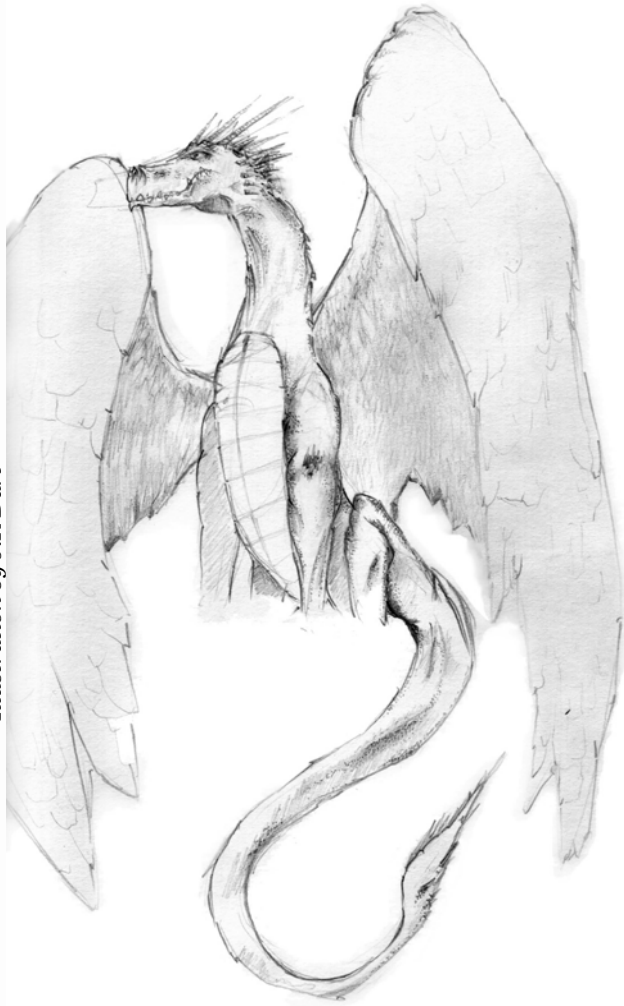


Illustration by J.R. Dart

Logos Dragon

Logos dragons are methodical, regulated creatures who feel things should be done by the book, or not at all. Skeptical by nature, logos dragons are loath to believe most claims and

eager to disprove them in argument. Fond of mental puzzles and word problems, logos dragons tend towards art that is geometric in nature and favor architecture with parallel lines and right angles. Some keep blink dogs as pets. Slightly more canine in their anatomy than normal dragons, logos dragons are dark orange and copper in their coloration. They can hold their long necks perfectly upright, displaying the intimidating collection of spines on the frill of the neck. Like all ego dragons, the wings of a logos dragon are actually covered in feathers like a bird.

**COMBAT**

Logos dragons are cunning strategists who work best if given the chance to prepare. Their lairs often have sheer vertical drops - to give the dragon the most advantage from flight - and wide open spaces divided into rows and columns by careful, grid-like placement of pillars - all the better to maximize the effectiveness of the dragon's linear breath weapon. A logos dragon will always make good use of its *mental disruption* and *dispel psionics* powers to hinder and disable foes.

**True Dragon Abilities:** Logos dragons are a type of true dragon; their space, reach, natural attacks and age follow the rules put forth in the True Dragon entry in the *Monster Manual*. In addition, logos dragons have frightful presence, breath weapons, damage reduction, immunities, blindsense, keen senses, skills, and feats as any other true dragon.

**Power Resistance:** Young Adult and older logos dragons have power resistance as indicated on table 9-1.

**Manifesting:** Juvenile and older logos dragons can manifest powers in the same way that a psion does and choose a devotion just as a psion, gaining all the benefits of the devotion class feature. Their manifester level is indicated on table 9-1, and they have power points per day and powers known as a psion of the indicated level. Logos dragons can select any power from the psion/wilder power list, the telepath list, or the seer list. A Logos dragon who advances with psion levels adds this manifester level to its psion level to determine its power points per day and powers known, and may continue to select telepath or seer list powers for its psion powers known.

**Resting Mode:** Psychic Subdual +4

**Breath Weapon (Su):** A logos dragon has two breath weapons. The first is a line of telekinetic force that deals 2d6 points of force



damage per age category of the dragon (Reflex half). The second is a cone of gas that compels the subject to think in rigid, repetitive fashions. Victims who fail a Will save must repeat the actions of their previous round as if under the effects of the *deja vu* power for the next 1d4 rounds. This is a mind-affecting compulsion effect.

**Psi-Like Abilities:** At will – *call to mind*, *conceal thoughts*. 3/day – *dispel psionics*, *mental disruption*, *mind trap*. 1/day – *telekinetic maneuver*, *telekinetic force*, or *telekinetic thrust* (chosen upon manifestation each day). Manifest level equal to the dragon's age category or its manifest level, whichever is higher. Save DCs are Intelligence-based.

## PATHOS DRAGON

### Dragon (Psionic)

**Environment:** Any

**Organization:** Wyrmling, Very Young, Juvenile, and Young Adult; solitary or clutch (2-5); Adult, Mature Adult, Old, Very Old, Ancient, Wyrm, or Great Wyrm; solitary, pair, or family (1-2 and 2-5 offspring)

**Challenge Ratings:** Wyrmling 4, Very Young 5, Young 7, Juvenile 8, Young Adult 11, Adult 14, Mature Adult 16, Old 18, Very Old 19, Ancient 21, Wyrm 23, Great Wyrm 25

**Treasure:** Triple Standard

**Alignment:** Any Chaotic

**Advancement:** Wyrmling (7 – 8 HD), Very Young (9-11 HD), Young (12-14 HD), Juvenile (15-17 HD), Young Adult (18-20 HD), Adult (21-

TABLE 9-2: PATHOS DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	7d12+7 (52 hp)	13	10	13	10	11	14	+7/+4	+8	6	5	5	2d6 (14)	-
Very Young	M	10d12+20 (85 hp)	15	10	15	12	11	14	+10/+12	+12	9	7	7	4d6 (17)	-
Young	M	13d12+26 (110 hp)	17	10	15	14	13	16	+13/+16	+16	10	8	9	6d6 (18)	-
Juvenile	L	16d12+48 (152 hp)	19	10	17	14	13	18	+16/+24	+20	13	10	11	8d6 (21)	-
Young Adult	L	19d12+76 (199 hp)	23	10	19	16	15	18	+19/+29	+25	15	11	13	10d6 (23)	23
Adult	H	22d12+110 (253 hp)	27	10	21	16	15	20	+22/+38	+30	18	13	15	12d6 (26)	26
Mature Adult	H	25d12+125 (287 hp)	29	10	21	18	17	20	+25/+42	+34	19	14	17	14d6 (27)	27
Old	H	28d12+168 (350 hp)	31	10	23	18	17	22	+28/+46	+38	22	16	19	16d6 (30)	30
Very Old	H	31d12+186 (387 hp)	33	10	23	20	19	24	+31/+50	+42	23	17	21	18d6 (31)	32
Ancient	G	34d12+238 (459 hp)	35	10	25	20	19	26	+34/+58	+46	26	19	23	20d6 (34)	35
Wyrm	G	37d12+333 (573 hp)	39	10	29	22	21	28	+37/+63	+51	29	20	25	22d6 (37)	37
Great Wyrm	G	40d12+400 (660 hp)	43	10	31	22	21	30	+40/+68	+56	32	22	27	24d6 (40)	40

### PATHOS DRAGONS ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Manifester Level	PR	Mindscape Mode Check
Wyrmling	40 ft., fly 100 ft. (average)	+0	16 (1 Size +5 Natural) touch 11, flat-footed 16	<i>Telepathic Projection</i>	-	-	+5
Very Young	40 ft., fly 150 ft. (poor)	+0	18 (0 Size +8 Natural) touch 10, flat-footed 18		-	-	+7
Young	40 ft., fly 150 ft. (poor)	+0	21 (0 Size +11 Natural) touch 10, flat-footed 21	<i>Detect Hostile Intent</i>	-	-	+8
Juvenile	40 ft., fly 200 ft. (poor)	+0	23 (-1 Size +14 Natural) touch 9, flat-footed 23	Wild Surge +1, Psychic Enervation	1st	-	+10
Young Adult	40 ft., fly 200 ft. (poor)	+0	26 (-1 Size +17 Natural) touch 9, flat-footed 26	DR 5/Magic	3rd	19	+11
Adult	40 ft., fly 200 ft. (poor)	+0	28 (-2 Size +20 Natural) touch 8, flat-footed 28	Surging Euphoria +1	5th	21	+12
Mature Adult	40 ft., fly 200 ft. (poor)	+0	31 (-2 Size +23 Natural) touch 8, flat-footed 31	Wild Surge +2	7th	22	+12
Old	40 ft., fly 200 ft. (poor)	+0	34 (-2 Size +26 Natural) touch 8, flat-footed 34	DR 10/Magic	9th	24	+12
Very Old	40 ft., fly 200 ft. (poor)	+0	37 (-2 Size +29 Natural) touch 8, flat-footed 37		11th	25	+12
Ancient	40 ft., fly 200 ft. (clumsy)	+0	38 (-4 Size +32 Natural) touch 6, flat-footed 38	Wild Surge +3	13th	27	+12
Wyrm	40 ft., fly 250 ft. (clumsy)	+0	41 (-4 Size +35 Natural) touch 6, flat-footed 41	DR 15/Magic	15th	29	+12
Great Wyrm	40 ft., fly 250 ft. (clumsy)	+0	44 (-4 Size +38 Natural) touch 6, flat-footed 44	Surging Euphoria +2	17th	31	+12

23 HD), Mature Adult (24-26 HD), Old (27-29 HD), Very Old (30-32 HD), Ancient (33-35 HD), Wyrms (36 – 38 HD), Great Wyrms (39+ HD)

**Level Adjustment: --**

*This dragon is two-toned: its back is a dark green contrast to its white underbelly. It has streamlined features, from sleek birdlike wings to an eel-like head with wild, yellow eyes. Its tail possesses a finned protrusion that resembles a swept-back club.*

Pathos dragons are hasty, sporadic creatures who love to change plans on the fly. Hedonists and dilettantes, pathos dragons feel that a life not spent exploring whatever your first emotions tell you to do is a life wasted. Pathos dragon lairs are constantly renovated and redecorated, much to the frustration of would be treasure hunters. Fortunately, said treasure hunters can easily

escape if captured by the territorial dragons; pathos dragons are moved by emotional pleas and sincerely begging for mercy can make for a safe escape, where appearing stoic and fearless is found annoying and will only get you eaten. Pathos dragons have been known to feed and keep displacer beasts in their lairs.

With their aerodynamic bodies even more feline-shaped than normal dragons, a pathos dragon seems to flow spontaneously to wherever it is moving, in flight and on land, much like a majestic river. Colored white underneath and dark green around the spine, a pathos dragon is distinctive in flight, thanks both to its color and its sleekly-feathered wings. The mace-like bone at the end of their tail has been the spattered end of many an adventurer.

**COMBAT**

Pathos dragons are poor tacticians by nature



*Pathos Dragon*

*Illustration by Gerald Lee*

and admission, preferring to charge in at first chance. They will take any opportunity to make combat an athletic exercise, circling enemies while blasting them with their shredding breath. A pathos dragon is more likely to use his powers and *telepathic projection* psi-like ability after a demonstration that the enemy can use psionic powers too, which is considered by most pathos dragons as a challenge.

**True Dragon Abilities:** Pathos dragons are a type of true dragon; their space, reach, natural attacks and age follow the rules put forth in the True Dragon entry in the *Monster Manual*. In addition, pathos dragons have frightful presence, breath weapons, damage reduction, immunities, blindsense, keen senses, skills, and feats as any other true dragon.

**Power Resistance:** Young Adult and older pathos dragons have power resistance as indicated on table 9-2.

**Manifesting:** Juvenile and older pathos dragons can manifest powers in the same way that a wilder does. Their manifester level is indicated on table 9-2, and they have power points per day and powers known as a wilder of the indicated level. Pathos dragons can select any power from the psion/wilder power list, the egoist list, or the shaper list. A pathos dragon who advances with wilder levels adds this manifester level to its wilder level to determine its power points per day and powers known, and may continue to select shaper or egoist list powers for its wilder powers known.

**Resting Mode:** Wyrmling to Young: Force Multiplier +0. Juvenile and older: Empathic Multiplier -4

**Breath Weapon (Su):** A pathos dragon has two breath weapons. The first is a cone of razor sharp crystal fragments that deals 2d6 points of slashing damage per age category of the dragon (Reflex half). Damage dealt by this breath weapon is subject to damage reduction and counts as magic and slashing for purposes of overcoming damage reduction. The second is a cone of gas that induces a series of chaotic emotional responses that bewilder and disorient the victim. Victims who fail a Will save are *confused* for 3d6 rounds. This is a mind-affecting compulsion effect.

**Wild Surge (Su):** Pathos dragons can augment their manifestations with a surge of emotional power. This ability is identical to the wilder class feature of the same name.

**Psychic Enervation (Ex):** Pathos dragons who use their wild surge ability suffer psychic enervation in a fashion similar to normal wilders. This class feature is identical to the wilder class feature of the same name except pathos dragons who suffer psychic enervation are not dazed as normal wilders are, and lose power points equal to their manifester level rather than their wilder level.

**Surging Euphoria (Ex):** Pathos dragons who successfully augment their powers with wild surge gain morale bonuses from surging euphoria in a similar fashion a wilder does. This

Illustration by J.R. Dart



Juvenile pathos dragon profile

ability is identical to the wilder class feature of the same name except that the morale bonuses gained are applied to the save DCs of the pathos dragon's breath weapon, frightful presence, and psi-like abilities as well.

**Psi-Like Abilities:** At will – *detect hostile intent, telepathic projection*. Manifest level equal to the dragon's age category or its manifest level, whichever is higher. Save DCs are Charisma-based.

## CEREBRAL STALKER (VOLEUR)

### Small Aberration (Psionic)

**Hit Dice:** 10d8 (45 hp)

**Initiative:** +7

**Speed:** 20 ft. (4 squares)

**Armor Class:** 19 (+1 size, +4 Dex, +4 Natural), touch 15, flat-footed 15

**Base Attack/Grapple:** +7/+3

**Attack:** Claw +6 melee (1d4-1)

**Full Attack:** 2 claws +6 melee (1d4-1), bite +1 melee (1d6-1 plus drain thoughts)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Drain thoughts, psi-like abilities, steal memory, mode check +7, resting mode Acumen Screen +2

**Special Qualities:** Darkvision 60 ft., low-light vision, psi-like abilities

**Saves:** Fort +3, Ref +6, Will +9

**Abilities:** Str 8, Dex 19, Con 10, Int 16, Wis 14, Cha 21

**Skills:** Climb +0, Concentration +6, Hide +22, Listen +8, Move Silently +18, Spot +8

**Feats:** Ability Focus (drain thoughts), Alertness, Improved Initiative, Stealthy

**Environment:** Any urban

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** 10-14 HD (Small), 15-18 HD (Medium)

**Level Adjustment:** –

*This creature resembles a kobold, with long arms, a short tail and pebbly gray-brown scales for skin. Its features are indistinct, and are prone to shifting.*

Elans are many things, but first and foremost they are secretive. While anyone with the desire and resources can find out that elan are made, the exact process remains unknown. It's speculated that whatever forces are capable of transmuting a human into an aberration are also capable of creating the voleurs – widespread but

little-known leeches of thought and memory – for they are certainly powerful enough for the task. Strangely, not much more speculation on this subject, or the subject of these cerebral stalkers, seems to get done, and most former scholars of the subject insist that they *used* to know...

Voleurs operate independently for the most part, content to live in solitude and in secrecy in populated urban centers. Occasionally they may be found in the employ of certain organizations, including the Mindwatch (see Chapter 6: Organizations), as spies and secret weapons. Some organizations even retain a few *dominated* voleurs in thrall against their will, seeing them as a very useful tool. Incredibly stealthy even before their natural shapeshifting talents are considered, they can steal the very memory of their presence from a victim's mind, letting them strike completely undetected and unremembered. This helps them live in secrecy



Voleur infiltrator

Illus. by: Gerald Lee

Illustration by Gerald Lee

quite easily, as they draw sustenance from feeding on the thoughts of others (typically stealing the memory of being bitten from their prey). What few rumors persist about them speak of them operating as sleeper agents, with standing orders to eliminate certain 'dangerous' thoughts from the surrounding populace.

A voleur (sometimes called a cerebral stalker) stands slightly less than 3 feet tall, typically weighing around 30 pounds. In their natural form, they resemble kobolds on all fours, although with a shorter tail and retractable cat-like claws. Capable of walking upright, they will sometimes wear cloaks and impersonate other small races whom most tend to ignore, such as goblins, although they are able to masquerade as smaller members of larger races, such as dwarves or short humans. The best way to hide is in plain sight.

Voleurs speak Common. Many individuals may speak other languages. Additionally, a voleur understands any stolen memory as readily as if it were the memory's original owner, regardless of what languages the memory contained.

*Adaptation: Able to steal a creature's very memories even while moving unnoticed through society, cerebral stalkers as presented make excellent spies and secret agents. They could work independently, or they could be an entire race of mercenary thoughtstealers.*

## COMBAT

A voleur prefers to creep up on its targets

unnoticed. Although they are proficient in light armor (a trait not reflected in the statistics above), they typically appear completely innocuous, which includes wearing common clothes and leaving unusual gear, including most psionic items, behind. A favorite tactic is to get close to a target while under the effects of *everyman*, touch them to steal their memories, and then bite in the window this creates, blending into the crowd afterward.

**Drain Thoughts (Su):** A voleur that successfully bites an enemy deals 1d4 points of Intelligence damage unless the target makes a successful Will save (DC 22). The voleur heals 5 hit points per point of Intelligence drained. If the voleur is already at full hit points, it gains psionic sustenance that supplies its need for nourishment for 24 hours. The save DC is Charisma-based.

**Psi-Like Abilities:** At will – *detect psionics*, *read thoughts*, *cloud mind* (DC 17), *ego whip* (2d4, DC 18), *everyman* <sup>UT</sup> (humanoid, monstrous humanoid, fey; scent, specific individual, other races, size); 3/day – *mind probe* (DC 19). Manifest level is equal to hit dice. The save DCs are Charisma-based. A voleur may treat itself as a humanoid when using *everyman*.

**Steal Memory (Su):** As a standard action, a voleur can steal the short-term memories of his target. Upon a successful touch attack, if the subject fails a Will save (DC 20), he is treated as if under the effects of *mnemonic fugue* <sup>UT</sup> for the following round. Anything the subject would have remembered about that round instead



Cerebral Stalker (Voleur)

appears in the mind of the voleur, who can read it like a normal memory (from the perspective of the victim).

A voleur can also steal long-term memories, although this is significantly more difficult for it. Stealing a long-term memory is similar to the *psionic modify memory* power (DC 19), except that it may only erase memories, it must be used on helpless creatures, and the voleur must remain in contact with the victim for the duration of the memory it wants to steal (up to five minutes; it typically uses *mind probe* to determine which memories, if any, are worthwhile). Memories erased from the victim appear in the mind of the voleur as they are erased, who can read them like normal memories from the perspective of the victim.

A voleur can steal a total of five minutes of memories (long-term or short-term) on any single day; stealing more would threaten the creature's mental health, and they are too intelligent to put themselves at such a risk. Several of the cerebral stalkers operating in tandem could conceivably steal longer spans of memory from a single target, but no such occurrence has ever been reported.

**Skills:** Voleurs have a +4 racial bonus on Hide and Move Silently checks, used primarily to catch victims by surprise. Their claws also give them a +2 racial bonus on Climb checks. \*A voleur's *everyman* ability grants it a +10 bonus on Disguise checks to appear as a given creature (typically an average creature), and a +5 bonus on Bluff checks to act in character.

## **THE NAMELESS FEAR**

At times, a dreaming psionic creature experiences nightmares, like any other creature. What is unique about these, though, is the risk they carry to others. If a psionic creature is jarred from their sleep in cold sweat by overwhelming fear, the residual psychic energy on the region of dreams develops an existence of its own – and the nameless fear is made.

These Nameless are primal psychic forces, more instinctual than intelligent, and do not truly live so much as exist. They exist for no longer than 1 week without sustenance. Being creatures of dream, they have an unusual source of sustenance – the psychic energy of dreamers. Fear and terror are spices that the Nameless crave, and are their weapons of choice against dreamers. Existing in a dream state, their physical existence is highly morphic – after consuming the minds of their victims, a

Nameless transforms to mimic its prey, growing more cunning with every passing transformation.

The Nameless hunger for form, knowledge, and power. They consume these entirely. No dreamer is safe. They cannot even be truly killed except in the region of dreams itself. Mercifully, they are rare, and Nameless are not organized or even truly intelligent (stolen intelligence is awkward to use, and it takes time for a Nameless to grow used to sentient thoughts conflicting with survival instincts).

Nameless exist in several states, although every one began its existence as a larva. Nameless advance unusually; see the entry below for more details.

### **LARVAL NAMELESS**

**Small Outsider (Evil, Extraplanar, Incorporeal, Psionic)**

**Hit Dice:** 1d8+4 (8 hp)

**Initiative:** +6

**Speed:** Fly 30 ft. (6 squares) (perfect)

**Armor Class:** 16 (+2 Dex, +1 size, +3 deflection), touch 16, flat-footed 14. While coalesced, 16 (+2 Dex, +1 size, +3 natural), touch 13, flat-footed 14.

**Base Attack/Grapple:** +1/-4

**Attack:** Incorporeal touch +4 (1d4 cold)

**Full Attack:** Incorporeal touch +4 (1d4 cold)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Nightmare's call, nightmare aura, psi-like abilities, mode check bonus +2, resting mode Mind Insurgency +4

**Special Qualities:** Coalescence, naturally psionic, immune to fear

**Saves:** Fort +6, Ref +4, Will +1

**Abilities:** Str – (8 when coalesced), Dex 14, Con 18, Int 1, Wis 8, Cha 16

**Skills:** Concentration +6, Intimidate +8, Listen +2, Spot +2

**Feats:** Improved Initiative

**Environment:** Region of dreams, any (if hunting)

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Neutral

**Advancement:** Special; see *Augmented Nameless* template

**Level Adjustment:** –

Nameless with an Intelligence score of 3 or higher speak any languages their victims knew, although they most frequently communicate

through ephemeral body language and telepathically-broadcast emotions.

Nameless only exist for one week, although this time may be extended by feeding. The exact age of a given Nameless is not normally important enough to track, but some circumstances (such as a tightly time-based adventure or a recurring Dire Nightmare) may warrant such tracking. The lifespan mechanics included below serve to reinforce a sense of feral urgency and to encourage the hunt.

### COMBAT

A Nameless' combat tactics vary depending on what form it is in and its Intelligence score (see Nightmare's Call and the Augmented Nameless template). All Nameless, especially larval Nameless, generally prefer to use their psi-like abilities to subdue their prey, but those with a larger size or potent natural weapons are not opposed to charging in the fray, particularly if there is a ready source of fear to feed on nearby (see Coalescence). They tend to prefer a single target for their offensive abilities and attacks (almost always the creature that they used *psionic nightmare* <sup>HC</sup> on; see Nightmare's Call), but react to threats as appropriate for their intelligence.

**Nightmare Aura (Su):** All Nameless radiate the stuff of nightmares. Any nonmindless creature that begins its turn within 30 ft of the Nameless is affected as if the *unearthly terror* <sup>UT</sup> power had been manifest on him (at a manifester level equal to the Nameless' Hit Dice). The save DC is Charisma-based. The Nameless doesn't need to concentrate on this power; the fear lasts as long as the creature remains within 30 ft. A Nameless can suppress or project this emanation as a free action, although most aren't smart enough to do so and leave it active all the time.

**Nightmare's Call (Su):** Nameless are capable of inducing nightmares in dreamers, which may potentially serve to open a rift between the region of dreams and the dreamer's home plane. Dreaming creatures appear as a hazy image on the region of dreams while dreaming, and the Nameless' *psionic nightmare* psi-like ability manifest on this image will affect the dreamer as if the Nameless was on the same plane. If the target fails its save against *psionic nightmare*, the Nameless is sated, adds 1 day to its lifespan (or longer if the target dies, see below), and otherwise leaves the dreamer alone.

If a creature succeeds its saving throw against the Nameless' *psionic nightmare* psi-like ability, the Nameless may immediately attempt an

opposed level check against the creature's highest manifester level (treat nonmanifesters as having a manifester level of 0, and soulknives as having a manifester level equal to their soulknife level). If the Nameless is successful, it appears on the dreamer's plane, similar to how a dreamer appears as an image, except very real and under an *adapt body* effect, near its dreaming prey (3d4x10 feet away, roll 1d8 to determine direction as if a splash weapon), and the dreamer is jarred awake with a strong sense of "something is there." The Nameless closes and attacks to the best of its ability. If the Nameless needs to flee, it may spend 1 round in concentration (as if manifesting a power) to disincorporate, returning to the region of dreams. Although this ability is not blocked by *dimensional anchor* or similar effects, if the Nameless suffers damage during concentration, it must make a Concentration check or have the shift disrupted.

A Nameless counts as a summoned creature while not in the region of dreams -- which means that while *protection from evil* and similar effects protect a dreamer, a Nameless destroyed on a different plane doesn't die, and instead reforms on the region of dreams a day later. The only way to truly destroy a Nameless, short of starving it, is to visit the region of dreams (through *dream travel* or a similar effect) and confront it in its natural habitat -- and augmented Nameless usually have lairs.

If a Nameless delivers the killing blow to a living, non-mindless creature using one of its psi-like abilities (including the initial damage from *psionic nightmare*), it disincorporates on its next swift action (faster than normal disincorporation) and returns to the region of dreams if not there already, adding 1 day per Hit Die of the victim to its lifespan. Additionally, if the dead creature's Hit Dice were no more than three lower than the Nameless, the Nameless transforms over the next 6 hours, gaining the Augmented Nameless template (see below). Nameless' forms are only so mutable, though, and after the Nameless transforms its 8th time (9 HD), it no longer gains the Augmented template from consumed victims (although its lifespan continues to increase).

**Psi-Like Abilities:** Nameless possess psi-like abilities, depending on their Hit Dice. Psi-like abilities are cumulative. A Nameless uses a psi-like ability at a manifester level equal to its Hit Dice, or the minimum level required for the ability, whichever is higher. The saving throws are Charisma-based. Although a nameless

cannot normally progress beyond 9 HD, a few rare specimens, called Dire Nightmares, can.

Unlike the normal power, a Nameless' *psionic nightmare* does not have unlimited range. Although distances tend to be subjective in the region of dreams, a nameless must have unbroken line of sight and line of effect to a dreamer's appearance to affect them with it. Furthermore, a Nameless is treated as having only secondhand knowledge of such a target, unless it has personally encountered that target on the target's home plane.

HD	Abilities
1-2	1/day: <i>psionic nightmare</i> <sup>HC</sup> . At will: <i>demoralize</i> .
3-4	3/day: <i>mind thrust</i> , <i>ego whip</i>
5-6	3/day: <i>id insinuation</i> . 1/day: <i>mind trap</i>
7-8	3/day: <i>psionic blast</i> . 1/day: <i>mindwipe</i>
9-10	1/day: <i>head trip</i> <sup>HC</sup> . At will: <i>shatter mind blank</i>
11-12	1/day: <i>personal mind blank</i> . At will: <i>mind trap</i>
13-14	3/day: <i>death urge</i> . 2/day: <i>dream travel</i>
15-16	3/day: <i>mindwipe</i> . 1/day: <i>recall death</i>
17-18	1/day: <i>ultrablast</i>
19-20	1/day: <i>microcosm</i>

If you are not using *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell, replace the indicated abilities as follows: *Psionic nightmare* becomes *nightmare*, *head trip* becomes *psychic crush*.

**Coalescence (Su):** Any Nameless creature can coalesce its dreamstuff into a physical form, although it generally requires a source of fear to do this. If any creature within 120 feet of the Nameless is shaken or frightened or panicked, the Nameless can choose to lose the incorporeal subtype and gain its normal strength score as a standard action. It loses its incorporeal touch attack, but any natural weapon attack it makes deals an additional +1d4 points of cold damage (larval Nameless have no natural attacks while coalesced, although augmented Nameless do). Additionally, it gains the dreamborn<sup>HC</sup> subtype while coalesced, granting it a 20% miss chance. Reverting to incorporeal form is a move action.

While coalesced, if the creature nearest to the Nameless (and within 60 feet) is frightened or panicked, the Nameless' physical form instantly undergoes on a nightmarish transformation drawn from that creature's fears, as if it were

affected by the *form of doom* power (except that the Nameless does not gain the tentacles described in the power). It remains in this form until the nearest creature within 60 feet is no longer frightened or terrified (paladins have been known to leap into the fray to weaken a Nameless in this form while others flee). Reverting to incorporeal form also ends this effect.

A Nameless of 9 HD or more has fed on enough fear to coalesce at will, regardless of fear conditions in the area. The nearest creature within 60 feet still must be frightened or terrified for it to take a nightmarish form, however a 9HD nameless gains access to *form of doom's* tentacles.

**Naturally Psionic:** All nameless gain 2 bonus power points with their first hit die.

## AUGMENTED NAMELESS (Template)

A Nameless doesn't advance normally, due to their dreamlike nature and short lifespan. Instead, they hunger for form, knowledge, and experience, and gain these by consuming the minds of their victims. After devouring a victim, a Nameless retreats to the region of Dreams (See Nightmare's Call) and, over the course of six hours, transforms into a twisted version of the victim. This transformation is reflected in the Augmented Nameless template.

### CREATING AN AUGMENTED NAMELESS

"Augmented Nameless" is an acquired template that is automatically added to any Nameless in the region of dreams six hours after it delivers the killing blow to a living, non-mindless creature with Hit Dice 3 below its own (or greater) with one of its psi-like abilities. The Nameless acquires the essence of the victim, and its form is forever altered to reflect this. Every time the Augmented Nameless template is applied to a Nameless, its incorporeal appearance shifts to that of its most recent victim.

A Nameless may only consume 8 creatures before its mutable nature fades, fixing it in its current (augmented) form with 9 HD. Subsequent victims do not apply this template, but extend the lifespan as above.

The Augmented Nameless template is dependent on the game statistics of the Nameless (hereafter referred to as the base creature) and its victim (hereafter referred to as the victim).

An Augmented Nameless uses all the base



creature's statistics and special abilities except as noted here.

**Size and Type:** Size changes to that of the victim. Type and subtype are unchanged.

**Hit Dice:** As the base creature's Hit Dice +1 outsider hit die. This improves the base creature's hit points, base attack bonus, saving throws and skills as normal, but see below.

**Speed:** When coalesced, same as the victim. While incorporeal, as base creature.

**Armor Class:** If the victim has a natural armor bonus less than +3, the Augmented Nameless has a natural armor bonus of +3. Otherwise, same as the victim. When incorporeal, an Augmented Nameless loses any natural armor bonus but gains a deflection bonus to AC equal to its Charisma modifier.

**Attack:** Same as the victim when coalesced. When incorporeal, as base creature.

**Full Attack:** As the victim when coalesced. An incorporeal Augmented Nameless can make iterative attacks granted by high base attack bonus with its incorporeal touch attack as though attacking with a weapon.

**Damage:** As the victim when coalesced, except all natural attacks deal a bonus +1d4 cold damage. When incorporeal, the incorporeal touch deals 1d4 cold damage.

**Special Attacks:** As the base creature, although some may improve with additional Hit Dice (see above).

**Special Qualities:** As the base creature, although some may improve with additional Hit Dice (see above).

**Abilities:** Replace the base creature's Strength, Dexterity, and Constitution scores with those of the victim. As an incorporeal creature, an Augmented Nameless normally has no Strength score, although it uses its normal Strength score when coalesced. If the victim's Intelligence, Wisdom, or Charisma scores were greater than those of the base creature, increase the base creature's by the victim's respective ability modifier (if the victim had a mental ability score of 9 or lower, do not adjust that score on the base creature).

**Skills:** Same as the base creature, plus new skills from the extra outsider Hit Die gained (calculate with the Augmented Nameless' newly-modified Intelligence score). Treat any class skills the victim had as additional class skills for this Hit Die.

**Feats:** As the base creature. An Augmented Nameless may gain a new feat from the additional hit die gained (creatures gain a feat at every third Hit Die: 3rd, 6th, etc.). An Augmented Nameless gains Consumed Identity

or Nightmare's Avatar as a bonus feat as soon as it meets the prerequisites (see below).

**Environment:** As base creature.

**Organization:** As base creature.

**Challenge Rating:** Equal to the base creature's HD +1 or the victim's HD +1, whichever is higher.

**Treasure:** As base creature.

**Alignment:** Neutral Evil unless Intelligence score is less than 3, then Neutral.

**Advancement:** See the Augmented Nameless template.

**Level Adjustment:** –

GMs are encouraged to keep note of which creatures a Nameless has killed and consumed only if they intend for the Nameless to use the Dire Nightmare prestige class, below (where such information is critical). Otherwise, the only reason to keep track of what victims a Nameless had previously consumed would be to track his skills by level (including changes to Intelligence). This will rarely make a difference in the overall power level of the creature, and GMs who wish to save time creating a Nameless may as well 'wing it' and assign an arbitrary number of skill points that they feel is enough for their monster (outsiders have 8 skill points per hit die, modified by Intelligence). It is, however, recommended that the majority of nightmares beyond 3 Hit Dice feel like significant encounters, as these are alarmingly rare demographically.

### Consumed Identity [Monstrous]

You have consumed many intelligent victims, and have gained a semblance of sentience by osmosis. Awakening to your own identity allows you to realize your destiny as a Dire Nightmare – the elite hunter/defenders among the nameless fear.

**Prerequisites:** Nameless, 6 HD, Intelligence 13+.

**Benefit:** When you kill and consume a victim (see Nightmare's Call) whose hit dice are no more than 3 below your own, and with an Intelligence score of 10 or higher, instead of advancing through the Augmented Nameless template, you may choose instead to have the kill count toward the requirements of the Dire Nightmare prestige class described below instead of advancing with the Augmented Nameless template (although they still extend your lifespan as normal). When you fulfill the requirements to gain your first (or next) level of that class, you may gain one level of dire nightmare by resting on the region of dreams for

24 hours (which resets the body count). Keep track of the abilities any victim had as well, as the dire nightmare prestige class draws upon these for many of its abilities.

### Nightmare's Avatar [Monstrous]

Fear is a lethal weapon, although sometimes it may require a helping hand.

**Prerequisites:** Nameless, Intelligence 7+, must have been 'killed' in combat with a creature you tried and failed to overcome with psi-like abilities OR must have consumed a creature capable of manifesting *astral construct*.

**Benefit:** Add the following options to your list of racial psi-like abilities. You gain access to them at the Hit Dice indicated. You may only use these particular abilities while coalesced.

#### HD Abilities

3	3/day: <i>entangling ectoplasm</i> . 1/day: <i>astral construct</i>
4-5	3/day: <i>astral construct</i>
6-7	1/day: <i>ectoplasmic cocoon</i>
8-9	3/day: <i>ectoplasmic cocoon</i> . 1/day: <i>ectoplasmic shambler</i>

Unlike the normal use of these powers, the results are composed of the stuff of nightmares instead of ectoplasm, appearing as twilight mist bathed in a violet glow, and enjoying the same 20% miss chance that dreamborn<sup>HC</sup> creatures do (if they could be directly attacked). Additionally, if you have coalesced into a nightmarish shape (see Coalescence above), any *astral construct* you create with these abilities also takes on a nightmarish shape as if it were under *form of doom* for its duration.

Should you return to incorporeal form, any active power effects from this feat end as if their duration had expired. In the region of dreams, you do not have to be coalesced to use these abilities.

**Special:** Killing a creature by using these psi-like abilities does not trigger advancement as normal (see Nightmare's Call).

### Dire Nightmare Prestige Class

A Dire Nightmare is an especially lethal Nameless which as come to develop its own sentience from consumed minds. They serve as deadly hunters, targeting the most powerful minds over less developed ones. It is unclear if this is due to personal taste and lust for power or an instinctive sense to destroy those who may prove a threat to their kind. The implications of

either explanation are frightening.

*Essentially, "dire nightmares" are specially-advanced Nameless. However, the nature of this advancement is best expressed mechanically as a prestige class with some changes rather than as normal monster advancement.*

**REQUIREMENTS:** To become a Dire Nightmare, all the following requirements must be met:

**RACE:** Nameless of at least 9 Hit Dice.

**FEATS:** Consumed Identity (above).

**SPECIAL:** This class cannot be advanced normally. To gain any level (including 1st) in this class, the conditions described in Consumed Identity must be met.

**HD:** d8

**Class Skills:** Autohypnosis, Concentration, Craft, Diplomacy, Disguise, Gather Information, Intimidate, Knowledge (All [taken individually]), Profession, Sense Motive, and Survival.

**Skills per level:** 8 + Int modifier

**Weapon and Armor Proficiency:** Dire nightmares gain no additional proficiency in any weapon or armor.

**Dream of the Form (Ex):** If a dire nightmare kills any creature with its racial psi-like abilities, it may imprint that creature as a free action if it can currently store at least one more imprint. This is an exception to the usual Formbound rules as described in Chapter 7: Powers.

**Freedom of Fear:** Dire nightmares are particularly lethal among Nameless, for they may advance in levels of other classes. Instead of advancing as a dire nightmare when the conditions in Consumed Identity are met, a dire nightmare may choose to instead gain a level of any class that any of its victims had. This level counts as a dire nightmare level when determining the number of victims needed to gain a level. For example, a 2nd-level dire nightmare who has consumed a wilder would have to consume three victims to take a level of wilder, and four more victims to take a second level of wilder (or a third level of dire nightmare, or the first level of any other class it has consumed).

**Reshape Body (Ex):** When a dire nightmare consumes a new victim, it may transform its

body to mimic this new form with 24 hours of solitude on the region of dreams (similar to the Augmented Nameless template, although the change is less extreme). When a dire nightmare does so, its size, speed, natural armor, natural attacks, and physical ability scores change to match those of the new victim's. Its challenge rating becomes its hit dice +1 or the victim's hit dice + the dire nightmare's levels in all character classes + 1, whichever is higher. The dire nightmare does not gain any other changes from the Augmented Nameless template when reshaping its body this way.

**Assimilation:** With each level taken in this class, a dire nightmare gains an ability stolen from its prey. This ability must be one that belonged to at least one victim that the nightmare killed since gaining the Consumed Identity feat, except for Eldritch Mimicry, Feat, Scavenge Psionics and Skilled (which instead reference the victim in question). This ability could not have stemmed from the consumed creature's equipment. This ability becomes a permanent trait for the dire nightmare, much like a class feature.

At first, the dire nightmare can only assimilate abilities that appear on Menu A, below. At 3rd level and higher the Nameless may instead choose from Menu B, and from 6th level on Menu C is available. A dire nightmare may choose to gain two abilities from a lower menu instead – for instance, a nameless gaining its 7th level in dire nightmare gains its choice of one C ability, two B abilities, one B ability and two A abilities, or four A abilities.

The list of abilities a dire nightmare can

assimilate may be expanded at the GM's option.

**Additional Imprint:** At 2nd level and again every three levels afterward, the maximum number of forms the dire nightmare can imprint (see the Formbound descriptor in Chapter 7: Powers) increases by one.

**Psi-like Abilities (Ps):** Dire Nightmares gain the psi-like abilities as shown in Table 9-3. Its manifester level for these abilities is equal to its Hit Dice. These abilities are in addition to any racial psi-like abilities gained from advanced Hit Dice, and are all drawn from this book. See Chapter 7: Powers for more information.

### ASSIMILATION MENUS

Any victims referred to in these abilities must have been consumed after gaining the Consumed Identity feat.

#### Menu A abilities

*Eldritch Mimicry I (Sp):* The dire nightmare chooses one spell of 3rd level or lower that a victim either knew how to cast spontaneously or had prepared at the time of death. The nightmare may now use this spell as a spell-like ability once per day. Alternatively, the dire nightmare may choose one spell-like ability a consumed victim possessed, as long as the spell it produced was 3rd level or lower. The dire nightmare gains this spell-like ability and may use it as often as the consumed victim could (such as at will or 3/day). In both cases the dire nightmare uses this spell-like ability with a caster level equal to its Hit Dice and uses its Charisma score to set the DC. This ability may be chosen more than once.

**Table 9-3: The Dire Nightmare**

Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+2	+2	Dream of the form, freedom of fear, reshape body, assimilation (A)
2	+2	+3	+3	+3	Additional imprint, assimilation (A)
3	+3	+3	+3	+3	Assimilation (B), 1/day: <i>assume form</i>
4	+4	+4	+4	+4	Assimilation (B), 1/day: <i>assume ability</i>
5	+5	+4	+4	+4	Additional imprint, assimilation (B)
6	+6	+5	+5	+5	Assimilation (C), 3/day: <i>assume form</i>
7	+7	+5	+5	+5	Assimilation (C), 3/day: <i>assume ability</i>
8	+8	+6	+6	+6	Additional imprint, assimilation (C)
9	+9	+6	+6	+6	Assimilation (C), At will: <i>assume form</i>
10	+10	+7	+7	+7	Assimilation (C), At will: <i>assume ability</i>

**Feat:** The dire nightmare chooses one feat that it qualifies for which a victim possessed, and gains it as a bonus feat. This may include proficiency feats for armor or weapons with which a consumed victim was proficient.

**Evasion (Ex):** As the monk ability.

**Favored Enemy (Ex):** As the ranger ability. When a dire nightmare gains this ability, its choice of favored enemy is limited to those chosen by its victims. This ability may be chosen multiple times; each time the bonuses granted against previous favored enemies improve by 1. The dire nightmare cannot use this ability to gain more favored enemies than any single consumed victim possessed.

**Rebuke Undead (Su):** As the cleric ability. A dire nightmare cannot assimilate the Turn Undead ability. It rebukes as a cleric of its hit dice.

**Scavenge Psionics I (Ps):** The dire nightmare chooses one power of 3rd level or lower that a victim either knew. The dire nightmare may now use this spell as a psi-like ability once per day. Alternatively, the dire nightmare may choose one psi-like ability a consumed victim possessed, as long as the power it produced was 3rd level or lower. The dire nightmare gains this psi-like ability and may use it as often as the consumed victim could (such as at will or 3/day). In both cases the dire nightmare uses this psi-like ability with a manifester level equal to its Hit Dice and uses its Charisma score to set the DC. This ability may be chosen more than once.

**Skilled:** The dire nightmare gains 5 extra skill points. They must be spent on skills that were class skills for a single consumed victim. Additionally, these skills are now class skills for the dire nightmare.

**Sneak Attack (Ex):** As the rogue ability, the dire nightmare gains +1d6 sneak attack. This ability may be chosen multiple times; the extra dice of damage stack. The nightmare cannot use this ability to gain more dice of Sneak Attack than any single consumed victim possessed. A dire nightmare with this ability counts its Hit Dice as rogue levels for the purposes of flanking targets with Improved Uncanny Dodge.

**Trapfinding (Ex):** As the rogue ability.

**Uncanny Dodge (Ex):** As the barbarian ability.

#### Menu B abilities

**Eldritch Mimicry II (Sp):** As Eldritch Mimicry I, but the dire nightmare may select spells known or prepared by a consumed victim of up to 6th level (or spell-like abilities possessed by a victim that produced spells of up to 6th level).

**Improved Evasion (Ex):** As the monk ability. The dire nightmare must have the Evasion ability to select this ability.

**Improved Uncanny Dodge (Ex):** As the barbarian ability. The dire nightmare treats its Hit Dice as class levels for determining the minimum character level required to flank the dire nightmare. The dire nightmare must have the Uncanny Dodge ability to select this ability.

**Poison Use (Ex):** As the assassin ability.

**Fast Healing (Ex):** The dire nightmare gains the fast healing ability of one of its victims, recovering that many hit points every round. This ability may be chosen multiple times; each time the new fast healing value overrides and replaces the previous value.

**Scavenge Psionics II (Ps):** As Scavenge Psionics I, but the nightmare may select powers known by a consumed victim of up to 6th level (or psi-like abilities possessed by the victim that produced powers of up to 6th level).

#### Menu C abilities

**Eldritch Mimicry III (Sp):** As Eldritch Mimicry I, but the nightmare may select spells known or prepared by a consumed victim of up to 9th level (or spell-like abilities possessed by a victim that produced spells of up to 9th level).

**Damage Reduction (Su):** The dire nightmare gains the damage reduction of one of its victims, including the type of weapon needed to bypass it. This is identical in all ways to the victim's damage reduction, except that it is always supernatural. If the victim had more than one type of damage reduction, choose only one. This ability may be chosen multiple times; multiple selections always overlap as normal for damage reduction.

**Hide in Plain Sight (Ex):** As the shadowdancer ability. A dire nightmare may consume this ability from a ranger, but always uses it as a shadowdancer.

**Scavenge Psionics III (Ps):** As Scavenge Psionics I, but the nightmare may select powers known by the consumed victim of up to 9th level (or psi-like abilities possessed by the victim that produced powers of up to 9th level).

## DREAMSCARRED (Planetouched)

**Dreamscarred, 1st level warrior  
Medium Outsider (Native, Psionic)**

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+3 studded leather, +1 light shield, +1 Dex.), touch 11, flat-footed 14

**Base Attack/Grapple:** +1 / +0

**Attack:** Battleaxe +3 melee (1d8+1/x3) or longbow +2 ranged (1d8/x3)

**Full Attack:** Battleaxe +3 melee (1d8+1/x3) or longbow +2 ranged (1d8/x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Mode check +0, resting mode Fortitude Intuition +4

**Special Qualities:** Darkvision 60 ft., dreamless, dreamphase, dreamscape, human blood, know your fears, naturally psionic

**Saves:** Fort +0, Ref +1, Will +2

**Abilities:** Str 13, Dex 12, Con 10, Int 13, Wis 14, Cha 13

**Skills:** Bluff +6, Jump +3, Intimidate +7, Swim +3

**Feats:** Weapon Focus (battleaxe)

**Environment:** Any

**Organization:** Congregate (2–4), squad (11–20 plus 2 3rd level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th level lieutenants, and 3 7th level captains)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Any

**Advancement:** By character class

**Level Adjustment:** +1

*This humanoid has extremely pale (almost transparent) skin and almost absurdly large, dark eyes. Its hair appears bleached and ragged, as if struck by mange.*

While gestating, human children spend much of their time dreaming as their mind develops. This leaves them vulnerable and easy prey for the Nameless Fear. Many children who encounter the Nameless Fear during this vulnerable time are killed outright, resulting in an inexplicably stillborn child and much sorrow on the part of the parents. A rare few, however, awaken with psionic potential from the encounter, and through a combination of tremendous luck and strength of will, actually overcome their larval Nameless attacker. They do not, however, survive this encounter unscathed. A fragment of the Nameless' nightmare essence embeds itself in the infant's psyche, which forever taints their minds and bodies.

The infants will grow up with pale skin that never tans and eyes that are sensitive to light,

and patchy hair that appears bleached and spotty (although some adopt unusual hairstyles to mask this). Apart from these minor changes, they remain essentially physically identical to humans – although they bear the mark of the Nameless on their souls forever. Anyone who looks into the eyes of a dreamscarred – which is considered a deeply personal, almost intimate act – will find no reflection of any sort. The most telling sign of this taint is evident when the dreamscarred is in all but total darkness (such as starlight), where indistinct ephemeral faces – thousands of them, all screaming in terror – appear to dance over his flesh. A conscious dreamscarred may suppress these faces if he wishes.

*Adaptation: Aasimars and tieflings are touched by the planes in their blood, inheriting a connection to the celestial or fiendish planes.*



*Dreamscarred*

*Dreamscarred are similar, with a connection to the region of dreams. By simply changing a few names, however, they could easily serve as planetouched of the ethereal or astral planes.*

## COMBAT

Dreamscarred prefer to use their enhanced powers of persuasion to avoid combat. If a fight is inevitable, they are absolutely fearless combatants and typically attempt to demoralize their enemies to make them easier to overcome.

For more information on the dreamscarred's special abilities, see below.

The dreamscarred warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 12, Con 10, Int 13, Wis 12, Cha 11.

**Dreamscarred As Characters:** The dreamscarred possess the following racial traits.

- +2 Charisma, +2 Wisdom.
- Medium size.
- Outsider (Native): Dreamscarred are outsiders native to the Material plane.
- A dreamscarred's base land speed is 30 feet.
- Dreamless: when asleep, a dreamscarred grapples with the nameless fear that has taken up residence in his mind. Dreamscarred do not dream like humans, cannot visit the region of dreams without supernatural assistance, and are immune to effects which depend on the subject's ability to dream.
- A dreamscarred has darkvision out to 60 ft.
- Naturally Psionic: Dreamscarred gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Human Blood: For all effects related to race, a dreamscarred is treated as a human. (Dreamscarred, however, are outsiders, and remain immune to spells and effects that only affect humanoids.)
- Know Your Fears (Ex): The dreamscarred have an intuitive understanding of fear unmatched by any other humanoid race. They are immune to fear effects and cannot be demoralized through Intimidate.
- Dreamphase (Su): A dreamscarred may subjugate the power of his Nameless aspect and temporarily shift partially to a dreamlike existence, gaining the dreamborn <sup>HC</sup> subtype (a 20% miss chance). Dreamscarred with levels in wilder have no chance of psychic enervation while dreamphased. A dreamscarred may spend no more than two rounds (plus one additional

round per character level) per day under the effects of dreamphase, but the duration need not be continuous. Activating or deactivating this ability is a free action and may be done once per round. While dreamphased, a dreamscarred displays the nightmarish faces he normally shows in all but total darkness, and cannot suppress them while dreamphased.

— Dreamscape (Su): A dreamscarred perceives a mindscape with unnatural clarity. He gains a +2 racial bonus on all mode checks, and while psionically focused he may send messages to nearby psionic creatures through the mindscape by manipulating the appearance of his personal avatar. Such messages are not bound by language limits (that is, it may be understood by any creature that has a language), but non-dreamscarred find it difficult to properly interpret. Any non-dreamscarred perceiving the mindscape message must make an Intelligence check (DC12) to correctly understand a dreamscarred's message (failure indicates that the message was perceived as unintelligible gibberish).

If you are not using the mindscapes psionic combat system from *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell, treat this as the telepathy special quality, except that it can only send messages that can only reach psionic creatures within 60 ft. and only operates while psionically focused. A dreamscarred using this variant is unable to determine if his message was received or understood without some sign from the target (who still must make the Intelligence check to correctly understand the message).

—+2 racial bonus on Bluff and Intimidate checks: the dreamscarred know how to manipulate the dreams and fears of others.

— -2 racial penalty on Fortitude saves: the stuff of dreams renders the dreamscarred more easily affected by the ravages of the real.

—Automatic Languages: Common. Bonus Languages: Any, except secret languages (such as Druidic).

—Favored Class: Wilder.

—Level Adjustment: +1.

## FEAR SPAWN

**Medium Aberration (Evil, Psionic)**

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 14 (+2 Dex, +2 Natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +4/+4

**Attack:** Claw +3 melee (1d6)  
**Full Attack:** 2 claws +3 melee (1d6),  
**Space/Reach:** 5 ft./5 ft.  
**Special Attacks:** Psi-like abilities, steal fear, mode check +5, resting mode Psychic Subdual +4  
**Special Qualities:** Darkvision 60 ft., gaseous form, low-light vision, form of fear  
**Saves:** Fort +5, Ref +4, Will +7  
**Abilities:** Str 11, Dex 15, Con 13, Int 9, Wis 15, Cha 19  
**Skills:** Hide +4, Intimidate +8, Listen +4, Move Silently +7, Spot +6  
**Feats:** Ability Focus (steal fear), Great Fortitude, Track  
**Environment:** Any  
**Organization:** Solitary  
**Challenge Rating:** 5  
**Treasure:** None  
**Alignment:** Always chaotic evil  
**Advancement:** –  
**Level Adjustment:** –

*A strange luminous cloud floats before you, emitting sounds of torment and terror. As you continue to stare at it, you see some of your greatest fears form themselves from the mist.*

A fear spawn is a psionic entity that feeds off of the fears of other sentient beings. Without any thoughts to feed off of, a fear spawn appears as a luminous cloud of mist. If there is a sentient being near the fear spawn, it feeds by probing the mind of that being and forms itself into that being's greatest fear. As the being cowers in terror at the sight of its greatest fear come to life, the fear spawn feeds on the brain waves of terror, strengthening itself.

Fear spawn inherit their vampiric hunger for fear from their progenitors: they are created when one of the Nameless Fear kills an intelligent creature of over 5 hit dice with a mind-affecting psi-like ability. If the body of such a creature isn't sprinkled with holy water or cremated within 24 hours, the residual psychic

Illustration by J.R. Dart



Fear Spawn

energy of the attack and the creature's frozen-in-death state of fear react, transforming the body into the gaseous state of a fear spawn. Certain other effects, such as placing the body in a *magic circle against evil* or a *hallowed* site, or a *null psionics field*, can prevent such a transformation indefinitely, and if the creature is restored to life, all threat of transformation vanishes. If a creature does transform into a fear spawn, it cannot be raised, but it may be resurrected if the subdued form of the fear spawn is present for the effect.

*Adaptation: Fear spawn do not need to be tied to the Nameless Fear. They could exist as independent entities, arising spontaneously when creatures die of fear from a night terror. If you wish to use the Nameless Fear in your games but would prefer something lighter on the rules, the statistics for the fear spawn make a ready substitute.*

## COMBAT

A fear spawn locates sentient beings through use of *read thoughts*. It approaches stealthily while gaseous, favoring foggy conditions or targets which seem skittish. It gorges itself in fear and terror caused by its psi-like abilities or its intimidation skill. If threatened, it solidifies and attempts a steal fear attack in the same round, typically against terrified or demoralized foes. Once in its form of fear, it strikes like a feral beast.

**Gaseous Form (Ex):** In its natural state, a fear spawn resembles a cloud of faintly glowing mist. While in this form, the fear spawn has a fly speed of 30 feet (perfect maneuverability) and retains the use all of its psi-like abilities and its steal fear ability. It can become solid or revert to a gaseous state as a move action as often as it wishes, although it can only benefit from form of fear when it is solid.

**Psi-Like Abilities:** At will – *read thoughts*, 3/day – *demoralize, false sensory input*, 1/day – *psionic dominate*. Manifesters level 7. The save DCs are Charisma-based.

**Steal Fear (Su):** To feed, the fear spawn extracts the fears of creatures near itself. A fear spawn may attempt to steal fear from any non-mindless creature within 30 feet as a standard action. If the target fails a Will save (DC 18), they suffer 2 points of temporary Wisdom damage, which fades five minutes after leaving the presence of the fear spawn. After a successful steal fear attack, the fear spawn instantly takes on the physical form of the

target's worst fear, granting it the abilities described in the form of fear entry below. The save DC is Charisma-based.

**Form of Fear (Su):** If the fear spawn successfully uses its steal fear ability, it takes on a horrid form drawn from its victim's worst fears, which grants the fear spawn the frightful presence extraordinary ability. Opponents within 30 feet that have fewer Hit Dice or levels than the fear spawn and that have line of sight become shaken for 1d6 rounds if they fail a Will save (DC 16). An opponent that succeeds on the saving throw is immune to the fear spawn's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. The save DC is Charisma-based.

This horrific form also increases the fear spawn's natural armor bonus by +3 and grants it damage reduction 2/- and a +4 bonus to Strength.

This effect functions only while the target that was subjected to *steal fear* is within 30 feet and alive. If the fear spawn delivers another steal fear attack, it does not transform again, but if any victim is within 30 feet of the fear spawn and alive, this ability persists.

**Skills:** Fear spawn have a +2 racial bonus on Move Silently and Intimidate checks.

## PSIONIC CONSTRUCTS

A construct is a created creature similar to an animated object. The constructs presented below can be created through the use of the Craft Psionic Construct feat, and are often found accompanying manifesters.

Rules for creating constructs can be found in the *Monster Manual*.

### CRYSTALLINE CONSTRUCT

#### Large Construct

**Hit Dice:** 12d10+30 (96 hp)

**Initiative:** +0

**Speed:** 20 ft. (4 squares)

**Armor Class:** 26 (-1 size, +16 natural), touch 9, flat-footed 26

**Base Attack/Grapple:** +9/+21

**Attack:** Slam +16 melee (2d10+8)

**Full Attack:** 2 slams +16 melee (2d10+8)

**Space/Reach:** 10 ft./ 10 ft.

**Special Attacks:** Improved grab, crystal shard

**Special Qualities:** Construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision

**Saves:** Fort +4, Ref +4, Will +4

**Abilities:** Str 26, Dex 11, Con -, Int -, Wis 11, Cha 1



**Skills:** -  
**Feats:** -  
**Environment:** Any  
**Organization:** Solitary or with master  
**Challenge Rating:** 9  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** --  
**Level Adjustment:** --

*Sparkling as light refracts off thousands of facets, the crystalline construct stands guard as his master continues work. His gleaming eyes ensure no intruders may interrupt the task at hand.*

A crystalline construct stands 9 feet tall and weighs roughly 1800 pounds. Its body is pure crystal, its particular form decided by its crafter. They most commonly appear humanoid, although artistic creators have built spider-like forms or even tauric hybrids.

Built from a variety of crystals, these constructs are typically created by those psions with an affinity for crystals.

## COMBAT

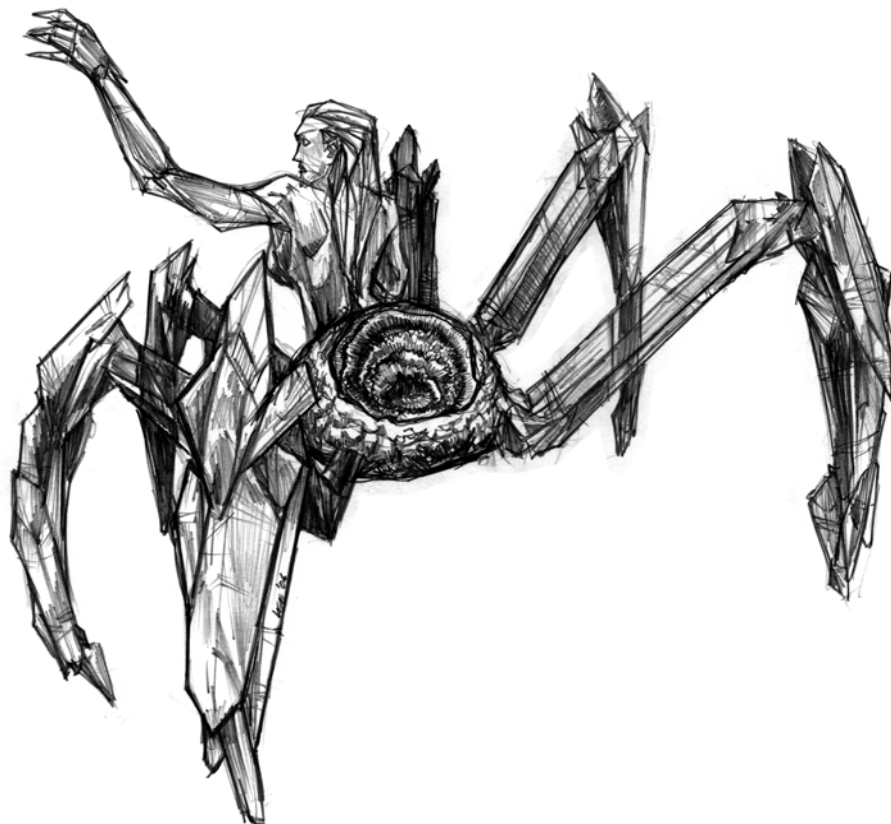
A crystalline construct does nothing without explicit orders from its creator. It follows instructions literally and is incapable of any strategy or tactics. Crystalline constructs don't use weapons, even if ordered to, but always strike with their fists.

A crystalline construct's creator can command it if the crystalline construct is within 60 feet and can see and hear its creator. If uncommanded, a crystalline construct usually follows its last instruction to the best of its ability, though if attacked it returns the attack. Its creator can give a crystalline construct a simple command to govern its actions in his or her absence.

**Improved Grab (Ex):** To use this ability, the crystalline construct must hit with its slam attack. A crystalline construct can use this ability only on a target that is at least one size smaller than itself.

**Crystal Shard (Ps):** A crystalline construct may use *crystal shard* as a psi-like ability once per round with a swift action as a 6th level manifester. The crystals fired from this ability appear to sail back to the construct as if attracted by an unknown force after impact.

Illustration by Gerald Lee



Crystalline Construct

**Construct Traits:** A crystalline construct has immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

#### CONSTRUCTION

A crystalline construct's body is constructed from mundane crystal with a total weight of at least 3,000 pounds and costing at least 5,000 gp. Assembling the body requires a DC 20 Craft (sculpting) or Craft (gemcutting) check.

ML 15th; Craft Psionic Construct, *bend reality*, *fabricate*, *crystallize*; Price 80,000 gp; Cost 45,000 gp + 1800 xp.

### SONIC CONSTRUCT

#### Medium Construct (Incorporeal)

**Hit Dice:** 6d10+20 (53 hp)

**Initiative:** +7

**Speed:** 30 ft. (6 squares), fly 20 ft. (perfect)

**Armor Class:** 17 (+7 Dex)

**Base Attack/Grapple:** +3/+3 (incorporeal)

**Attack:** Incorporeal touch +10 melee (1d6 sonic)

**Full Attack:** 2 incorporeal touches +10 melee (1d6 sonic)

**Space/Reach:** 5 ft./ 5ft.

**Special Attacks:** Shattering scream

**Special Qualities:** Construct traits, incorporeal traits, sonic form, sonic immunity

**Saves:** Fort +2, Ref +9, Will +2

**Abilities:** Str -, Dex 25, Con -, Int -, Wis 11, Cha 1

**Skills:** -

**Feats:** -

**Environment:** Any

**Organization:** Solitary or with master

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** --

**Level Adjustment:** --

*A soft humming sound gradually grows louder as a near-invisible form approaches. The air itself seems to ripple in its passage, distorting the view of the creature. The sounds of a thousand screams cry out as the creature moves.*

A sonic construct is around 5 feet tall and has negligible weight (although it can exert pressure as if it weighed 40 pounds). Appearing as, essentially, a persistent sonic effect in the rough shape of a humanoid, they give off a perpetual hum easily heard by any within 10 feet. The volume of this hum increases marginally while moving, and dramatically while in combat, approaching a battle cry. Some sarcastic kineticists call these constructs "walking war cries," although the name has yet to gain widespread use.

#### COMBAT

A sonic construct does nothing without explicit orders from its creator. It follows instructions literally and is incapable of any strategy or tactics. Sonic constructs don't use weapons, even if ordered to, but always lash out with sonic arcs.

A sonic construct's creator can command it if the sonic construct is within 60 feet and can see and hear its creator. If un-commanded, a sonic construct usually follows its last instruction to the best of its ability, though if attacked it returns the attack. Its creator can give a sonic construct a simple command to govern its actions in his or her absence.

**Shattering Scream (Su):** A sonic construct uses the sonic energy of its form by emitting a

Illustration by Alex Leonard



Sonic Construct

devastating wail at its enemies. This wail is a 15' cone that causes 3d4 points of sonic damage (Reflex half, DC 15). A shattering scream ignores the hardness of objects, and, if the construct focuses it on a single object, emulate a *shatter* spell. After making a shattering scream of either type, a sonic construct must wait one round before being able to do so again.

**Sonic Form (Ex):** A sonic construct, being pure sound, cannot mask its presence easily. Unlike other incorporeal creatures, it does not always move silently, instead taking a -4 racial penalty on Move Silently checks. Normal hearing distance is doubled for those making Listen checks near the sonic construct. Additionally, its natural attacks deal sonic damage instead of bludgeoning, and if used to attack an object ignore that object's hardness. However, due to their imprecise nature, these natural attacks can no longer deal critical hits. Finally, it is immune to sonic damage and is in fact repaired by sonic energy: if it is subject to a magical or psionic attack which deals sonic damage, it recovers one hit point per die of damage the effect would have otherwise dealt. Its incorporeal miss chance does not apply against psionic or magical sonic attacks.

**Construct Traits:** A sonic construct has immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

**Incorporeal Traits:** A sonic construct is harmed only by other incorporeal creatures, magic weapons, powers, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with *ghost touch* weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Sonic constructs have no Strength score, but are not silent as normal incorporeal creatures are.

#### CONSTRUCTION

A sonic construct's body is constructed in an unusual fashion: a crystalline latticework is assembled, and then charged with psychokinetic energy during construction. The resulting

resonance shatters the framework upon completion, but creates a sonic construct. The latticework requires 1000 gp in raw crystal and a DC 20 Craft (gemcutting) check to assemble.

ML 8th; Craft Psionic Construct, *control body*, *control sound*, *energy ball*, creator must be at least 8th level; Price 16000 gp; Cost 8500 gp + 300 xp.

### **MINDBORN (Template)**

The procedure that the Unbodied (see the *Expanded Psionics Handbook*) used to abandon their physical forms has not been lost, as common knowledge might say... it lives on in their racial subconscious, and any psionic manifester capable of plumbing those depths can discover how it was done, and go through the process themselves.

It is currently impossible to fully transform into an Unbodied, and in this respect common psionic lore is correct. An experienced enough manifester can, nonetheless, derive a sufficient substitute -- at the behest of a member of the Unbodied race, for it is in their subconscious that the path lies. Most Unbodied consider themselves far above such a contact, but an experienced and dedicated manifester may be able to convince one to try.

And thus does a manifester take the first step towards an existence unbound...

Mindborn have no appearance to speak of. They are incorporeal entities of pure mental energy, the result of an extended psionic ritual that powerful manifesters may use to extend their lifespans.

Although they have no "natural form" so to speak, they can assume virtually any form they can imagine, through the use of their Assume Likeness ability. Such forms are still incorporeal, though it may still be a convincing act. Most individual mindborn have a few preferred shapes, often including an image of themselves prior to the metamorphosis -- although, of course, considering the mindset of many such manifesters, minor physical "imperfections of the flesh" are usually removed, so the image may look somewhat better than the original. Even psionic masters are not above vanity, it seems.

*Adaptation: The mindborn serves as a psionically-themed substitute for the lich template, and shares many essential elements with it. While functionally similar to an Unbodied, it need not actually have a connection to that monster.*

This sample mindborn uses an 11th level xeph seer as the base creature. His ability scores before the template were Str 6, Dex 15, Con 14, Int 17, Wis 12, Cha 10. Additionally, no psionic powers are active in the statistics block below.

**Medium Outsider (Extraplanar, Incorporeal, Psionic)**

**Hit Dice:** 11d8+45 (94hp)

**Initiative:** +5

**Speed:** Fly 30 ft (good)

**Armor Class:** 16 (+3 Dex, +3 deflection)

**Base Attack/Grapple:** +5 / +5 (incorporeal)

**Attack:** Incorporeal touch +8 (1d6)

**Full Attack:** Incorporeal touch +8 (1d6)

**Space/Reach:** 5 ft / 5 ft

**Special Attacks:** Psionic powers, psychokinesis (DC 16), mode check +9, resting mode Sap Mind +0

**Special Qualities:** Assume likeness, burst, darkvision 60', hide mind, naturally psionic, telepathy (100 ft), true manifestation

**Saves:** Fort +7, Reflex +7, Will +10

**Abilities:** Str -, Dex 17, Con 16, Int 25, Wis 16, Cha 16

**Skills:** Bluff +7, Concentration +17, Disguise +7, Gather Information +17, Knowledge (arcana) +21, Knowledge (psionics) +21, Listen +17, Psicraft +23, Spot +17

**Feats:** Extend Power, Overchannel, Psicrystal Affinity (nimble), Psicrystal Containment, Psionic Body, Psionic Meditation, Talented

**Environment:** Any

**Organization:** Solitary or Illumination (3-6)

**Challenge Rating:** 13

**Treasure:** Half standard (all incorporeal or *ghost touch*)

**Alignment:** Lawful Neutral

**Advancement:** By character class

**Level Adjustment:** +4

**Assume Likeness (Su):** A mindborn can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. Its abilities do not change, but it appears to be that creature, relying on its Bluff and Disguise skills to deflect suspicion. A mindborn using this ability gains an additional +10 competence bonus on Disguise checks. If it can read an opponent's mind, it gains a further +4 circumstance bonus on Bluff checks.

**Burst (Su):** Three times per day, this mindborn can increase his speed by 30 feet. These bursts of speed are considered a competence bonus to the mindborn's base

speed. A burst of speed lasts 3 rounds.

**Hide Mind (Su):** A mindborn cannot be identified as psionic by divination spells or clairvoyance powers.

**Psionic Powers:** 145 power points, manifester level 15, DC 17+power level (+augment):

1st: *conceal thoughts, deceleration, distract, know direction and location, defensive precognition*

2nd: *clairvoyant sense, detect hostile intent, ego whip, object reading*

3rd: *dispel psionics, escape detection, mind trap, ubiquitous vision*

4th: *detect remote viewing, psionic divination, remote viewing, telekinetic maneuver*

5th: *bliss*<sup>UT</sup>, *clairtangent hand, psychic crush, second chance*

6th: *psionic disintegrate*

**Psychokinesis (Su):** This mindborn can use *telekinetic force* (manifester level 11, DC 16) as a standard action that does not provoke attacks of opportunity.

This sample mindborn carries a small amount of gear from his transformation, which he may touch as if it were *ghost touch*. His *headband of intellect* +4, *ioun stone (pink and green sphere)*, and *mindstone*<sup>UT</sup> (3pp; holds *sensitivity to psychic impressions*) have already been factored into the statistics above.

### Creating a Mindborn

"Mindborn" is an acquired template that can be added to any psionic manifester who has created a projection crystal (see below), hereafter referred to as the base creature.

**Size and Type:** The creature's type changes to Outsider, native to the astral plane. Size, base attack bonus, saves, and skill points do not change. It gains the Incorporeal subtype.

**Hit Dice:** Increase all current and future Hit Dice to d8s.

**Speed:** A mindborn has a fly speed of 30 feet (good maneuverability), or the speed or maneuverability of the base creature's fly speed (if better). It loses all other forms of movement.

**Armor Class:** A mindborn gains a deflection bonus to armor class equal to its Charisma modifier, minimum +1.

**Attack:** A mindborn has a touch attack that it can use once per round. If the base creature can use weapons, the mindborn retains this ability. A creature with natural weapons retains those natural weapons. A mindborn fighting without

weapons uses either its touch attack or its primary natural weapon (if it has any). A mindborn armed with a weapon uses its touch or a weapon, as it desires. A mindborn's natural weapons are considered *ghost touch* weapons when attacking with them.

**Full Attack:** A mindborn fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack). As before, a mindborn's natural weapons are treated as *ghost touch* weapons when attacking.

**Damage:** A mindborn without natural weapons has an incorporeal touch attack that uses psychic energy to deal 1d6 points of damage. A mindborn with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d6 points of extra damage on one natural weapon attack.

**Special Attacks:** The mindborn retains all of the base creature's special attacks except those that relied on physical contact (such as Trample), and gains the ones listed below.

**Psionic Powers:** A mindborn can manifest any psionic powers it could before the metamorphosis. See also True Manifestation, below.

**Psychokinesis (Su):** A mindborn can use *telekinetic force* (DC 13+Charisma modifier) as a standard action that does not provoke attacks of opportunity. Psychokinesis has a manifester level equal to the mindborn's HD.

Additionally, a mindborn increases his mode check bonus to that of a psion of his hit dice +4. All future hit dice provide the good mode check progression instead of their normal type. If you are not using the Mindscapes psionic combat system from *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell, ignore this change.

**Special Qualities:** A mindborn retains all the base creature's special qualities except those that relied on a physical form (such as most types of damage reduction), and gains those listed below.

**Assume Likeness (Su):** A mindborn can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. Its abilities do not change, but it appears to be that creature, relying on its Bluff and Disguise skills to deflect

suspicion.

**Darkvision:** A mindborn has darkvision out to 60 feet.

**Hide Mind (Su):** A mindborn cannot be identified as psionic by divination spells or clairvoyance powers.

**Telepathy:** A mindborn can communicate telepathically with any creature within 100 feet that has a language.

**True Manifestation (Su):** A mindborn has a more powerful link to its internal power than most entities do. It gains +4 to its manifester level in a single existing manifesting class (if it had more than one manifesting class prior to the metamorphosis, it chooses which class to which this +4 applies). Treat this bonus in all regards as the temporarily heightened manifester level from Overchannel (for instance, it provides no bonus power points), except that it is permanent and does not deal damage if used.

**Ability Scores:** Increase from the base creature as follows: Dex +2, Con +2, Int +4, Wis +4, Cha +4. As an incorporeal creature, a mindborn has no Strength score.

**Skills:** Mindborn gain a +4 racial bonus on Bluff checks and Disguise checks. When using its assume likeness ability, a mindborn gets an additional +10 competence bonus on Disguise checks. If it can read an opponent's mind, it gains a further +4 circumstance bonus on Bluff checks. Otherwise, same as the base creature.

**Environment:** Any, usually same as base creature.

**Organization:** Solitary or Illumination (3-6).

**Challenge Rating:** Same as the base creature +2.

**Treasure:** Half standard or none. Any worn or carried gear is *ghost touch* or incorporeal.

**Alignment:** Any, although any former class restrictions remain in effect.

**Advancement:** By character class.

**Level Adjustment:** +4.

Mindborn are immune to magical aging and suffer no penalties from aging effects. Bonuses still accrue at the rates they did prior to the metamorphosis, although the mindborn has no maximum age. Mindborn do not need to eat or sleep (though they can if they wish and are able to -- in fact, as psionic manifesters, sleep or its equivalent is required for healthy manifesting), although they do find that they need to be surrounded with a breathable substance or their consciousness begins to fade (exactly as if one were holding their breath or being drowned) -- and as beings of pure consciousness, that is

quite an unsettling thought.

A mindborn's psicrystal remains corporeal. A few mindborn use it as a weak physical prop, while others secret it away for safekeeping.

### *Becoming a Mindborn: The Crystal Projection and the Awakening:*

The secret to becoming a mindborn lies dormant in the creatures most like it: the Unbodied. A mindborn-potential must first have already impressive skill with handling psionic manifestations before any potential Unbodied will agree to her request for contact, even assuming that she can locate such a creature. The character must be able to consistently manifest psionic powers with a manifester level of at least 11 before the connection is established. The manifester must also possess the Psicrystal Affinity feat, for reasons which are about to become clear, although she need not have it when initially seeking an Unbodied patron.

Assuming a willing Unbodied can be found, the next logical step is an intimate mindlink. This is a deep, mutual connection between the psionic character and the Unbodied, almost at an instinctive level. It can only be established by the Unbodied "interfacing" with the psionic character -- that is, it must move into the same space as the character and maintain telepathic contact with the character. The process takes an hour to fully establish, and neither entity can move or attempt any action during this time. Treat such a link as if both characters were in contact and attempting to view each other's powers known (see the *Expanded Psionics Handbook*, page 64), with one exception.

The mindborn-potential will see one additional power beyond what the Unbodied normally knows -- this is a special function of the interface, and the power is the result of a racial memory, so the Unbodied in question may not even have been aware of it. The power is similar to *astral seed*, but it cannot be learned by any means (as it draws deeply on the racial consciousness and identity of another being). It is treated as a 6th level power on every psionic power list for the purposes of manifesting it, and manifesting it takes eight hours to complete (the Unbodied may not manifest this power for her).

Upon successful manifestation of this power, the manifester reaches an epiphany. On some primal, inexplicable level, she has learned how the original Unbodied ancestors abandoned their forms, and knows what must be done to reach the same step of ascendance. However,

this is only the first step of a long and arduous journey.

The second step involves an extended psionic ritual very much like creating a psionic item, in which the manifester's psicrystal is enhanced and refined. This process requires the Psicrystal Affinity feat and costs 120,000 GP and 4800 XP to complete (successful manifestation of the Unbodied's racial power grants the knowledge necessary to use this feat as an item creation feat). Once completed, the manifester's psicrystal has been strengthened dramatically, gaining hardness 20 and 20 bonus hit points.

The third, and final, stage of the metamorphosis is the most taxing of all. The potential mindborn must withdraw into total isolation, accompanied only by a few important possessions and the psicrystal. The manifester then enters a deep trance, strengthening her bond to the psicrystal, in an effort to synchronize its psionic nature with her own. She may do nothing else during this time -- not even eat or sleep (though the process is close enough to dreaming that sleep becomes irrelevant). The exact length of time varies from candidate to candidate, but averages about four days. At the end of the procedure, her body disappears -- dematerialized and absorbed into the psicrystal. At the same time, her consciousness awakens within her psicrystal, which immediately uses the accumulated psychic energy to project the form of a new mindborn into existence.

Unlike most incorporeal creatures, the mindborn may touch the ectoplasmic limbs of her psicrystal. Additionally, the ritual bestows a limited version of the *ghost touch* property on anything the mindborn was wearing during the transformation -- for her hands alone, such items behave as if *ghost touch*. (She still must be in a compatible form of *assume likeness* to use them, though, and the items are not *ghost touch* for anyone else. They are also fully corporeal, so they cannot pass through objects as she can.)

As outsiders (entities with their soul and form linked as a single unit), a mindborn cannot be raised or resurrected. However, after being destroyed, a mindborn awakens in her psicrystal, which is relatively drained of psychic energy. She shares the physical form of her psicrystal with its personality during this time, and retains the psionic powers and maximum power points she had at time of death, although she also has a negative level that cannot be removed, and loses all special abilities from the mindborn template. Unlike the similar *astral seed* power, the telepathic bond a mindborn

shares with her psicrystal ensures that it is always "up to date".

Projecting her mind from the crystal requires it to be recharged first. Recharging is similar to the synchronization process, but without a physical body to aid the mind, it takes a fair bit longer. This takes 10 days of doing nothing but meditating and focusing psionic might – even the psicrystal cannot use any of its abilities during this time, and is essentially a very tough rock for the duration. Once the process begins, it cannot be stopped by any means, so mindborn have learned to only try this in a very safe place (preferably in solitude). At the end of this time, her mind has been projected again, and she regain the full powers of the mindborn template.

As may have been surmised, a mindborn can only be permanently terminated by the destruction of her psicrystal. Even if she creates a replacement (see the expanded rules for Psicrystal Affinity in Chapter 4: Feats), it is a normal psicrystal and must undergo the item creation process again before it can serve as a projection crystal. Mundane means, such as understanding the very intricate cut of the gem (Appraise DC 25, or Knowledge: Psionics DC 20), or very advanced means, such as *analyze dwoemer*, can serve to differentiate between a normal psicrystal and one that has been transformed to project a mindborn.





### **Variant Soulknife**

The soulknife class, as presented in the *Expanded Psionics Handbook*, is an intriguing class that, sadly, has a less than spectacular implementation. It has the traits of both warriors and stealthy experts, but no real strengths in either role. Everything it can do, other classes can do better, often without much effort. It shoehorns players into a niche role without giving much leeway in the execution of that role.

For these reasons, the variant soulknife presented below was created. The variant soulknife completely replaces the standard soulknife presented in the *Expanded Psionics Handbook*. It should provide for interesting and varied soulknife characters.

### **Game Rule Information**

**Hit Die:** d8.

**Class Skills:** Autohypnosis, Balance, Climb, Concentration, Craft, Escape Artist, Heal, Hide, Intimidate, Jump, Knowledge (Psionics), Listen, Move Silently, Profession, Sleight of Hand, Spot, Survival, Swim, Tumble, and Use Rope.

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier

### **Class Features**

#### **Weapons and Armor Proficiency:**

Soulknives are proficient with all simple weapons, with their own mind blades (regardless of form), and with light armor and shields (except tower shields).

**Mind Blade (Su):** As the standard soulknife class feature, except as follows.

A soulknife's mind blade improves as the character gains higher levels. At 4th level and every other level thereafter, the mind blade gains a cumulative +1 enhancement bonus on attack rolls and damage rolls (+2 at 6th level, +3 at 8th level, +4 at 10th level, and so on). Note that the enhancement bonus of the mind blade cannot exceed +5. The soulknife may (and, indeed, must, after the enhancement bonus exceeds +5) apply a special ability from the table below instead of an enhancement bonus. A soulknife can choose any combination of weapon special abilities and/or enhancement bonus that does not exceed the total allowed by the soulknife's level.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he must first spend 8 hours in concentration. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.



Weapon Special Ability	Enhancement Bonus Value
Bane	+1
Defending	+1
Distance	+1
Flaming	+1
Frost	+1
Ghost touch	+1
Keen	+1
Lucky*	+1
Merciful	+1
Mighty cleaving	+1
Psychokinetic*	+1
Shock	+1
Sundering*	+1
Vicious	+1
Anarchic	+2
Axiomatic	+2
Collision*	+2
Flaming burst	+2
Frost burst	+2
Holy	+2
Mindcrusher*	+2
Psychokinetic burst*	+2
Shocking burst	+2
Suppression*	+2
Unholy	+2
Wounding	+2
Bodyfeeder*	+3
Mindfeeder*	+3
Soulbreaker*	+3
Brilliant energy	+4
Coup de grace*	+5

\*From the Expanded Psionics Handbook

**Weapon Focus (Mind Blade):** A soulknife gains Weapon Focus (mind blade) as a bonus feat.

**Wild Talent:** A soulknife gains Wild Talent as a bonus feat. (This class feature provides the character with the psionic power he needs to materialize his mind blade, if he does not otherwise have the psionic subtype.)

**Bonus Feat:** At 2nd level and every 4 levels thereafter (6th, 10th, 14th, and so on), the soulknife gains a bonus psionic feat.

**Throw Mind Blade (Ex):** As the standard soulknife ability.

**Psychic Strike (Su):** As the standard soulknife ability.

**Free Draw (Su):** As the standard soulknife ability.

**Shape Mind Blade (Su):** As the standard soulknife ability, except as follows.

The mind blade retains the shape given to it using this class feature every time it is formed until the soulknife reshapes it. If the soulknife loses access to this class feature due to negative levels or level loss due to death, his mind blade regresses to its original short sword form.

**Bladewind (Su):** As the standard soulknife ability.

**Greater Weapon Focus (Mind Blade):** A soulknife gains Greater Weapon Focus (mind blade) as a bonus feat at 9th level.

**Knife to the Soul (Su):** As the standard soulknife ability.

**Multiple Throw (Ex):** As the standard soulknife ability.

**Double Strike (Su):** At 20th level, the soulknife's mind blade can retain the energy needed for a psychic strike longer. When the soulknife makes a successful psychic strike with his mindblade, the next attack he makes will also do psychic strike damage, as long as it is made before the beginning of his next turn. Once this second psychic strike is made, the mind blade's extra energy is used up and it will not deal extra psychic strike damage unless imbued again. Ability damage from Knife to the Soul lingers in the blade during a double strike, just like normal psychic strike damage.

**CONSEQUENCES**

Using this altered soulknife requires the following adjustments to new material presented in this book:

- **General:** If a feat or class feature specifies that it stacks with soulknife levels for the purposes of the mind blade and mind blade enhancement class features, it now only stacks with the mind blade class feature. This includes the increase due to prestige class levels.
- **Half-Giant Soulknife:** Change to 6+Int skill points from 4+Int. The Roots of Strength ability now replaces the soulknife's bonus feat at 6th level instead of the Speed of Thought feat.
- **Xeph Monk:** All the class features of the soulknife still apply to the xeph monk's ki blade, including the enhancement bonuses and weapon abilities granted by the mind blade feature.
- **Xeph Soulknife:** Change to 6+Int skill points from 4+Int. A xeph soulknife of 6th level or higher may add any melee weapon ability to

his mind blade when he alters its weapon capabilities – until that level, he is bound to the list provided above. Expeditious Skirmish replaces the soulknife's bonus feat at 6th level instead of the Speed of Thought feat.

- **Blade of the Champion [Mantra]:**

When using this mantra with the Double Strike class feature, the damage from your psychic strike decreases by one die every two hits instead of every hit, and ability damage from Knife to the Soul persists for two hits instead of one. For example, if Darius (now a 20th level soulknife) were to charge his psychic strike with 2 points of Intelligence damage and +3d8 psychic damage, and attack while under Blade of the Champion, the first two attacks would deal +3d8 damage and 2 Intelligence damage, his third and fourth attacks would deal +2d8 damage (and no Intelligence damage), his fifth and sixth attacks would deal +1d8 damage, and his seventh and later attacks would deal normal damage. This is not all in the same round.

- **Fill the Blade:** If the attack imbued by this ability successfully deals psychic strike damage, you do not gain additional imbued attacks as per the Double Strike ability. Double Strike only applies to normally-charged psychic strikes.

## Variant Wilder

While psionic manifesting usually finds its exemplars in paragons of extreme self-control and discipline (the psion and psychic warrior), it has other practitioners as well. The wilder offers an excellent conceptual counterpoint to her psychic brethren, and at the same time allows for a similarly different play method. However, the mechanical implementation of the wilder is, simply put, a little strange. Its signature ability, wild surge, grows increasingly dangerous to use as levels go up, elude touch (a dodge bonus) becomes more valuable the more armor a wilder straps on, volatile mind is at best a minor hindrance as opposed to a true defense, and the class provides little incentive to consider staying a wilder as opposed to multiclassing.

The variant wilder presented below aims to solve those problems. While it lacks the standard wilder's ability to wild surge for a smaller amount than possible (which always felt out of place on a supposedly uncontrolled wild talent like the wilder's), it more than makes up for it with alternate class features and powerful high-level abilities. Using this variant wilder completely replaces the wilder presented in the *Expanded Psionics Handbook*.

### Variant Soulknife

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1	+0	+0	+2	+2	Mind blade, Weapon Focus (mind blade), Wild Talent
2	+1	+0	+3	+3	Throw mind blade, bonus feat
3	+2	+1	+3	+3	Psychic strike +1d8
4	+3	+1	+4	+4	+1 mind blade
5	+3	+1	+4	+4	Free draw, shape mind blade
6	+4	+2	+5	+5	+2 mind blade, bonus feat
7	+5	+2	+5	+5	Psychic strike +2d8
8	+6/+1	+2	+6	+6	+3 mind blade
9	+6/+1	+3	+6	+6	Bladewind, Greater Weapon Focus (mind blade)
10	+7/+2	+3	+7	+7	+4 mind blade, bonus feat
11	+8/+3	+3	+7	+7	Psychic strike +3d8
12	+9/+4	+4	+8	+8	+5 mind blade
13	+9/+4	+4	+8	+8	Knife to the soul
14	+10/+5	+4	+9	+9	+6 mind blade, bonus feat
15	+11/+6/+1	+5	+9	+9	Psychic strike +4d8
16	+12/+7/+2	+5	+10	+10	+7 mind blade
17	+12/+7/+2	+5	+10	+10	Multiple throw
18	+13/+8/+3	+6	+11	+11	+8 mind blade, bonus feat
19	+14/+9/+4	+6	+11	+11	Psychic strike +5d8
20	+15/+10/+5	+6	+12	+12	+9 mind blade, double strike

## Game Rule Information

**Hit Die:** d6.

**Class Skills:** Autohypnosis, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Escape Artist, Intimidate, Jump, Knowledge (Psionics), Listen, Profession, Psicraft, Sense Motive, Spot, Swim, and Tumble.

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier

## Class Features

**Weapons and Armor Proficiency:** Wilders are proficient with all simple weapons, with light armor, and with shields (except tower shields).

**Power Points/Day:** As the standard wilder.

**Powers Known:** As the standard wilder.

**Maximum Power Level Known:** As the standard wilder.

**Wild Surge (Su):** A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power. During a wild

surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits outside of the manifestation (she gains no higher-level class abilities, for instance).

She cannot use the Overchannel psionic feat and invoke her wild surge at the same time. At 3rd level, a wilder boosts her manifester level by two instead of one. At 7th level, she boosts her manifester level by three; at 11th level, by four; at 15th level, by five; and at 19th level, by six. The wilder always wild surges for the maximum amount possible.

### Variant Wilder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points	Powers Known	Max Level
1	+0	+0	+0	+2	Wild surge +1, psychic enervation	2	1	1st
2	+1	+0	+0	+3	Elude attack	6	2	1st
3	+2	+1	+1	+3	Wild surge +2	11	2	1st
4	+3	+1	+1	+4	Surging euphoria +1	17	3	2nd
5	+3	+1	+1	+4	Volatile mind +1	25	3	2nd
6	+4	+2	+2	+5		35	4	3rd
7	+5	+2	+2	+5	Wild surge +3	46	4	3rd
8	+6/+1	+2	+2	+6		58	5	4th
9	+6/+1	+3	+3	+6	Volatile mind +2	72	5	4th
10	+7/+2	+3	+3	+7		88	6	5th
11	+8/+3	+3	+3	+7	Wild surge +4	106	6	5th
12	+9/+4	+4	+4	+8	Surging euphoria +2	126	7	6th
13	+9/+4	+4	+4	+8	Volatile mind +3	147	7	6th
14	+10/+5	+4	+4	+9		170	8	7th
15	+11/+6/+1	+5	+5	+9	Wild surge +5	195	8	7th
16	+12/+7/+2	+5	+5	+10		221	9	8th
17	+12/+7/+2	+5	+5	+10	Volatile mind +4 (extra save)	250	9	8th
18	+13/+8/+3	+6	+6	+11		280	10	9th
19	+14/+9/+4	+6	+6	+11	Wild surge +6	311	10	9th
20	+15/+10/+5	+6	+6	+12	Perfect surge, surging euphoria +3	343	11	9th

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power by this additional amount; only the standard power point cost is subtracted from the wilder's power point reserve. For example, if Alrik the 8th level wilder were to invoke his wild surge when manifesting a power, he would spend between 1 and 8 power points as normal, but the power would manifest at 11th manifester level and behave as if he had spent 3 more on it than normal.

**Psychic Enervation (Ex):** Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort. The chance of suffering psychic enervation is 15%. A wilder overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

**Elude Attack (Ex):** Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from attacks. She gains a dodge bonus to her Armor Class against all attacks equal to half her Charisma bonus.

**Surging Euphoria (Ex):** As the standard wilder ability.

**Volatile Mind (Ex):** A wilder's temperamental mind is hard to affect with telepathy or enchantment. Beginning at 5th level, the wilder gains a +1 bonus to saving throws against telepathy powers or enchantment spells. Every four levels beyond 5th (9th, 13th, and 17th level), this bonus improves by +1.

Whenever any telepathy power is manifested or any enchantment spell is cast on a wilder of 17<sup>th</sup> level or higher, the wilder receives a Will save to negate the effect in addition to any save the effect may allow; if the spell or power already allows a Will save to negate, the wilder makes a second one, and would need to fail both to be affected.

**Perfect Surge (Su):** The wilder has mastered the unmasterable and can now use a blindingly powerful version of wild surge, albeit at great cost. Once per day, the wilder may add +10 to her manifester level on one manifestation as if through wild surge. In addition to this increase, the manifestation also receives +3 to its save DC, +3 to any attack rolls involved, and is treated as a power five levels higher than it really is for the purposes of

level-dependent effects (such as *minor globe of invulnerability*). A power manifested with a perfect surge has the radius and intensity of its associated displays doubled; such displays cannot be hidden normally.

The wilder exudes light as if she is the subject of the *daylight* spell while using a perfect surge, and anyone who makes physical contact with her before the start of her next turn takes 1d4 points of fire damage.

However, this extreme example of wild surging has its price. The wilder is struck by psychic enervation afterwards without fail, except she is instead dazed for 1d4 rounds and loses a number of power points equal to her manifester level +10. The wilder also takes 2 points of ability burn to every ability score (ability burn is ability damage that cannot be magically or psionically healed; see the *Expanded Psionics Handbook* page 67).

The wilder cannot use wild surge or Overchannel on the same manifestation as a perfect surge.

### CONSEQUENCES

Using this altered wilder requires the following adjustments to new material presented in this book:

- **Maenad Wilder:** A maenad wilder struck by psychic enervation loses a number of power points equal to her manifester level +1, and suffers no other ill effects from such enervation. If he uses the Perfect Surge class feature, he dazed for one round (instead of 1d4) and loses a number of power points equal to his manifester level +5 (instead of his manifester level +10), though he still suffers the ability burn. The Resonance ability now reduces the Volatile Mind class feature's bonus to saving throws by +1 instead of reducing the standard Volatile Mind's power point drain.
- **Pathos Dragons:** A pathos dragon's enervation acts exactly as it does above, except that they are not dazed.
- **Dreamscarred:** A dreamscarred wilder, while dreamphased, retains his racial immunity to psychic enervation.

**Wilders and Prestige Classes:** The variant rule regarding wild surge advancement presented in *Hyperconscious: Explorations in Psionics* by Bruce R. Cordell is recommended for this variant wilder. The variant is reprinted below.

### Wild Surge Advancement – From *Hyperconscious*

*As it currently stands, wilders are unlikely to take prestige classes due to the loss of their surge abilities. As*

a variant, you might consider allowing a wilder to treat prestige class levels that currently grant a “+1 level of existing class” as wilder levels for the purpose of using wild surge and psychic enervation. However, not all prestige classes are appropriate for this—any psionic prestige class that allows a character to increase save DCs as a class ability should never gain the use of this wild surge advancement variant. For instance, the awakened dreamer <sup>HC</sup> should not gain the wild surge advancement variant because of the class’s impose will ability.

## Epic-Level Psionic Characters

Rules for progressing beyond 20th character level are provided in the *Dungeon Master’s Guide* and the *Expanded Psionics Handbook*. Those rules are expanded here, providing epic progressions for the devoted psion, the marksman, and the society mind.

### Epic Devoted Psion

None can understand the true potential of a psionic discipline as the epic devoted psion does. Normal psions envy his authority over his chosen domain of the mind.

**Hit Die:** d4

**Skill points at each additional level:** 2 + Int modifier.

Class level	Epic Devoted Psion	Epic Marksman	Epic Society Mind
21st	-	-	-
22nd	-	-	-
23rd	Bonus feat	Bonus feat (any)	Bonus feat
24th	-	-	-
25th	-	-	Network sense +5
26th	Bonus feat	Bonus feat (archery)	Bonus feat
27th	-	Bonus feat (any)	-
28th	-	-	-
29th	Bonus feat	-	Bonus feat
30th	Discipline expertise (+3)	-	Network sense +6
31st	-	Bonus feat (any)	-
32nd	Bonus feat	Bonus feat (archery)	Bonus feat
33rd	-	-	-
34th	-	-	-
35th	Bonus feat	Bonus feat (any)	Bonus feat, Network sense +7

**Manifesting:** The devoted psion’s manifester level continues to improve at each level, but his base power points per day do not increase after 20th level. With every level, a devoted psion learns two new powers of any level or levels that he is capable of manifesting. He is still limited to knowing fewer powers of any other discipline than his selected discipline, and still may not learn powers off of devotion lists other than his own from Expanded Knowledge and similar effects.

**Bonus Feats:** The devoted psion gains a bonus feat at 23rd level and every 3 levels higher than that (26th, 29th, and so on).

**Discipline Expertise:** The devoted psion’s discipline expertise continues to improve. At 30th level and every 10 levels higher than that (40th, 50th and so on), the DC of powers he manifests from his chosen discipline improve by an additional +1, and he pays one fewer power point than before for them (+3 DC, -3 power points at 30th level, +4 DC, -4 power points at 40th, and so on).

### Epic Marksman

The projectiles loosed by the epic marksman seem to defy all logic. With no apparent effort, she can perform the unimaginable at nearly any range.

**Hit Die:** d6

**Skill points at each additional level:** 4+Int modifier.

**Manifesting:** The marksman’s manifester level continues to improve at each level, but her base power points per day and powers known do not increase after 20th level (except through the use of epic feats).

**Wind Reader:** The duration of this ability continues to increase at its previous rate.

**Cover Fire:** The save or check DC of this ability continues to increase at its previous rate.

**Signature Style:** The save DC of any signature style ability continues to increase at its previous rate. An epic marksman does not automatically learn any additional signature styles (but see below). The ability to apply particular feats to the weapons of her chosen signature styles also applies to compatible epic feats.

**Bonus Feats:** An epic marksman gains a bonus feat at 23rd level and every 4 levels higher than that (27th, 31st, and so on). Additionally, she gains a bonus archery-related feat (one that requires Point Blank Shot) at 26th level and every 6 levels higher than that (32nd, 38th, and

so on). When a marksman gains a bonus feat at any of these levels, she may forfeit that feat to instead learn the next-highest tier of any signature style, to a maximum of the 4th tier.

### **Epic Society Mind**

The epic society mind manages even more powerful manipulations of the networks of thoughts between conscious minds, coordinating the actions of many wills at once.

**Hit Die:** d6.

**Skill points at each additional level:** 4+Int modifier.

**Manifesting:** The epic society mind's manifester level continues to improve at each level, but his base power points do not increase after 20th level. The epic society mind does not gain additional powers known after 20th level except through the use of epic feats. The epic society mind treats powers learned through the Epic Expanded Knowledge feat exactly the same as powers learned through Expanded Knowledge. See below on the Power Knowledge feat.

**Worldthought Network:** The epic society mind may connect one additional creature into his worldthought network per class level above 20th (21 creatures at 21st level, and so on). The range of his network does not increase beyond 19th level.

**Soulbinding Gaze:** The range, DC, and number of simultaneous targets of this ability continue to increase at their previous rates.

**Network Sense:** The bonus from this ability continues to increase by +1 per five class levels (+5 at 25th level, +6 at 30th and so on).

**Bonus Feats:** The epic society mind gains a bonus feat at 23rd level, and every three levels higher than that (26th, 29th, and so on).

*Epic Society Minds and Power Knowledge:* The society mind's powers known increase as normal, and he is able to swap these powers with the other powers on his list. This is an exception to the general rule of Expanded Knowledge-type effects.

*Example:* Jaieth is now 21st level and selects Power Knowledge as his epic feat. He gains knowledge of two additional society mind powers, putting his powers known to 13 instead of 11. He may now select up to 13 powers known when he rotates his powers for the day.

## ***New Epic Feats:***

### **ENDURING NETWORK [Epic]**

Your worldthought network may persist through even the most dire circumstances.

**Prerequisite:** Character level 21, worldthought network range (Planar).

**Benefit:** Your worldthought network gains some resistance to *null psionics fields* and the like. Although the field still affects manifestation and other supernatural abilities (unless otherwise noted) normally, the connections themselves may persist. If you succeed on an opposed manifester level check against the manifester level of the field when any of your network's members (including yourself) enter the field, then the connection remains intact (bypassing the normal rules about *antimagic fields* and supernatural abilities). You must repeat this check whenever any of your network's members enter the field.

Additionally, if your connection to a member persists in these effects, your network sense also continues to operate normally with respect to that member (bypassing the rules on *antimagic fields* and supernatural abilities).

**Special:** Dead magic zones have no caster level. For your network to endure one, the DC is 20, though you must make this check every round a given member is in the field, and each round the DC increases by 2.

### **EPIC CONNECTIONS [Epic]**

Your connection to the greater networks of thought is so strong, it allows you to operate through other followers of the society mind path.

**Prerequisite:** Character level 21, efficient network, Improved Network, ability to manifest *metaconcert*.

**Benefit:** If you and another society mind both possess this feat and are connected in each other's worldthought networks, your cooperative healing, telepathy, and network sense class features affect the members of the other society mind's network as if they were members of your network.

Furthermore, if you succeed at a Psicraft check, you may manifest a power through the other society mind's network, as if you were manifesting it through your own (DC 20+power level+HD of the intended target). The spirit of many class feature does not apply to powers manifest this way.

**Adaptation:** If this feat is allowed in the game, GMs are encouraged to restrict its acquisition to

members of epic organizations as a sort of membership benefit. One such organization is the Cosmic Echoes (see Chapter 6: Organizations).

### **EPIC MEDITATIONS [Epic, Psionic]**

The subconscious routines taught as mantras are second-nature to you, and you can maintain your focus on more than you could before.

**Prerequisite:** Character level 21, Concentration 27 ranks, Psionic Meditation, Master of Mantras, any three mantra feats.

**Benefit:** You may simultaneously activate and maintain one more mantra than you could before. The Concentration check DC increases by 5 per mantra, plus the combined amount of all the mantras you intend to activate. Activating more than one mantra is always a full-round action (exception: knights meditant may activate two mantras at once at accelerated rates; see Chapter 5 for more information). Epic Meditations stacks fully with the knight meditant's threefold master class feature.

**Special:** You may select this feat multiple times. Each time you do, you may activate and maintain one additional mantra simultaneously.

### **EPIC SENSITIVITY [Epic, Psionic]**

You have internalized your network sense. Its use comes as naturally to you as the senses you were born with.

**Prerequisite:** Character level 21, Sense Motive 25 ranks, network sense +4

**Benefit:** You no longer need to expend your psionic focus to activate your network sense: while psionically focused you can always tell the location, apparent identity, and current condition of members. Furthermore, you are always aware of their current hit points.

### **GREATER SOULBINDING GAZE [Epic, Psionic]**

Your soulbinding gaze becomes more deadly.

**Prerequisite:** Character level 21, subconscious gaze.

**Benefit:** Your soulbinding gaze now operates over long range (400 ft + 40 ft / society mind level), though it still requires line of effect to work.

Furthermore, the DC of the Will save associated with this ability increases by 5. These benefits apply whether or not you use the subconscious gaze feature.

**Normal:** Soulbinding gaze is a close-range ability.

### **IMPROVED NETWORK [Epic]**

Your worldthought network expands, potentially embodying its name literally.

**Prerequisites:** Character level 21, efficient network.

**Benefit:** You may add one additional creature to your worldthought network per society mind class level. This ability increases with every level of society mind you have. (A 21st level society mind with this feat can hold 42 creatures. If he reaches 22nd level, this becomes 44, and so on).

**Special:** You may gain this feat more than once. Each time you do, you may add an additional creature to your network per society mind class level. (a 23rd level society mind who has selected this feat twice can hold 69 creatures in his network, and at 24th that becomes 72.)

**Normal:** You may hold one creature per society mind level in your worldthought network.

### **MINDSENSE [Epic, Psionic]**

Your network sense now subconsciously registers what others in the network perceive.

**Prerequisites:** Character level 21, Epic Sensitivity, ability to manifest *sense as one*.

**Benefit:** While you maintain your psionic focus, and you have both line of sight and line of effect to one or more willing members of your worldthought network, you become difficult to surprise. If any such member is aware of danger, so are you. You cannot be caught flat-footed or flanked unless all such members also are.

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# What secrets of the mind await just over the horizon...

*This book is your ticket to new psionic adventures, whether your characters have embraced your mind's potential wholeheartedly or have merely scratched the surface. For the player; this initial electronic release has a host of new options for psionic characters, ranging from more than forty new feats and fifty new powers to ten new prestige classes: The Devoted Psion (a specialist variant on the existing psion), the Marksman (a deadly and versatile ranged warrior), and the Society Mind (a psionic support character that lets the party operate as if they were one being). You'll also find lots of support for the existing naturally psionic races, in the form of feats and unique class levels.*

*For the GM, you will find an interesting selection of psionic monsters, organizations, and NPCs (along with a new NPC class to showcase psionics) for your game, along with anything a player may find useful. While the material herein is easy to incorporate into any existing game with psionic rules, it also provides a quick way to introduce psionics to a new game: The Dreamy Isle of Rajrin. This is a locale that is designed to be easy to insert to any game, and serves as a featured adventure setting for the material herein.*

*Untapped Potential: New Horizons in Psionics is for use with the following Dungeons and Dragons books: Player's Handbook, Dungeon Master's Guide, Monster Manual, Expanded Psionics Handbook.*

*Hyperconscious: Explorations in Psionics 2004 by Bruce R. Cordell is optional, but recommended.*



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